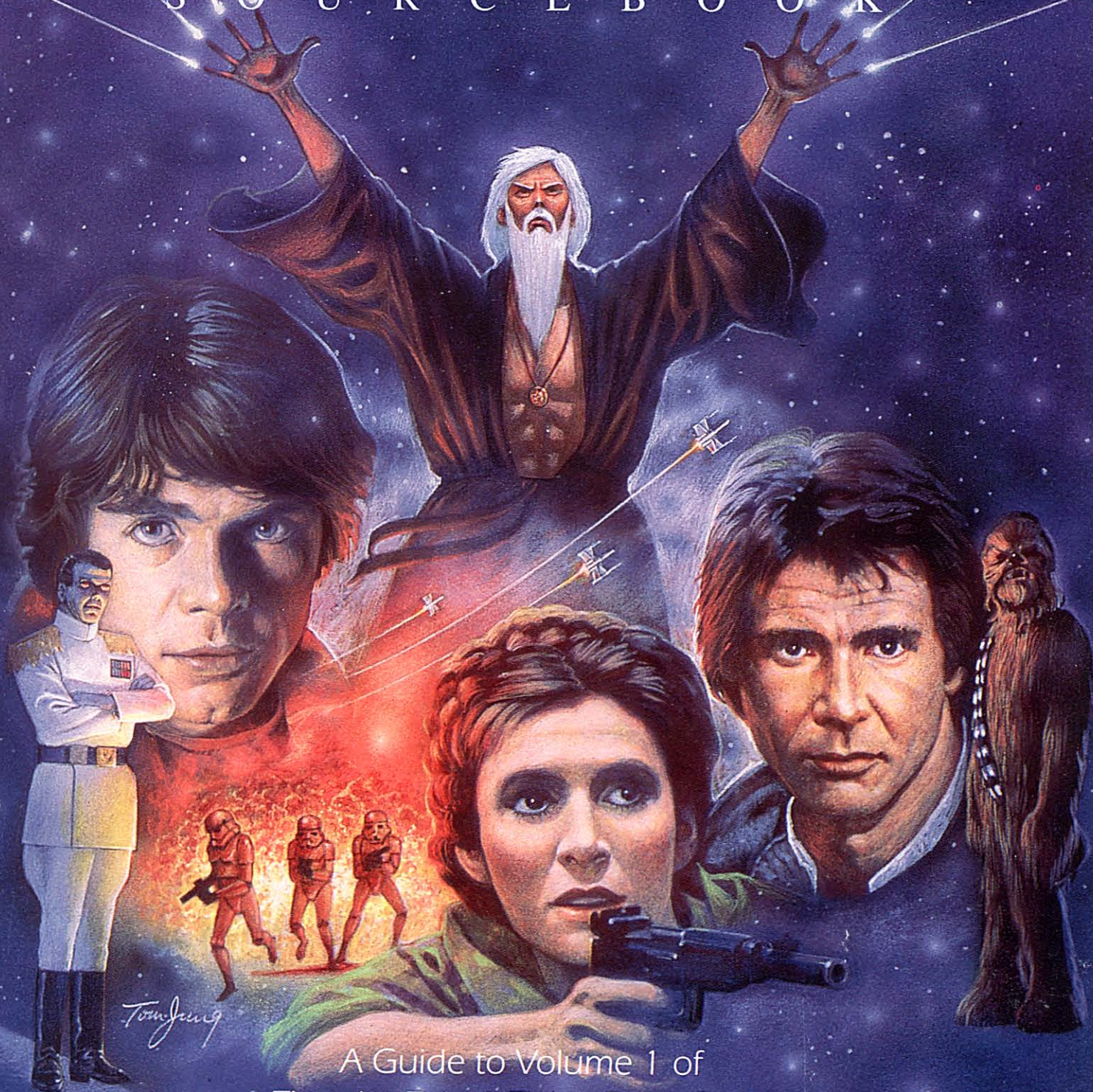


# STAR WARS<sup>®</sup>

## THE NEW REPUBLIC

### HEIR TO THE EMPIRE

S O U R C E B O O K



A Guide to Volume 1 of  
Timothy Zahn's Three-Book Cycle



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



It is a time of renewal, five years after the destruction of the second Death Star and the defeat of Darth Vader and the Empire.

With Emperor Palpatine dead, killed at the decisive Battle of Endor, the remnants of the old Imperial Starfleet have been driven back into barely a quarter of the territory they once controlled. Peace has come to much of the galaxy. In the wake of victory, Leia Organa and Han Solo have married, and Luke Skywalker continues to progress as the first in a new line of Jedi Knights.

But with the war seemingly won, strains are beginning to show in the Rebel Alliance. New challenges to galactic peace have arisen. And Luke Skywalker hears a voice from his past. A voice with a warning.

**Beware the Dark Side ...**



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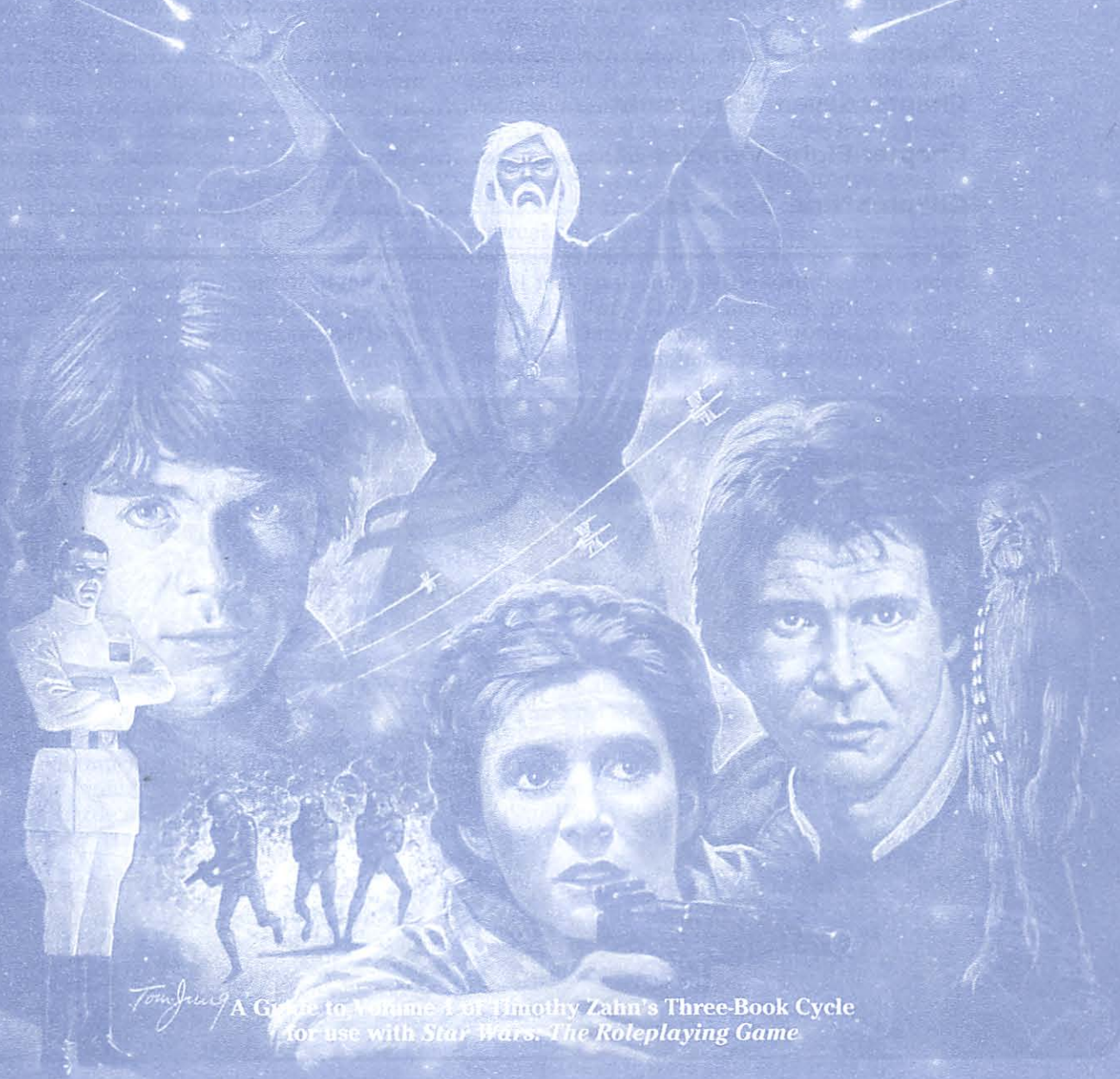
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# STAR WARS™ THE NEW REPUBLIC™

## HEIR TO THE EMPIRE S O U R C E B O O K

by Bill Slavicsek



*Tom Jones* A Guide to Volume 1 of Timothy Zahn's Three-Book Cycle  
for use with Star Wars: The Roleplaying Game



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# Introduction

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

As the summer of 1977 began, crowds of enthusiastic movie-goers were filling theaters to see a new film called *Star Wars*. And they went back to see it — again and again and again. From the mind of George Lucas came a simple tale of farm boy meets princess and a galactic struggle between good and evil. The movie quickly became a cultural phenomenon.

The saga of Luke Skywalker, Princess Leia, Han Solo and the Rebel Alliance continued with *The Empire Strikes Back* and *Return of the Jedi*, and the *Star Wars* movies remain the top-grossing, and possibly the most beloved, movie trilogy ever made. But, when *Return of the Jedi* ended and the final credits rolled, the audience was left wanting more.

In 1987, as part of the ten year anniversary of *Star Wars*, West End Games published *Star Wars: The Roleplaying Game* and *The Star Wars Sourcebook*. The wealth of information and the attention to detail which made the *Star Wars* trilogy so captivating easily translated into a gaming environment of epic proportions. Working closely with Lucasfilm, Ltd., West End Games has, to date, published more than two dozen products chronicling the *Star Wars* galaxy as it exists during the movie trilogy for both roleplaying game enthusiasts and fans of the films.

In 1991, Bantam Books took the *Star Wars* saga a step further, continuing the beloved story in a best-selling hard-cover novel by Hugo Award-winning author Timothy Zahn. *Heir to the Empire*, the first volume of a three-book cycle, begins five years after the Battle of Endor and reveals what has happened since the defeat of Emperor Palpatine. It combines familiar characters and settings with new faces, new aliens, and new dangers. The tale is a grand spectacle on a galactic scale — a tale worthy of the *Star Wars* legacy.

## The Heir to the Empire Sourcebook

With this volume, West End Games has set out to chronicle the people, places, items and events depicted in *Heir to the Empire* with the same dedication and attention to detail that have been the hallmarks of its entire *Star Wars* line of books and game products.

If you have not yet read the first volume of Bantam's three-book cycle, do so now. This sourcebook contains information on events in the novel, which if read prior to reading the novel, may spoil some of the surprises contained within the story. Then, come back to this book to immerse yourself in the rich texture and exciting detail of the expanding *Star Wars* galaxy.

Within this book are entries on many subjects described within the novel. Each entry examines the specifics of the subject and brings its background elements to the forefront so that readers can get a better look. It describes the state of the *Star Wars* galaxy as it stands in the new novel series.

What happened to the Empire after the Battle of Endor? What about the Rebel Alliance? Where are Luke Skywalker, Princess Leia, Han Solo and Lando Calrissian now? How does a lightsaber work? How big is a Star Destroyer? What exactly does a stokhli spray stick do? The answers to these and other fascinating questions are contained within these pages.

And there's a wealth of new characters, aliens and worlds introduced in the novel that have never been seen before but fit wonderfully into the *Star Wars* galaxy. Joruu C'baoth, Grand Admiral Thrawn, Talon Karrde, Mara Jade, Coruscant, Nkllon, Wayland — all these and more are covered in exciting detail.

For fans of the movies and readers who enjoyed the novel and want to know more, this sourcebook provides many of the answers. For game enthusiasts, each entry features complete statistics for use with *Star Wars: The Roleplaying Game*.

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



# Prologue Between Jedi and Heir

The Battle of Endor. The Imperials hailed it as the end of the upstart Rebellion. The Alliance foresaw it as the most important engagement in the war for freedom. It was fought in space above an insignificant forest moon. It was played out beneath the leaf-covered branches of the moon's giant trees. The Battle of Endor. It forever changed the course of galactic history.

Many Bothan spies died getting important intelligence information to the Alliance High Command in the weeks before the battle. That information focused on two specific areas — the construction of a second Death Star and the secret travel schedule of Emperor Palpatine.

The first Death Star battle station, the brainchild of Grand Moff Tarkin, had been the cornerstone of the New Order's Doctrine of Fear. It was to keep the systems in line after the Emperor dissolved the Imperial Senate, and it would do so with a planet-destroying super laser. Only the actions of those individuals now called the Heroes of Yavin saved the Rebellion from a premature death. Princess Leia Organa provided the technical readouts necessary to find a chink in the Death Star's armored hull, and Luke Skywalker, armed with the power of the mysterious Force, fired the shot which set off a chain reaction and destroyed the original Death Star.

But the Emperor wasn't content to let the battle station project end as a fiery wreck in the Yavin star system. He ordered the construction of a second Death Star — larger, more powerful, and better defended than the one before. While it was still under construction, the Emperor allowed Alliance spies to learn of the "secret" construction site — in orbit around an insignificant moon called Endor. Then, to sweeten the trap, the Emperor "let slip" that he himself would be overseeing the final phases of construction. This bit of news was gobbled up by the Rebel spy network, but the Emperor had to make the story look particularly good. A large number of Bothan spies were killed gathering the information and returning with it to Alliance High Command.

While the Alliance armada gathered in the

Sullust system, the Emperor put the finishing touches on his carefully planned trap. He ordered the Imperial Fleet to a hidden orbit on the far side of Endor, and he had his army of technicians leave the new Death Star's superstructure unfinished while they brought the battle station's main weapon on line. The better to lure the Rebels in, the Emperor thought. Let them believe this half-built battle station is inoperative. By the time they realize their mistake, they will be firmly in the sights of a working super laser capable of obliterating even their largest capital ships with a single blast.

The battle unfolded according to the Emperor's plan. Imperial ground forces held a combined force of Rebel commandos and Ewok warriors at bay, refusing to grant them access to the shield generator projecting a protective field around the orbiting Death Star. With the shield in place, the Rebel armada could not engage the battle station directly. Instead, it could only wait helplessly for the shield to drop while the Imperial Fleet and the super laser tore it apart one ship at a time. And while the space battle raged, while the ground war continued, another battle was taking place deep in the steely-dark half-orb. Luke Skywalker was facing the combined might of the Emperor and Darth Vader.

The Emperor and Vader both wanted to turn Luke to the Dark Side of the Force, but each had their own agenda. Luke, however, was interested in only one thing. He wanted to save Vader, to bring him back to the side of Light. There is good in him, young Skywalker believed. He had to remind the man who was once Anakin Skywalker of that. He had to save his father. And in the end, as the Emperor was destroying him with malignant bolts of force lightning, young Skywalker had been proven right. Darth Vader attacked his foul master, hurling the Emperor over a railing and into the bowels of the Death Star. Hurling the Emperor to his death.

With the Emperor dead, the central, powerful evil that had been the cohesive force of the Empire was gone. With the Dark Side diffused and



undirected, the Imperials were left with nothing but confusion, desperation, and damp fear. The sudden loss of coordination and fighting spirit allowed Han Solo, Princess Leia and the Rebel commandos to disable the shield generator. It gave the Alliance armada a significant edge over the Imperial fleet, which disintegrated beneath the barrage of Rebel blasters. And it provided Lando Calrissian, at the controls of the *Millennium Falcon*, the opening he needed to destroy the second Death Star once and for all.

The Emperor — and his twisted Empire — was dead.

Long live the Alliance. Long live the New Republic.

The remnants of the Imperial Fleet were routed as the Battle of Endor drew to a close. The Emperor, the new Death Star, Darth Vader, the Super Star Destroyer *Executor*, countless other ships, experienced crews, irreplaceable commanders ... all lost in a battle that was supposed to herald the destruction of the Rebellion, not the end of the Empire. The Fleet never recovered from the fiasco. It was steadily pushed back by poorly funded and inadequately equipped Alliance ships.

Now, five years later, the remnants of the Empire control barely a quarter of the thousand-thousand worlds that once bowed to the Galactic Empire. It has been relegated to what was once an

Imperial backwater, as the Rebel Alliance grew into the New Republic and set the galaxy free.

The remnants of the Empire ... made up of too few ships, too many inexperienced young crew members, and a handful of experienced but aging officers who still remember the evil glory of the New Order. But memories are not enough to reclaim what the Emperor once took through guile, cunning, military might, and the powers of the Dark Side. The supply of stormtroopers, TIE fighters and other weapons of war dwindles, and each new skirmish brings the Imperial remnants that much closer to complete defeat.

The New Republic struggles to establish a government based on the principles of freedom and liberty. It works to build trust where the Empire once bred fear. In time, it will succeed. Unless, of course, someone or something can strike back at the upstart government.

Enter Grand Admiral Thrawn, last of the Emperor's warlords. He has returned from his duties in the Unknown Regions of the galaxy to take command of the remains of the Imperial Fleet. He has brought with him a plan to destroy the fragile New Republic — a plan to rival the best schemes of the Emperor. A plan that cannot fail.

Let the galaxy shudder for, five years after its defeat, a powerful force for evil has arisen to reclaim the scepter of power.

An heir to the Empire.

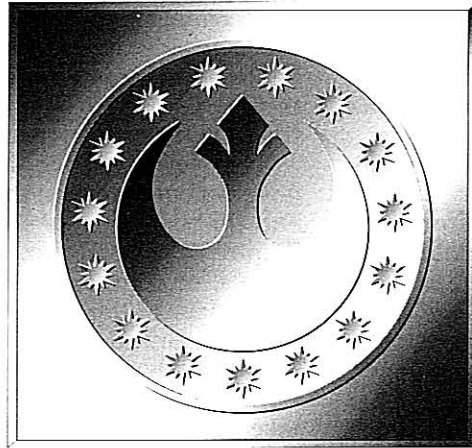


Allen Nurns



*This textfile was released by the Alliance to the Galaxy and its peoples one standard month after the Battle of Endor.*

# Declaration



## of a New Republic

**W**

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

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

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

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

Let the stars sing and the many beings rejoice! The Republic lives again. But it is not the Republic of old. It is a New Republic, founded on the principles and laws of the original, but with the benefit of



history to serve as advisor and mentor. We must not allow the mistakes of the Old Republic to corrupt the New. The New Republic is dedicated to liberty, freedom and justice for all beings in the Galaxy. The New Republic is sworn to be fair, virtuous and honest, for it was the corruption of the Old Republic that was fertile ground for the seeds of tyranny that cast a shadow over the Galaxy for these long years. By all that we fought for, the terror of the past shall never arise again.

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

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

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



Mon Mothma  
Chandрила



Princess Leia Organa  
Alderaan



Borsk Fey'lya  
Kothlis



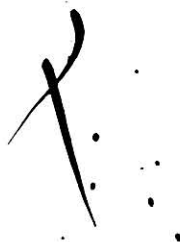
Admiral Ackbar  
Mon Calamari



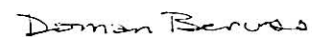
Sian Tevv  
Sullust



Verrinnefra B'thog  
Indriummseghe  
Elom



Kerrithraïr  
Kashyyyk



Doman Beruss  
Corellia



# Chapter One

## The New Republic

### Overview: From Rebels to Respectable

The first cries of rebellion were heard soon after President Palpatine's announcement that he was now the Emperor of the galaxy. No longer would the crumbling Republic of Star Systems try to keep civilization together, the new Emperor declared. From now on, the thousand-thousand worlds would surpass former glories as the Galactic Empire. While most cheered this declaration as the solution to the galaxy's problems, a notable few inwardly shuddered. And in those shudders, the rebellion was born.

At first, those of the Resistance were few in number and disorganized. Few had the resources or vision to see beyond their own systems, so they remained isolated, ill-equipped and little more than a nuisance to the newly-installed Emperor. But as the Emperor consolidated his power through brute force, overwhelming armies and enslavement, and he repealed or ignored laws which had governed the galaxy for thousands of years, more and more of the galaxy resisted. Palpatine, once a humble, unimposing senator, then power-hungry president, emerged as a tyrant who ruled with an iron fist. As the fist clenched tighter, many systems tried to slip from its crushing grasp.

As Republic turned to Empire, certain members of the newly renamed Imperial Senate became increasingly vocal opponents of the Emperor's plans. Mon Mothma, once the respected Senior Senator, was named a "political dissident" and a danger to the safety of the Empire. She fled Coruscant, and went underground, laying the groundwork for an organized Resistance. Her secret ally, Senator Bail Organa, remained in the Senate for those tentative years while Mothma organized what was eventually to become the Rebel Alliance.

In the intervening years, Bail Organa secretly prepared his peace-loving homeworld of Alderaan for the coming war, while his daughter, Leia Organa, was elected Senator and chose to serve alongside her father.

While on a diplomatic mission which was actually a cover for Alliance activity, Senator Leia Organa received intelligence of a most horrifying nature. The Emperor was about to disband the Senate and replace it with the world-shattering power of the first Death Star battle station. As the Imperial Senate was swept away and the rebellious world of Alderaan was destroyed, the fledgling Alliance found the strength and determination to grow. At the Battle of Yavin, the Alliance won its first major victory by destroying the Death Star — whether or not the Alliance was ready, the war for the fate of the galaxy had commenced in full.

For nearly four years, the Alliance continued its war against the Empire. Neither side was able to gain long-term victories as skirmishes were played out in system after system. The Alliance was outgunned and outnumbered, and had to choose its battles with the utmost of care. Then, in a massive battle fought around the forest moon of Endor, the course of galactic history was finally decided. The Alliance gathered a huge armada of ships, but it was still outnumbered ten-to-one by the massive Imperial Fleet and a second Death Star. But when the after-flash of battle had cleared, the Emperor was dead, the second Death Star was destroyed, the remnants of the Imperial Fleet were routed, and the Alliance to Restore the Republic was basking in victory.

In the five years since the Battle of Endor, the Rebels have become respectable. The Alliance reformed as the New Republic, and the long process of changing from a military force to a true galactic government has begun. The remnants of the Empire continually cause trouble in an effort to



eliminate the fledgling government, but the determination of the New Republic leaders has allowed them to solidify nearly three-quarters of the former Galactic Empire into its new government.

However, just as the limited forces of the Empire appear ready for a final collapse, someone has taken command of the disorganized Imperials and is making one last bid to restore the might of the Empire. This new threat to galactic peace may unravel the fragile government the New Republic has been able to weave together ...

## Provisional Council

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

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

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

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

The Provisional Council divides its time between constitutional conferences, diplomatic relations, governmental functions, planetary aid, and military actions. Many member worlds still govern themselves using local laws and customs, though the Council is working hard to get every system to employ the same laws — namely, the



Stephen Crane

## Insignia: The New Republic

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

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

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

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



laws of the New Republic. Change, however, is a slow, time-consuming process, especially since the New Republic is adverse to using military leverage against the member worlds. Such methods smack too closely of the Empire's practices.

### Inner Council

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

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

Still, not everything has been decided smoothly. While the councilors agree on the broad picture, few see eye-to-eye on the specifics. Many have their own agendas as well, for in most cases councilors tend to be the leaders of planets or system factions. The remnants of Alderaan, those people who were off planet when Alderaan was destroyed, naturally look to Prin-

cess Leia to guide them. The same is true of Fey'lya and the Bothans, and of Ackbar and the Mon Calamari. It constantly falls to Mon Mothma to sort out the agendas and keep the council focused upon the task of establishing a new, fair government for all.

### Mon Mothma

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

As a Senator, Mon Mothma served the Republic well. Though she always worked for the homeworld which elected her, she also tended to see the bigger picture. She was interested in the ideals of the Old Republic, and she often went along with proposals which were geared to the greater good of the galaxy. She was a young firebrand on the floor of the Senate, advocating



Allen Nunis/Paul Daly



rapid expansion and growth for the Republic. She put forth visionary new plans for social change. She saw the coming fall of the corrupt and dying Republic if the old ideals and morals weren't reclaimed. She was passionate and outspoken. She fought desperately to save the government she believed in. She, and those who fought beside her, failed.

When her colleague Palpatine was elected President, warning signals rang in the back of Mon Mothma's mind. He had been a compromise candidate, or at least that's what the warring Senatorial factions believed at the time. But there was an evil gleam in his eyes when the announcement was made. There was more, it seemed, to Palpatine than any of them had foreseen. She became the President's most outspoken opponent, strenuously opposing his New Order. She worked within the law as she strived to uphold the principals of the Old Republic. For her efforts, she gained the prestigious post of Senior Senator. She was the last member of either the Old Republic or the Empire to earn that title.

Working with Senator Bail Organa to legally oppose Palpatine, Mon Mothma saw each of her tactics fail one by one. When she heard rumblings of rebellion far from the Galactic Core worlds, she approached Organa with the information. He was horrified. He had seen enough war to last a thousand life times. He had even abolished weapons from his world of Alderaan after the end of the Clone Wars. "To take up the sword of rebellion would be treason," he argued. "Perhaps," Mon Mothma responded, "that is what the galaxy needs."

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

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

for a bunch of disgruntled, unorganized and undisciplined troublemakers.

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

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

### **Mon Mothma** **Roleplaying Game Statistics**

**Template Type:** Chief Councilor

**Loyalty:** To the New Republic

**Height:** 1.6 meters

**Species:** Human

**Sex:** Female

**Homeworld:** Chandrila

**Age:** 50+

**Quote:** "I'm afraid that's impossible. There's far too much work to be done."

#### **DEXTERITY 3D**

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

#### **KNOWLEDGE 4D**

Alien races 9D+1, bureaucracy 11D, cultures 11D, languages 8D, planetary systems 9D, survival 7D, technology 6D

#### **MECHANICAL 3D**

Astrogation 5D, beast riding 3D+2, repulsorlift operation 4D+1, starship piloting 4D

#### **PERCEPTION 4D**

Bargain 11D, command 10D, con 9D, gambling 6D, hide/sneak 6D+2, search 7D

#### **STRENGTH 2D**

Stamina 4D\*, swimming 3D\*

#### **TECHNICAL 2D**

Computer programming/repair 6D, Droid programming/repair 4D, medicine 6D, security 5D+1, starship repair 2D+1

\* **Note:** Some skills have been lowered to reflect aging and lack of use (see *The Star Wars Sourcebook* for more information).

## Admiral Ackbar

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

It has been said that the Calamarians were the soul of the Rebellion. Ackbar, then, is the soul of the Calamarians. He was among the first of his people to be enslaved by the Empire in what has been described as the darkest period in Mon Cal history. Calamari, their watery homeworld, produced two intelligent races — the Mon Calamarians and the Quarren. The two races built an advanced civilization, sparked by the dreams of the Mon Cals and the metal mined from the sea bottom by the Quarren. Great floating cities were constructed which extended both above and below the ocean waves. These marvels of engineering became centers of learning, culture and government. Art, music, literature and science on this world were inspired, creative and advanced.

Ackbar and his people saw the stars as islands in a galactic sea. The entire culture yearned to explore space for others to share their hopes and aspirations. The first Mon Cal starship left the watery planet and met an Imperial vessel, but the Calamari dream turned into a dark nightmare. The Empire did not see an advanced culture with which to trade. It saw a world ripe for conquest, a technology to be exploited for the sake of the Imperial war machine and a people good for nothing but enslavement.

The Calamarians refused to bow to the Imperials, first employing passive resistance. The Empire, intolerant of defiance, especially this far from the Galactic Core, responded by systematically destroying three huge floating cities. Then they settled in to subjugate the world.

Ackbar, a popular and respected Calamari leader who had been at the forefront of the resistance movement, began to plan for war when he was captured by the Imperials. Initially, he was to serve as an interpreter and servant to the fleet officer in charge of the Calamari subjugation. But to curry favor, the fleet officer presented Ackbar to his superior — Grand Moff Tarkin. Tarkin accepted the slave and took him with him when he returned to his territorial headquarters. As a result, Ackbar did not witness the execution of his plans. He did not see his planet turn instruments of culture and peace into weapons of war.

As a slave, Ackbar watched and learned everything he could about this Empire. He was especially interested in military information, learning Imperial theories of war as he catered to Tarkin's every whim. It was during this period that Ackbar learned of the growing rebellion. The idea of others resisting the Empire appealed to Ackbar, though he was concerned about Tarkin's lack of worry. The Grand Moff scoffed at the thought that the Rebels were dangerous, hinting that the Empire was about to become invincible.

Ackbar occasionally found himself in a position to examine secret documents, and he devoted himself to learning all he could about Imperial strategy and tactics. He could find little concerning the Empire's new secret weapon, however. All he learned was that it was supposed to be capable of destroying entire worlds. Then he received word that he was to accompany the Grand Moff to the site of a secret project — the same project that Ackbar had tried desperately to learn about.

En route aboard an Imperial shuttle, Ackbar dreaded what he would soon be forced to witness. But then fate intervened. Rebels attacked the shuttle in order to assassinate the Grand Moff. Though Tarkin escaped the attack without serious injury, Ackbar was able to find freedom with the Rebels. He returned to Calamari and convinced his people to join the growing Alliance. He turned the industries of his planet to the cause of the Alliance, a cause the entire planet took to heart.

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

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

Ackbar's belief in the law and military protocol, as well as his disregard for those who operate outside those institutions, have alienated a few groups which the New Republic has been trying to recruit. For example, smugglers, who have the cargo ships the New Republic needs to resume galactic trade, have so far refused overtures of cooperation and amnesty due to their memory of Ackbar's stand on more stringent



anti-smuggling laws.

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

To make matters worse, recent reports from Coruscant indicate that Ackbar has been arrested and removed from command. He has been charged with treason.

### **Admiral Ackbar** **Roleplaying Game Statistics**

**Template Type:** Mon Calamarian

**Loyalty:** To the New Republic

**Height:** 1.8 meters

**Species:** Mon Calamari

**Sex:** Male

**Homeworld:** Calamari

**Age:** 50+

**Quote:** "You can dispense with the speeches, Councilor. None of our 'glorious forces' are here to be impressed by them."

#### **DEXTERITY 3D**

Blaster 5D+1, dodge 4D, melee 5D+1

#### **KNOWLEDGE 3D**

Alien races 7D+1, bureaucracy 8D, cultures 5D+1, languages 6D, planetary systems 8D, starship tactics 9D, technology 5D+2

#### **MECHANICAL 3D+1**

Astrogation 8D, repulsorlift operation 5D+1, starship gunnery 7D+2, starship piloting 8D+1, starship shields 6D+1

#### **PERCEPTION 2D+1**

Bargain 7D, command 9D, hide/sneak 4D+1, search 5D+1

#### **STRENGTH 3D**

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

#### **TECHNICAL 3D+1**

Computer programming/repair 4D+1, Droid programming/repair 4D+1, repulsorlift repair 5D+1, security 7D+1, starship repair 5D+1

### **Borsk Fey'lya**

Borsk Fey'lya is leader of a sizeable faction of Bothans and a member of the New Republic Provisional and Inner Councils. Fey'lya has a melodic, easy-going voice that has been one of

his major diplomatic weapons — it lulls those he deals with into believing he is less capable than his true skills indicate. He has wide violet eyes (in the Bothan fashion), and a fine, cream-colored fur which covers his body and ripples to reflect subtle mannerisms and expressions not adequately covered by language (at least as far as the Bothans are concerned).

Fey'lya brought his Bothan faction into the Alliance after the Battle of Yavin, around the same point in time that Ackbar and his Calamarians joined. The two never liked each other, and Fey'lya started jockeying for position and power from the moment he entered the Alliance. In the beginning, he felt that the Bothans were relegated to a back seat in the shuttle. Just because the Bothans did not have a fleet of star cruisers like the Calamarians, Fey'lya did not think that was any reason he and his people couldn't share in the power. He cut deals with everyone, making it abundantly clear that he expected a high position in the fledgling political system Mon Mothma was putting together. Ackbar dismissed him as an opportunist, paying him little heed over the next few years.

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

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

Fey'lya has become one of Mon Mothma's most-trusted advisors, much to the chagrin of Ackbar, Leia Organa Solo and others in the new government. His tendency to push too hard and too fast has so far been ignored by the Chief Councilor. Without Leia to play peacemaker, he might be able to beg or bully the Council into giving him what he wants, but her resolve and political acumen has kept the ambitious Bothan



Allen Numis

from going too far. However, reports out of Coruscant indicate that Fey'lya's recent actions may have pushed the New Republic to the verge of civil war.

### Borsk Fey'lya

#### Roleplaying Game Statistics

**Template Type:** Bothan

**Loyalty:** To the Bothan people

**Height:** 1.4 meters

**Species:** Bothan

**Sex:** Male

**Homeworld:** Kothlis

**Age:** 40+

**Quote:** "I say only what I feel, Admiral"  
(his fur rippling to emphasize the point).

**DEXTERITY 3D+1**

Blaster 5D+1, dodge 7D, melee 4D+1,

melee parry 4D+1

**KNOWLEDGE 3D**

Alien races 6D, bureaucracy 8D+1, cultures 4D+1, languages 3D+2, planetary systems 4D, streetwise 7D, survival 4D, technology 4D

**MECHANICAL 2D**

Astrogation 3D, beast riding 3D+1, repulsorlift operation 4D+1, starship piloting 3D+1

**PERCEPTION 4D**

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

**STRENGTH 2D+2**

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

**TECHNICAL 3D**

Computer programming/repair 7D, demolition 4D+1, Droid programming/repair 5D, repulsorlift repair 4D+2, security 8D+1

### Leia Organa Solo

Few members of the Alliance to Restore the Republic or the New Republic which replaced it have inspired more devotion and love than Leia Organa Solo. Born twenty-eight years ago to a mother she barely remembers and a father she never knew, Leia has embodied the ideals and best virtues of both the Old Republic and her adopted homeworld of Alderaan. Leia learned the details of her true heritage slowly and in a haphazard order. There are many blanks in her history to this day — blanks which may never be completely filled in. The following history has been pieced together from many sources, chief among them being Luke Skywalker, Ben Kenobi, and Leia herself. It is presented in chronological order, and is as complete as the memories of those it was drawn from.

Anakin Skywalker, Jedi Knight and hero of the Clone Wars, was slowly being corrupted to the Dark Side by his own lust for power and the evil influence of the Emperor. He finally left his young wife to fully embrace the Dark Side, unaware that she was pregnant with twins. Ben (Obi-Wan) Kenobi, long-time friend of Anakin as well as his first teacher in the ways of the Force, stayed at the young woman's side until the babies were born. Both she and Ben knew that Anakin — who now called himself Darth Vader — would eventually learn of his offspring, but they wanted to keep the twins as safe as possible for as long as possible. Traveling to Tatooine, Ben believed that his brother, Owen, would be able to protect the boy, Luke Skywalker. The girl, Leia, and her mother went to live on Alderaan as wards of another Clone Wars hero, Bail Organa.

Leia has few memories of her real mother. Luke has none. What Leia remembers are more



like snatches of some wild dream. She was so close to her adopted parents that she rarely remembered that she wasn't born to them. Of her real mother, she remembers disjointed images and sensations: running, a beautiful yet sad woman, a woman who was kind and gentle. She remembers parting embraces, flesh torn from flesh, hiding in a trunk. They are only half-glimpsed images and recalled emotions of a woman who died when Leia was very young.

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

Leia grew up hearing tales of her adopted father's heroics during the Clone Wars. She also listened intently to the stories of the Jedi Knights, especially of her father's friend General Obi-Wan Kenobi. Bail told her that if she were ever in trouble she should go to Kenobi, who was living in seclusion on the desert world of Tatooine. Her education consisted of extensive training in both the theory and the more practical aspects of politics. As a member of the Royal House of Alderaan, she learned all there was to know about system-wide rule, responsibility, and caring. She learned to be a brilliant administrator from a man who was a genius in the field. Lessons in history taught her why her foster father led Alderaan into a period of peace and isolation after the Clone Wars. He had seen the horrors of war first hand, and he never wanted to witness those nightmare times again. At his urging, weapons were banned from Alderaan to demonstrate the planet's philosophy of peace and life.

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

As a young girl, Leia would sit with her foster

father for hours, listening to him explain the principles of justice and honor. She learned these lessons so well that before she was out of her teens she had been elected to the Imperial Senate as a representative of Alderaan — the youngest member to ever serve in that capacity. Perhaps she learned Organa's ideals too well, for even before Bail took an active role, Leia became wrapped up in the cause of the Rebellion. She led a double life as both Rebel and Senator, doing her best to find a way to curb the Emperor's excesses and abuses of power.

Courageous, outspoken and admired by young men and women throughout the galaxy, Leia used her Senatorial influence to bring more people and planets into the Alliance. Under cover of diplomatic immunity, she passed important information and much-needed supplies to the growing Alliance. The final months before the dissolution of the Senate were some of the most trying she had ever experienced. Her father, quietly and without explanation, returned to Alderaan. In the interim period, before another senator could be named, Leia took over her father's responsibilities in addition to her own Senatorial duties. What Leia did not know was that her father had returned home to arm Alderaan for the war he desperately wished to avoid but knew would arrive.

Leia found her true calling when her consular ship received a transmission from Alliance spies while on the way to Tatooine at Bail's request. She was supposed to bring General Kenobi out of retirement so that he could take his place at the forefront of the Alliance, and help with Alderaan's preparations for war. The transmissions contained the technical readouts on the mysterious Death Star, and soon Leia's destiny had been set into motion. She found a brother she did not know she had and a man who would one day become her beloved husband.

Along with Luke Skywalker, Han Solo, the Wookiee Chewbacca, and the Droids R2-D2 and C-3PO, Leia became one of the legendary Heroes of Yavin. She and her companions were at the forefront of the Rebellion for nearly four long years, finally playing pivotal roles in the decisive Battle of Endor. While she had refused a seat of power in the Alliance, she took her place as an ex-Senator and head of Alderaan's Royal Family in the New Republic's Provisional Government and Inner Council.

In the five years since the Battle of Endor, Leia has served the Provisional Government well. Her diplomatic skills brought many worlds into the confederation of star systems, and her natural leadership inspired those already part of the New Republic to work harder to achieve their lofty goals. She has embraced her heritage as a



■ "The remote swooped; hesitated; swooped again; hesitated again; swooped once more and fired. Leia, swinging her new lightsaber in an overlarge arc, was just a shade too slow ..."

Skywalker as well, learning to utilize her abilities with the Force. She has become Luke's student, taking up the lightsaber and learning to walk the path of the Jedi Knights. So far, she has mastered only the basics of both the lightsaber and the Force. She still has a long way to go to reach anywhere near Luke's level of mastery. Unfortunately, her governmental duties do not leave her as much time as she or Luke would like for her to continue her studies.

Perhaps the most significant step she has made since the New Republic was born was to accept Han Solo's marriage proposal. Mon Mothma married them in a simple ceremony as Luke, Chewbacca, the Droids, and a few thou-

sand members of the New Republic looked on. Today she is three months pregnant with twins who carry the Skywalker legacy within them. The Force is strong in the Skywalker family. Their father had it, Luke has it, Leia has it, and the twins have it. The irony is that the twins' father, Han Solo, once called the Force nothing more than a "hokey religion." He has since changed his opinion — at least a little.

Leia has recently discovered another part of her heritage — a darker part. While hiding from unknown alien assassins on the Wookiee homeworld of Kashyyyk, she was able to capture one of her mysterious assailants. The unknown alien called her "Mal'ary'ush." She learned that this was a title which identified her as the daughter and heir of the Lord Darth Vader. "Heir to what?" Leia asked. "To the Noghri," the alien said. "Lord Vader was our master." What Leia will do with this knowledge remains to be seen.

### Leia Organa Solo Roleplaying Game Statistics

**Template Type:** Young Councillor

**Loyalty:** To the New Republic

**Height:** 1.5 meters

**Species:** Human

**Sex:** Female

**Homeworld:** Alderaan (by adoption)

**Age:** 28

**Quote:** "Half a victory is also half a defeat."

#### DEXTERITY 3D

Blaster 8D+2, brawling parry 5D, dodge 8D, grenade 4D+1, heavy weapons 4D+1, melee 6D, melee parry 6D

#### KNOWLEDGE 4D

Alien races 8D, bureaucracy 9D+2, cultures 9D+1, languages 7D+2, planetary systems 9D, streetwise 6D+2, survival 8D, technology 6D

#### MECHANICAL 2D+2

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

#### PERCEPTION 3D+1

Bargain 7D, command 11D, con 6D, gambling 5D, hide/sneak 7D, search 6D

#### STRENGTH 3D

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

#### TECHNICAL 2D

Computer programming/repair 4D+2, demolition 3D, Droid programming/repair 5D, medicine 7D, security 5D+1, starship repair 4D

#### FORCE SKILLS

Control 2D, sense 2D, alter 1D



## Han Solo

When Han Solo first met up with Luke Skywalker and Ben Kenobi, he was already something of a legend in his own circles. He was a smuggler and pirate who was wanted for a variety of crimes in more than a dozen systems. He consorted with unsavory characters from the dark underbelly of the galaxy. He was quick to anger, quick to draw his modified blaster, and followed no rules but his own. He was a thorough rogue, but he was a rogue with a conscience — a conscience that came in the form of a very huge, very powerful Wookiee named Chewbacca.

He agreed to take on passengers in Mos Eisley, Tatooine's battered spaceport, mostly because he owed an enormous debt to the crime lord Jabba the Hutt and the enormous sum of credits they promised would go a long way toward alleviating that debt. Those passengers — a farm boy named Luke Skywalker, an old man named Ben Kenobi, and two Droids — would forever link his destiny with the Rebel Alliance and change the course of his life.

Solo refuses to talk about his early days, saying that the past is behind him and that's where it belongs. A few facts have surfaced, however, despite Solo's efforts to keep them hidden. He was born in the Corellian star system. Like most good Corellians, he dreamed of wandering the hyperspace lanes and exploring the galaxy. He entered the Imperial Academy, graduated with honors, and accepted a commission in the Imperial Navy. Shortly afterward, he was discharged for disobeying orders and allowing a Wookiee slave to escape (varying reports claim he actually set the Wookiee free). He was dishonorably discharged because of his nagging conscience and set of ethics, but for his trouble he gained a Wookiee companion, the mighty Chewbacca.

After leaving the Navy, Solo aimlessly wandered the galaxy. He tried his hand at a number of occupations, legal and illegal, and sank lower and lower into his own despair. Chewbacca, however, would not let him drown. The Wookiee, feeling himself in life debt to the Corellian, followed him from system to system until Solo finally accepted the companionship and friendship the Wookiee offered.

With Solo's piloting skills and Chewbacca's engineering abilities to sustain them, and the pair's disdain for increasingly-restrictive Imperial laws, the two eventually turned to smuggling as a means of existence. The duo smuggled everything from weapons to contraband to people. They battled slavers, outran Imperial pickets, and made the legendary Kessel Run in record time. Then they acquired the *Millennium Falcon*, and all bets were off. Han won the freighter in a cutthroat game of sabacc — won it, in fact, from

his sometime friend and associate Lando Calrissian. With the souped-up *Falcon* ready to soar through the galaxy, the pair gained a reputation as smugglers of the highest order. They were frequently employed by such noted crime lords as Jabba the Hutt and Ploovo-Two-For-One. They commanded the best fees and made a small fortune. However, though the *Falcon* was a fine ship, it required an exorbitant amount of credits and work to keep it spaceworthy. Most of their profits went directly into their ship.

Han Solo, then, had a huge ego when he first met Luke Skywalker. He believed himself to be among the best — if not *the* best — smuggler and pilot in the galaxy. To prove this fact, both to himself and to others, he often took excessive risks to hang onto his reputation. His arrogance got him into much trouble over the years. His own skills, bravery and much-vaunted luck got him out again — usually in one piece.

Skywalker soon found out that the smuggler was cursed with a good heart and a sense of duty. Add to that Chewbacca, who has a strict code of honor and a habit of helping people in distress, and you have all the ingredients for a short career in the smuggling profession. Or, in Solo and Chewbacca's case, for charter membership in the Rebel Alliance.

During the three years between the Battle of Yavin and the Battle of Hoth, Solo came to see Luke as the younger brother he never had. At the same time, Leia secretly became the love of his life — a love he never thought he would find. He took on the cause of the Alliance, facing the Empire with a cocky smugness, unyielding bravery, and a surprising cheerfulness in light of overwhelming odds. He saw the Rebellion as just another way to buck the odds. He played pivotal roles in numerous battles, including the Battles of Yavin, Hoth and Endor. He survived encounters with Boba Fett, Darth Vader and Jabba the Hutt. He became a general, and he helped the Alliance become the New Republic.

Today, Solo continues to work with the New Republic, but he has resigned his commission as general. He works as a special operative assigned to the Inner Council, taking on a variety of missions. His most recent exploits have been as a diplomat to the galactic underworld, specifically to those who engage in smuggling. The New Republic needs to resume galactic trade, and galactic trade needs ships to haul goods from one system to another. His efforts thus far have met with less than overwhelming success.

Perhaps the one-time galactic wanderer has finally found a home in the New Republic. It even seems that a soft spot has opened in his otherwise profit-motivated heart. Han Solo asked for Leia Organa's hand in marriage. It was the scari-

est gamble of his life, asking a princess to marry a common scoundrel (well, not *too* common). When she said yes, he realized that he had finally gone respectable. Still, as Han Solo likes to point out, “*Respectable’s* such a vague word.”

Marriage aside, life in the New Republic has not been easy. Their separate duties leave Han and Leia precious little time to spend together, and he still has trouble understanding her unique relationship with Luke and the Force. He barely believed in the Force before this all began, and now his wife is about to give birth to two potential Jedi Knights! He’s got six months or so to come to grips with that concept — if his current mission and the threat of an Imperial Grand Admiral allow him any time to worry about such things.

### Han Solo

#### Roleplaying Game Statistics

**Template Type:** Smuggler

**Loyalty:** To the New Republic

**Height:** 1.8 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Corellia

**Age:** 40+

**Quote:** “Trust me.”

**DEXTERITY 3D+1**

Blaster 10D+1, blaster rifle 5D+1, brawling parry 8D, dodge 9D, grenade 6D+1, heavy weapons 6D+1, melee 6D+1, melee parry 5D+1

**KNOWLEDGE 2D**

Alien races 7D, bureaucracy 6D, cultures 6D, languages 6D, planetary systems 8D, streetwise 9D, survival 8D, technology 6D

**MECHANICAL 3D+2**

Astrogation 9D, beast riding 5D+2, repulsorlift operation 8D, starship gunnery 9D, starship piloting 12D, starship shields 7D+1

**PERCEPTION 3D**

Bargain 8D+1, command 7D+2, con 8D+1, gambling 8D+1, hide/sneak 8D+2, search 6D+1

**STRENGTH 3D**

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

**TECHNICAL 2D+2**

Computer programming/repair 7D+1, demolition 6D+2, Droid programming/repair 6D+1, repulsorlift repair 7D, security 7D+1, starship repair 9D+2, weapons repair 5D

### Chewbacca

Chewbacca stands out in any crowd. Even among the giants of his homeworld, he is a Wookiee to be reckoned with. Chewbacca was

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

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

Wookiees are known throughout the galaxy for their massive strength and raw courage. Chewbacca has been called “mighty” by no less than Jabba the Hutt, and over the years many smugglers and crime lords have tried to woo him away from Solo with the promise of huge payoffs. None ever succeeded.

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

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

One group of slavers decided to make good on the bounty by capturing Chewbacca. He killed five of the slavers with his bare hands before they finally managed to bring him down. Imperial forces





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in the Corellian system were presented with the bound Wookiee, who faced a short and painful life of heavy labor for his troubles. If not for the intervention of a young officer named Han Solo, Chewbacca might not have survived to see the end of the Empire or the freedom of his people.

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

becoming his friend. The friendship has only grown stronger as the years go by.

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

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

### Chewbacca

#### Roleplaying Game Statistics

**Template Type:** Wookiee

**Loyalty:** To the New Republic

**Height:** 2.28 meters

**Species:** Wookiee

**Sex:** Male

**Homeworld:** Kashyyyk

**Age:** 208+

**Quote:** "Rrro grrro arrugh rrrr!"

**DEXTERITY 2D+2**

Blaster 7D, bowcaster 10D, brawling parry 8D+1, dodge 7D, grenade 5D+1, heavy weapons 6D+1, melee 8D, melee parry 8D

**KNOWLEDGE 2D**

Alien races 7D+1, bureaucracy 4D+1, cultures 3D+2, languages 6D, planetary systems 8D, streetwise 7D, survival 7D+2, technology 8D

**MECHANICAL 3D**

Astrogation 8D+2, beast riding 4D, repulsorlift operation 7D+2, starship gunnery 8D, starship piloting 8D, starship shields 7D

**PERCEPTION 2D**

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



**STRENGTH 5D**

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

**TECHNICAL 3D+1**

Computer programming/repair 9D, demolition 6D, Droid programming/repair 8D, medicine 5D+1, repulsorlift repair 7D+1, security 7D+2, starship repair 10D+2, weapons repair 5D+2

**Wedge Antilles**

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

Wedge grew up in a Corellian spaceport, dreaming of the stars as he watched the ships come and go. His parents managed one of the station's fueling depots, and Wedge helped out from the time he was big enough to haul a power coupler. He learned his way around repulsorlift and hyperdrive engines, and spent his days in school imagining himself behind the controls of a corvette or man-of-war. While he was at school one day, shortly before graduation and his eighteenth birthday, tragedy struck.

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

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

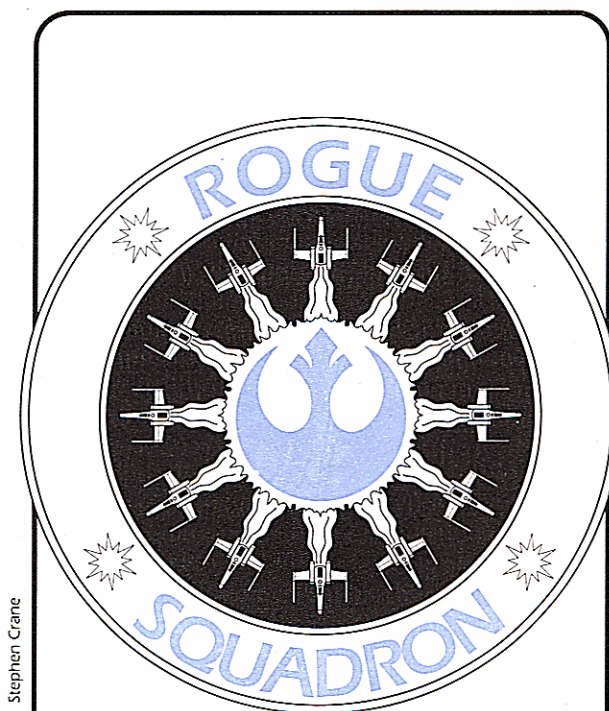
During the Battle of Yavin, an already-seasoned Wedge (he had survived three prior engagements) met the young man named Luke Skywalker. At first, Wedge scoffed at the farm boy from Tatooine who had never flown anything faster than a skyhopper. But some older pilots spoke of a Skywalker who had fought during the



Clone Wars. He *was* a pilot, they said. Wedge wondered if they were related. No matter, for his doubts about young Skywalker's abilities were soon erased, as both served in Red Squadron during the battle to destroy the first Death Star.

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

Rogue Squadron was first attached to the Head-



Stephen Crane

### Insignia: Rogue Squadron

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

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

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

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

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

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

### Wedge Antilles Roleplaying Game Statistics

**Template Type:** Brash Pilot

**Loyalty:** To the New Republic

**Height:** 1.7 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Corellia

**Age:** 30

**Quote:** "Watch it, Rogue Five. We've picked up a tail."

#### DEXTERITY 3D

Blaster 5D+2, brawling parry 4D+1, dodge 6D+1, heavy weapons 4D, melee 4D+1, melee parry 4D

#### KNOWLEDGE 2D

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



**MECHANICAL 4D**

Astrogation 7D+2, repulsorlift operation 5D+2, starship gunnery 7D+1, starship piloting 7D, starship shields 6D

**PERCEPTION 3D**

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

**STRENGTH 3D**

Brawling 4D, stamina 6D

**TECHNICAL 3D**

Computer programming/repair 6D, repulsorlift repair 4D+1, starship repair 6D+2

## Rogue Squadron

They're called "X-wing hotshots" by their fellow pilots. Some envy them, some admire them, but few want to be in their position when the fighting starts. They are the pilots of Rogue Squadron, an elite starfighter group with no set mission profile or base of operations.

Commander Wedge Antilles leads the squadron. He served in the original Red Group with Luke Skywalker at the Battle of Yavin, then became Luke's wingman and second when Skywalker was given command. It was Skywalker who designed the concept of a fighter squadron without a profile and renamed the group Rogue Squadron. By putting together the best pilots with the best starfighters, training them to work as a single unit, and then making them available for all of the most important missions, Skywalker created a living legend. When he resigned to concentrate on his Jedi training, Wedge took command and has retained it to this day. If anything, the squadron has only gotten better over the years.

The twelve pilots and X-wing starfighters which make up Rogue Squadron are attached to Ackbar's office in the New Republic's Provisional Council. This means Wedge answers directly to Ackbar and receives his missions right from the Commander-in-Chief. Since the first days of the New Republic, Rogue Squadron has taken on escort duty, protecting such dignitaries as Mon Mothma and Princess Leia. It has been used to attack Imperial strongholds left behind as the remnants of the Empire fled. Nothing represents the spirit or determination of the New Republic or the Alliance before it like a squad of roaring X-wing fighters. And nothing represents the best X-wings like Rogue Squadron.

## R2-D2

Self-aware metal. That derogative phrase has been used to describe Droids since the first model rolled off the assembly lines a long, long time ago. Droids are robots with an added extra



— they have artificial intelligence systems which make them more than just programmable automatons. They are almost another class of intelligent, thinking, self-analyzing life. Many Droids are even capable of personal development, able to learn from each new experience. Unless, of course, they undergo a memory wipe.

In the annals of the Rebellion, one particular pair of Droids stands out from the pack, taking on a status equal to that of the living heroes of the conflict. Droid serial R2-D2 and C-3PO — Artoo and Threepio — were thrust into the thick of things during the events leading up to the Battle of Yavin, and they've been there ever since.

Artoo-Detoo, the tripodal utility astromech Droid, possesses courage and loyalty beyond what has been hard-wired into his circuits. He has an unwavering sense of purpose, and when he takes

on a mission he sticks to it until the bitter end.

As an astromech Droid, Artoo is a sophisticated computer repair and information retrieval unit specializing in starship control and maintenance. Short and squat, his cylindrical housing protects him from most hostile environments, including deep space. He moves on a pair of treaded, magnetic rollers. On rough terrain, a retractable third leg can be employed for more stability.

After many years working with his counterpart, C-3PO, Artoo found himself aboard the consular ship *Tantive IV*. As the Empire boarded the ship, Princess Leia Organa dumped technical readouts acquired by Rebel spies into the small Droid's memory. Then she had him holo-record a brief message and told him to find Obi-Wan Kenobi on the planet the ship was orbiting. That planet was Tatooine, the technical readouts were the plans for the Death Star, and the rest is history.

Since that time, Artoo and Threepio have become the "property" of Luke Skywalker, though the Jedi sees them more as friends than possessions. Artoo usually follows Luke on his private adventures, and because of this he has witnessed things that few can even begin to guess at. He holds these secrets well, not even discussing them with Threepio. Artoo interfaces with Luke's X-wing, augmenting the starfighters computers. His job aboard the ship is to continually monitor and diagnose flight performance, serve as navigator and astrogation specialist, initiate repairs while in transit, and keep Luke company as he hurtles through the darkness of space. Artoo's complex intellect circuits instantly scan real-time technical data to pinpoint potential problems before they occur and debug faulty system coding. He has worked with Luke's X-wing for so many years now that he has turned the ship's computer into his personal domain. It was molded around his unique personality and work habits, almost to the point of being at true counterpart level. While the techs thought it was ill-advised not to wipe the X-wing's computer every few months (or Artoo's own memory for that matter), they couldn't argue with either the craft's or its pilot's success over the years. Luke, his X-wing and his astromech are at an operational speed and efficiency some thirty percent better than regularly-wiped craft. Of course, no other Droid or maintenance computer can talk to the X-wing, but those are the breaks.

When plugged into the X-wing socket, Artoo can monitor all systems and sensor relays, sorting through and evaluating billions of bits of information and passing on only the most important to the pilot. He communicates with Luke by sending readouts directly to a monitor on the craft's dashboard or projecting data on the holo-

graphic heads up display. Over the years, Luke has become adept at understanding a small portion of Artoo's information-dense, low-redundancy electronic language. For true conversation to occur, however, Luke must refer to the written translation. Artoo understands Basic and a few other languages, including Wookiee, but he can only speak in a complicated series of chirps, whistles and beeps.

The Droid's built-in computer stores navigation charts, hyper-jump data, and evasive and tactical combat maneuvers. He can hold up to ten pre-programmed hyperspace jump coordinates and, with the proper data, can even calculate a jump not in his memory. He is an able pilot, and Luke often turns the controls over to him when he needs to rest or meditate.

The small Droid is packed full of devices to assist him in the tasks he was designed to handle. An infrared receptor, electromagnetic-field sensor, register readout, logic dispenser, computer sensor, extendable sensor array dish, and holographic projector are built into his domed, rotating head section. His body contains instruments which can be extended from hidden orifices to accomplish specific functions. An information input/output jack allows him to link with computers. His fire-suppressor can shoot flame-retarding mist up to ten meters. His maintenance appendages include a grasping claw, electric prod, laser welder, and circular saw.

Artoo Detoo was with Luke when he attacked the original Death Star battle station (though an attack by Darth Vader's starfighter had disabled him before Luke made his legendary shot). He helped Luke turn Red Group into Rogue Squadron, and participated in every sortie the starfighter squad made on the Empire. From his socket behind Luke, the Droid handled the craft expertly, serving every possible function so that Luke could concentrate on flying and shooting. From his perch, the Droid learned about the Force as his friend and master grew more capable in its use. He sat outside Luke's bacta tank and watched over every move the medical Droids made after Luke had been wounded by the Wampa on Hoth. He traveled with Luke to Dagobah and met the Jedi Master Yoda. When Luke rushed off to Cloud City to save Leia, Threepio and the others, Artoo rushed with him. On Tatooine, when Luke needed someone trustworthy to carry his lightsaber into the heart of Jabba the Hutt's fortress, Artoo volunteered. He knew the plan was important, so he didn't even tell Threepio that they were going to be gifts for the crime lord, if only for a short while.

Of course, there have been adventures without Luke as well. Artoo fondly remembers his part in the Battle of Endor, fighting alongside Han



Solo, the Princess and Chewbacca. Still, if he had to pick someone's side to stand by, it would be Luke Skywalker, Jedi Knight. He makes Artoo feel like more than just a machine, and the Droid will always be thankful of the friendship they have shared and the adventures they have gone on.

He remains very close to his counterpart, See-Threepio, despite the fact that they have often been separated over their eight years with Luke Skywalker and the New Republic. Artoo, for all his gadgets and computer circuits, comes across as extremely human. His wit, sarcasm, sense of humor, and pride are self-evident to those who spend even a little time in his presence. He has regularly demonstrated his bravery and loyalty, and his inventiveness has gotten the Humans he associates with out of many tough situations. He has taken the initiative on more than one occasion, such as the time the *Falcon's* computer told him that the Imperials has switched off the hyperdrive. As Lando and Chewbacca struggled to repair the disabled drive and the Imperial ships closed in, Artoo took it upon himself to save the day. He threw the switch and the freighter jumped to lightspeed.

Once again, without fuss or fanfare, Artoo Detoo came through in a crunch. It was no more or no less than any of the others — human, Wookiee or Droid alike — would have done for their friends.

## R2-D2

### Roleplaying Game Statistics

**Template Type:** Astromech Droid

**Loyalty:** To the New Republic

**Height:** .96 meters

**Model:** Industrial Automaton R2-Series Astromech Droid

**Length of Operation:** Unknown

**Quote:** "Beeple eidle eep oo oo."

#### DEXTERITY 2D

Electroshock prod 4D+2, dodge 5D

#### KNOWLEDGE 2D

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

#### MECHANICAL 4D

Astrogation 12D, repulsorlift operation 6D+2, starship gunnery 5D, starship piloting 7D, starship shields 5D+2

#### PERCEPTION 3D

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

#### STRENGTH 3D

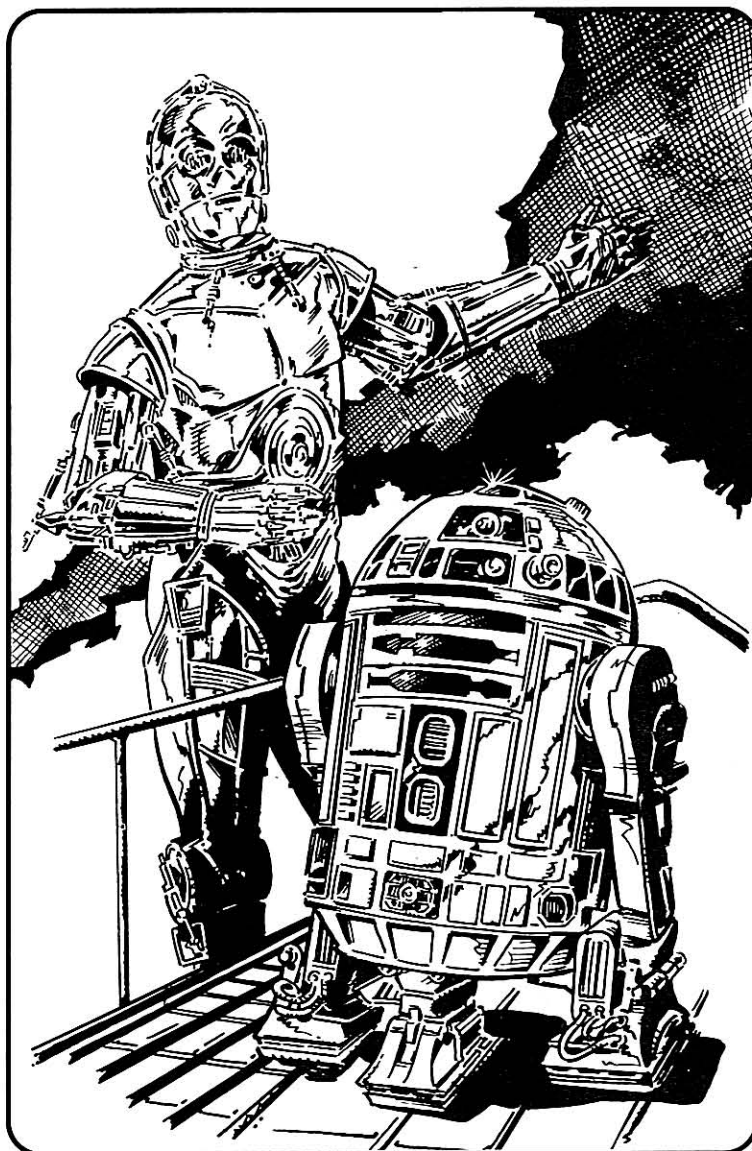
Lifting 4D, swimming 3D+1

#### TECHNICAL 4D

Computer programming/repair 9D, Droid programming/repair 8D, repulsorlift repair 5D, security 7D, starship repair 7D

#### Equipped With:

- Two wheeled legs, plus retractable



Allen Nunis/Paul Daly

third leg.

- Two arms, both normally retracted and kept inside compartments in the body. One is a heavy grasper, and the other is used for fine work.
- One video sensor which can be extended nearly a meter from the main body.
- Small arc welder, normally used in starship repair, but can be used in an emergency for defense (3D damage, range of .5 meters).
- Small buzz saw, also used in starship repair.
- Video screen for display of data. Can also project holographs up to one meter away.
- High pitch acoustic signaller.
- One small fire extinguisher.

## C-3PO

If you stand around in the presence of the gold protocol Droid called See-Threepio (Protocol Droid serial code C-3PO) with nothing to do, he will gladly keep you company by rattling on about how difficult his life has been and how much trouble his counterpart gets him into. "He excels at that," Threepio would say in his precise, disciplined voice. He is, after all, first and foremost a protocol Droid, and they are programmed to stand shoulder to shoulder with the galaxy's upper class. However, unlike the typical Droid which has its memory wiped after every other mission, Threepio has a remarkably complete personality with a well-developed ego and sense of humor.

Threepio and his counterpart Artoo-Detoo were part of the Rebellion against the Empire before the protocol Droid was even aware that a Rebellion existed. At least, that's the way Threepio presents his memories to those who ask about them. He has been known to embellish or even alter facts to suit his own purposes — though never in the course of his duties. He constantly bickers with Artoo, but it is a good-natured bickering. It is evident from their actions that both Droids are extremely fond and protective of each other. After one particular episode in which Artoo suffered damage, Threepio offered to donate his own circuits to repair his counterpart.

As a protocol Droid, Threepio is programmed in all areas of etiquette and diplomacy. He is fluent in over six million galactic languages, and can operate according to each language's accompanying social customs and ceremonies. In addition, his lexicon includes a huge number of Droid-specific and computer languages. He can understand and talk to anything from an astromech Droid or loadlifter to the computers aboard the *Millennium Falcon*. Built to handle human/Droid relations, Threepio is equipped with visual, auditory, olfactory and sensor receptors. He has a broad-band antenna which allows him to communicate with comlink-equipped Droids over long distances.

Threepio is equipped with a full range of TranLang III communications modules, allowing him to access as many as seven million different languages including all major galactic dialects, frequently-used identi-codes, Droid languages, and sometimes even archaic or dead dialects of modern languages. He can record and analyze unknown languages, processing this data through his VerboBrain computer to recognize patterns and initiate communications.

Luke Skywalker, who Threepio considers his current master, genuinely enjoys the golden Droid's company and considers him to be a friend. Threepio, however, spends most of his

time with Princess Leia. His protocol and translation skills make him an invaluable asset to Leia's diplomatic duties. He has been involved in many of the major political meetings which have thus far formed the New Republic.

Other members of this group of heroes are less tolerant of Threepio and his neurotic personality, though. The Droid seems to take unusual pleasure in worrying and complaining. Han Solo finds him grating in the extreme, and hates the way he constantly points out the obvious no matter the circumstances. Chewbacca is less quick to be annoyed (which is remarkable considering the Wookiee's temper), though he can only take Threepio's prattling in limited doses.

Design specifications for C-Series protocol Droids call for limited creativity circuits in order to keep embellishment to a minimum when making translations. Threepio has even stated on more than one occasion that he is not very good at telling stories. Regardless of his denials, Threepio has demonstrated a remarkable ability at storytelling. This ability has served the Alliance well, for it was his captivating tale of the Heroes of Yavin — complete with sound effects — which brought the Ewoks into the Rebel Alliance. Like any Droid which is allowed to retain full memory over extended periods of time, Threepio has grown as a self-aware being. He is extremely loyal to the New Republic and to the friends he has served with these past eight years.

## C-3PO

### Roleplaying Game Statistics

**Template Type:** Protocol Droid

**Loyalty:** To the New Republic

**Height:** 1.67 meters

**Model:** Cybot Galactica 3PO Human-Cyborg Relations Droid

**Length of Operation:** Unknown

**Quote:** "I am primarily a protocol Droid, and I say again that this is *not* the sort of thing covered by any possible stretch of protocol."

**DEXTERITY 2D**

Dodge 5D

**KNOWLEDGE 5D+2**

Alien races 8D, bureaucracy 8D+2, cultures 8D, languages 13D, planetary systems 6D, survival 5D+2, technology 5D+2

**MECHANICAL 3D**

Repulsorlift operation 5D+2, starship piloting 3D, starship shields 3D

**PERCEPTION 3D+1**

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

**STRENGTH 2D**

**TECHNICAL 3D**

Medicine 4D



**Equipped With:**

- Two legs.
- Two arms.
- Two video sensors.
- Broad-band antenna receiver.
- Vocabulator speech/sound system capable of providing an extraordinarily wide range of sounds.

## Captain Afyon

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

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

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

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

Maybe this planetary-mass-sized chip on his

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

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

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

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

## Captain Afyon

### Roleplaying Game Statistics

**Template Type:** New Republic Captain

**Loyalty:** To the New Republic

**Height:** 1.7 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Alderaan

**Age:** 53

**Quote:** "There we go. I've got a tap into their records computer. Little trick you never learn flitting around in an X-wing."

**DEXTERITY 2D+2**

Blaster 4D+2, brawling parry 4D, dodge 4D, grenade 4D+1, heavy weapons 4D+2

**KNOWLEDGE 3D**

Alien Races 5D, bureaucracy 5D+2; languages 4D, planetary systems 6D, survival 4D, technology 5D

**MECHANICAL 3D+2**

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

**PERCEPTION 3D+1**

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

**STRENGTH 2D+1**

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

**TECHNICAL 3D**

Computer programming/repair 6D, Droid programming/repair 3D+1, security 6D+1, starship repair 3D+2

## Lieutenant Page

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

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

After graduating from the Academy with honors, Page was assigned to General Veers' command in the Imperial Army. It was about this time that he first heard Senator Leia Organa of Alderaan speak. He was a few years older than she, but her captivating beauty and passionate demeanor attracted him. He decided to hear her speech to the Council of Galactic Rights while he was on leave at Coruscant. Unlike the speeches he had grown up listening to, the sweet-coated ramblings of corrupt Senators which went on forever and said nothing, her speech went straight to his heart. She spoke of the rights of all beings, humans or aliens, and she condemned the position of Palpatine's New Order concerning slavery and

subjugation. As this was Coruscant, many of those in attendance openly and loudly rejected Senator Organa's position. But a fair number sat enraptured. Page was among them. Though she couched it in flowery language, he understood most of her references to the growing Alliance to Restore the Republic. That, he realized, was the dream he had been following all along. At his first opportunity, Page deserted and joined up with the Alliance.

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

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

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

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

### Lieutenant Page Roleplaying Game Statistics

**Template Type:** New Republic

**Commando**

**Loyalty:** To the New Republic

**Height:** 1.7 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Corulag

**Age:** 32

**Quote:** "If you don't see me or my troops,



chances are that we're right behind you."

**DEXTERITY 3D+2**

Blaster 7D+2, brawling parry 5D+2, dodge 5D, grenade 4D+2, heavy weapons 5D+2, melee 6D+2, melee parry 5D+2

**KNOWLEDGE 3D**

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

**MECHANICAL 2D+1**

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

**PERCEPTION 3D+2**

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

**STRENGTH 3D+1**

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

**TECHNICAL 2D**

Demolition 4D, medicine 4D+1

## Page's Commandos

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

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

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

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



Stephen Crane

### Insignia: Page's Commandos

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

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

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

## Commando Mission

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



nades, a comlink, and survival gear.

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

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

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

The Bothan Kasck acts as the team's infiltrator when the need arises. He can slip into enemy installations, blend into any crowded spaceport,

or stealthily follow a quarry without making a sound. He is an expert at breaking into security systems and unraveling encrypted codes. His weapon of choice is the vibroknife.

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

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

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

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

# Chapter Two

## The Force

### Overview: The Mystery and Power of the Force

"The Force is what gives a Jedi his power," Obi-Wan Kenobi explained to an attentive and curious Luke Skywalker. "It's an energy field created by all living things. It surrounds us and penetrates us. It binds the galaxy together." Like any energy field, the Force can be manipulated. Knowledge of how to apply such manipulation gives the Jedi their amazing powers. The Force is plural, consisting of both a Light and Dark Side. Peace, knowledge and serenity are elements of the Light, while anger, fear and aggression are reflections of the Dark Side.

When the Old Republic was young and Jedi Knights served as its protectors, the Force was the binding that held the galactic union together. With the coming of the Emperor, the light of the Jedi was snuffed out and the Force was reduced to myth and superstition. Anyone who professed belief in the archaic, hokey religion was scoffed at, humiliated, or worse. As an agent of the Dark Side, the Emperor gave his subjects something else to believe in. He gave them his New Order. It appealed to the darker elements of society. It made the light shudder. And with its rise to prominence, faith in the Force waned, dimmed, and seemed to be on the verge of dying. It was Grand Moff Tarkin who said "their fire has gone out of the galaxy," referring to the Jedi and their belief in the life-affirming side of the Force. For a time, it seemed he was right.

But while the fire had been extinguished, a few embers still burned in distant corners of the galaxy. The growing Rebellion turned to the archaic values embodied by the Jedi protectors of old for inspiration and guidance. Even the outdated Jedi benediction was dusted off to be used as an Alliance rallying cry. What's more, the Rebels truly believed in the teachings of the Old Republic and the Jedi. And this belief endowed the ancient phrase with new-found power. "May

the Force be with you," the Rebels intoned, and the galaxy rediscovered something to believe in.

The Force affirms life — using it in service to the Light strengthens the foundation of the galaxy like water and sunlight strengthens the roots of mighty trees. The Dark Side destroys — using it selfishly diminishes life and brings everything one step closer to death. It is like a rotting disease, eager to find purchase in the healthy roots on which it feeds. The Force is both of these things at the same time. It is two sides of a single coin, a part of the natural order. It is with everyone, always, waiting patiently to be called upon. The secret to affirming life lies in keeping the balance level, for the Force is a part of all that is.

### Jedi Knights

For over a thousand generations, the Jedi Knights were the most powerful, most respected force in the galaxy. They served as guardians of peace and justice in the Old Republic. With the Force as their ally and the lightsaber as their symbol, the Jedi traveled from star system to star system righting wrongs, protecting the weak and defending the ideals of liberty. While these protectors believed in peace and knowledge above all else, there were times over the generations when they had to defend their beliefs and the rights of the galaxy with combat. The last such period has been logged in history as the Clone Wars. It has gone down as the last great campaign of the Jedi — the end of an era.

The Jedi did not crave adventure or excitement. Each knight, from the highest master to the lowest student, was endowed with deep commitment and a serious mind. His strength flowed from the Force, but it was his knowledge of its presence and his skill at manipulating it that gave the Jedi his special powers. Through a balance of mind and body, through meditation and physical fitness, the Jedi could use the Force to increase his agility and physical prowess a hundredfold. Moreover, with the Force as his ally, the Jedi had



access to abilities that seemed like magic to some. But the Jedi never used these abilities for attack, only for knowledge and defense.

Some loved the Jedi, others hated them. Many feared them. All respected them. They were scholars without universities, mystical wizards who appeared to make the most impossible tasks look easy. Many saw them as glorified warriors, great soldiers who could slay a hundred times their number in battle. Though the Jedi did indeed go to war more often than they wanted to over the centuries, they were the first to point out that there is no glory in combat, that, in the words of Yoda, the Jedi Master, "Wars do not make one great."

What happened to the Jedi? Where were they when the Emperor took control of their beloved Old Republic? History is vague on the details, for the New Order made a habit out of eliminating records which placed it in a bad light, but certain truths are known. After the Clone Wars, the Jedi Knights were disbanded, disorganized. Soon after, they were dead. A former Jedi Knight turned against his comrades to embrace the Dark Side. Darth Vader, Dark Lord of the Sith, betrayed and murdered the Knights, helping to hunt them down at the Emperor's order.

Perhaps the Jedi were too good and too trusting. They put too much trust in the stability of the Republic they swore to defend, failing to see beyond the outwardly-healthy body to the diseased-wracked soul. They did not see the danger until it was too late, and by the height of the Galactic Empire they were all but extinct. Today only Luke Skywalker remains, first of a new line of Jedi Knights. He has taken it upon himself to train his sister, Leia, who is also strong in the Force, though she still has much to learn. And one day, he will take Leia's soon-to-be-born twins into the new Jedi fold as well.

Under the instruction of Obi-Wan Kenobi and Yoda, Luke Skywalker learned the Jedi Code: There is no emotion, there is peace; there is no ignorance, there is knowledge; there is no passion, there is serenity; there is no death, there is the Force.

To use the Force, the Jedi must remain at harmony with it. To act in dissonance depletes the Jedi's strength, and calls upon the Dark Side. The Force is created and sustained by life; to call upon anger or hate when using the Force is to call upon death. Because of this, the Jedi must act to preserve life. To kill is wrong. However, it is sometimes necessary to kill to preserve life. The Jedi may kill in defense of themselves or others in order to preserve life, but they must always remember that the Force abhors death.

The Jedi never act from hatred, anger, fear or aggression. The Jedi act when they are calm and

at peace with the Force. To act from anger is to step onto the twisted, shadowy path which leads to the Dark Side, risking everything for which the Jedi stand.

## The Dark Side

Beware the Dark Side. This was the first lesson taught to fledgling Jedi throughout the ages — and the most important one. Though the Force is everywhere, an energy which surrounds and binds all things, only a select few could harness its power. Like any force of nature, the Force can be used for good or ill, and with great power, often comes great greed. In ages past, with proper study, patience and commitment, the majority of these beings sensitive to the flow of the Force became Jedi, dedicating themselves to life and light. To those who wanted quick results and immediate power, another path beckoned — the path to the Dark Side of the Force.

While life, peace and knowledge are the Jedi's armor and sustenance, anger, fear and aggression are elements of the Dark Side. They flow easily from the deep wells of evil, quick to join in a fight or to provide a fast route to power. But if a Jedi accepts the tempting offer, he opens himself to the darkness — unending, total darkness. The Dark Side offers itself innocently at first, but it quickly takes control, dominating even the strongest of wills. And after it dominates the being which accepted it, it consumes him, physically and mentally.

Because the Dark Side is more accessible and follows few rules, it can appear to be more powerful than the Light Side of the Force. But the Dark Side is not stronger. It is quicker to come to those sensitive to the Force, easier to use. While young Jedi struggle to feel the Force flow, the Dark Side eagerly offers its seductively-quick abilities. Those who turned away from their training to choose the quick and easy path became agents of evil. Some even became Dark Jedi, with all of the powers of the knight protectors but without any of the conscience, commitment or restraint.

Violent emotions open the dark paths to those sensitive to the Force. Hatred, anger, fear — each points the way to the evil well hidden deep within every soul. The Dark Side offers unimaginable power to those who surrender to their baser feelings. But to give in to the dark emotions is to surrender everything to the Dark Side. After the initial gifts of power, nothing else comes from the Dark Side without a horrible price. The Jedi who stay on the proper path earn the power they draw from the Force. Dark Jedi and other users of the Dark Side must pay for what they draw, as the Dark Side draws from them in turn. The price, needless to say, is very, very steep. The Dark Side is a sickening, weakly portion of the Force, beg-

ging for everything it receives. But it entrances those in its embrace, granting exquisite satisfactions as it withers mind, body and soul.

The Force is created by life, and it is a reflection of the natural process. In life, there are beginnings and endings. One side of the Force rejoices in the beginnings, the other broods over the endings. While the Light Side nourishes and sustains, the Dark Side corrupts, twists and eventually destroys.

Does the Force use the Jedi, or does the Jedi use the Force? This question has been debated for as long as the two have been linked together. To use the Force, one must be in harmony with it. Only when calm and at peace can one act with assurance and control. To be in harmony with the Force is to act to maintain that harmony. The will and the Force are one, actor and acted upon, the same. For the Jedi, there is no contradiction in the question, there is only unity. That is the path of Light.

But there is also confusion, a state that exists when harmony is not present. This confusion is an angry morass of power, waiting to be tapped by those willing to harness their basest emotions. To release one's anger is to release the anger of all things. To fill yourself with hate allows you to perform hateful deeds. The will and the Force are one, the other side of the coin of Light and Dark.

That is the choice for those open to the Force. There is serenity or hatred, peace or anger, freedom or tyranny, learning or power, light or darkness, good or evil. The use of the Force and the way the Force uses its user are one. And to choose the Dark Side is to be forever dominated by its destiny-corrupting foulness.

## Luke Skywalker

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

The saga of Luke Skywalker started twenty-eight years ago when two children were born in secret, hidden from their father. The father had been Anakin Skywalker, hero of the Clone Wars and Jedi Knight, a good pilot and a good man. But Anakin, naturally strong in the Force, was seduced by the Dark Side. He became Darth Vader, Lord of the Sith and servant of the Emperor. To keep the children safe from the evil their father had embraced, his one-time mentor and friend Obi-Wan Kenobi spirited the twins away. The daughter, Leia, and her mother escaped to

Alderaan and the protection of Senator Bail Organa. The son, Luke, accompanied Obi-Wan to Tatooine.

Luke grew up as an orphan in the care of Owen and Beru Lars, Kenobi's brother and sister-in-law. He grew up believing that his father had been a navigator on a space freighter. He often wondered about his parents and what had happened to them, but despite his loss, Luke was a happy child, growing into adulthood on the Lars' moisture farm in a loving and caring environment. The Lars knew they would never get rich as moisture farmers, but they were content. And so was Luke, most of the time. But he felt a hollowness deep inside, a feeling that something or someone was missing from his life. To fill this emptiness, Luke dreamed.

All his life, Luke looked away to the stars and to the future, trying to imagine what was beyond the horizon. He had no patience for where he was or what he was doing. In his heart, he knew he was not a farmer. Instead, Luke dreamed of excitement and wild adventures. He longed to see what was beyond the vaporators and the sand dunes. He longed to fly among the stars.

Almost before he could walk, Luke knew he wanted to fly. He had an almost supernatural knack with vehicles, quickly joining the ranks of the best of the local pilots. He flew instinctively, handling the vehicles available on the farms and in Anchorhead like he was born to them. He could make a clunky landspeeder handle amazingly smooth over even the roughest terrain, and his skyhopper responded to his every command — almost like it was an extension of his own body. He honed his piloting skills in the rugged, narrow curves of Beggar's Canyon. Tatooine elders called him reckless, but many came out to see Luke demonstrate his unorthodox and dangerous practice of hunting womp rats while flying his skyhopper between the canyon walls at close to maximum velocity.

When he reached his teenage years, Luke began to talk about going to the Academy. He had no love for the Empire, but he longed to be a real pilot, plying the space lanes in a real star craft. Owen Lars, who Luke called uncle, was a practical, no-nonsense sort of man. He never let idealism interfere with business. He promised Luke he could enroll "next season," after the upcoming harvest. One season passed, then another, and another. Soon most of Luke's childhood friends were gone, either to the Academy or off-planet to find some kind of employment which didn't involve sand or vaporators.

While Owen used Luke's sense of responsibility to keep him on Tatooine, Beru tried to prepare her husband for the inevitable. "He's just not a farmer, Owen," Beru explained. "He has too much



of his father in him." But that was what Owen was afraid of.

The events which changed Luke Skywalker's life started in his twentieth year. His uncle bought two Droids to work on the farm, an R2 unit and a protocol Droid. Unknown to Luke or his uncle, the R2 Droid had just come from a consular ship high in orbit over the desert planet with a mission of its own. Through the Droid's actions, Luke was reintroduced to Obi-Wan Kenobi and learned about the power that was strong in the Skywalker family—Luke learned about the Force.

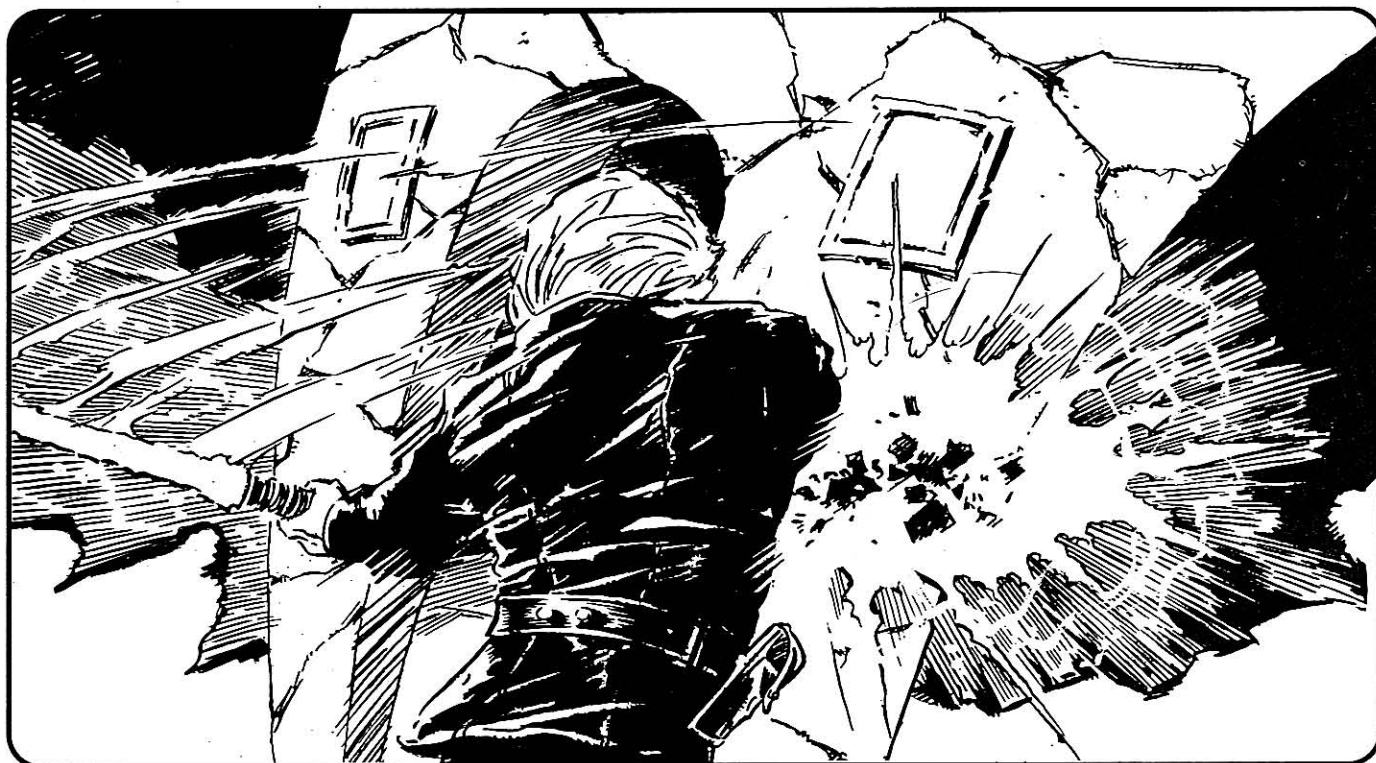
The events which brought together the small group which would later be called the Heroes of Yavin are known to all. Luke Skywalker began his training as a Jedi under the tutelage of Obi-Wan Kenobi after agreeing to accompany him to Alderaan to help the Alliance to Restore the Republic. Imperial stormtroopers, hunting for the R2 unit, had murdered Owen and Beru Lars and destroyed much of their moisture farm. For a second time in his life, Luke became an orphan. Over the smoldering remains of his adopted family, Luke Skywalker vowed to learn the ways of the Force, to become a Jedi Knight, and to battle the evil of the Empire.

With the aid of a Corellian smuggler named Han Solo and his co-pilot Chewbacca the Wookiee, Luke and Obi-Wan rescued Princess Leia from the Death Star. Though Obi-Wan was cut down by

Darth Vader, his presence remained with Luke through the years. It was Obi-Wan who told Luke to trust the Force when he fired the shot which destroyed the Death Star. It was Obi-Wan who appeared to Luke on Hoth and told him to go to Dagobah and seek out Yoda the Jedi Master. And it was Obi-Wan, shortly before the Battle of Endor, who confirmed Luke's darkest fear and greatest joy—Darth Vader was indeed Luke's father, and Leia was truly his twin sister.

On Dagobah, Luke met Yoda and continued his Jedi training. His advancement and natural aptitude for utilizing the Force was truly remarkable. At first, the young man had much anger within him and he was extremely impatient. Yoda taught him to be at peace, calm. He taught Luke that appearances can be deceiving, that the only way to accomplish anything was to believe. Luke learned to harness the Force, to feel it flow through him and everything around him. He learned to use it to perform amazing feats of dexterity and strength, to sense things in the Force that others were blind to. And he learned to use his lightsaber, the symbol of the Jedi Knights. He learned in a few short weeks what other Jedi required years to master. He returned from Dagobah as a Jedi, but his final test still awaited him. Luke had to face Darth Vader and the Emperor above the forest moon of Endor.

To his credit, and due to the training given



■ "Turning his back on the blasters tracking toward him, he slashed the lightsaber across and upward — neatly slicing one of the stone pillars in half ..."

him by Obi-Wan and Yoda, Luke was able to resist the Emperor's seductive offers and turn his father back to the side of Light. But it wasn't easy. There were many times when Luke almost gave in to his anger and hatred. He came very close to accepting the Dark Side's tempting visions of personal power on a galactic scale. But Luke prevailed, though the cost was high. The Emperor almost killed him with bursts of deadly Force lightning, and a reborn Anakin Skywalker died a second time. This time, however, his death came in the cause of good, for Vader-turned-Anakin died killing the evil Emperor and saving the life of his son.

With the Emperor's death, the Alliance turned the Battle of Endor into the last great victory of the Rebellion, the decisive battle to eliminate the evil of the Empire once and for all. The Alliance became a true government after months of debate, and the New Republic emerged to guide the galaxy. However, the Republic faced a new kind of battle. First, the New Republic had to defeat the remnants of the Empire, which it has so far driven into a quarter of the systems it once held. Second, it had to restore the galactic government and reinstitute the laws of justice and liberty to systems long under the tyrannical heel of the Empire. Luke Skywalker, as a Jedi Knight, has become a symbol of the New Republic and its lofty goals. Over the years in which the new government has been in place, Luke has traveled far and wide to inspire hope and win trust. And he does this without rank or official standing in the New Republic hierarchy.

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

Luke has so far only taken on one pupil. His sister Leia, who demonstrates all of the latent talent Luke possessed, has begun learning the ways of the Jedi from her brother. The process has been slow, however, particularly due to Leia's busy, hectic schedule as a member of the New Republic's Provisional Council. Still, she has come a long way. She can handle a lightsaber well

enough not to hurt herself, and she can use the Force to sense feelings, moods, and emotions. When her twins are born, Luke will become their teacher as well, for they carry the Skywalker heritage within them — they are strong with the Force, too.

Recent events have both disturbed and excited Luke. He worries over Leia, for it appears the Empire has been trying to capture her for some as-yet-unrevealed purpose. His meeting with the woman Mara Jade, an associate of the crime lord Talon Karrde, has also caused him some concern. Her soul is filled with dark hatred, a hatred directed at the Jedi. She has demonstrated a few latent abilities which may be linked to the Force, including sensing Luke's presence from a few star systems away. Her claim to have been a servant of the Emperor and her desire to kill Luke has disturbed him, because he sees her as just another victim of the Emperor's dark games. On the other hand, rumors concerning the return of an old Jedi Master have given Luke cause to hope. Perhaps this Jedi, C'baoth, can fill in the blanks in Luke's training and show him how to be a real teacher. Luke has heard this Jedi's call through the Force, so he knows the rumors are true. When he can break away, he plans to go in search of C'baoth.

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

As a Jedi, Luke wears a black tunic and pants, and sometimes a hooded cloak. He carries no weapon other than his lightsaber, and he travels the galaxy in his X-wing starfighter. His right hand is a cybernetic replacement for the hand he lost to Darth Vader's lightsaber on Cloud City. He always wears a black glove over this hand. His family consists of Leia Organa Solo and her husband Han, the Wookiee Chewbacca, and the Droids Artoo-Detoo and See-Threepio. For these people, Luke would risk any danger and face any foe.

### Luke Skywalker

#### Roleplaying Game Statistics

**Template Type:** Jedi Knight

**Loyalty:** To the New Republic

**Height:** 1.72 meters

**Species:** Human



**Sex:** Male

**Homeworld:** Tatooine (by adoption)

**Age:** 28

**Quote:** "A Jedi can't get so caught up in matters of galactic importance that it interferes with his concern for individual people."

**DEXTERITY 3D+2**

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

**KNOWLEDGE 3D**

Alien races 5D, bureaucracy 5D+2, languages 4D, lightsaber technology 9D, planetary systems 5D, streetwise 6D+1, survival 7D+2, technology 4D

**MECHANICAL 2D+1**

Airspeeder operation 8D+1, astrogation 7D, beast riding 5D+1, repulsorlift operation 8D+1, starship gunnery 8D+1, starship piloting 10D+1, starship shields 7D+1

**PERCEPTION 3D**

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

**STRENGTH 3D+2**

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

**TECHNICAL 2D+1**

Computer programming/repair 5D+1, Droid programming/repair 6D+1, medicine 5D+1, repulsorlift repair 7D+1, security 5D+1, starship repair 6D+1

**FORCE SKILLS**

Control 13D, sense 11D, alter 10D

## Teachers of Light

Luke Skywalker received training in the ways of the Force from two different teachers of Light. The first, Obi-Wan Kenobi (whom Luke called Ben), began Luke's training and opened his mind to the Force which had been with him his whole life but he had never recognized. The second, Yoda, the Jedi Master, completed Luke's training and taught him that there is "no try, only do or do not."

Obi-Wan Kenobi was strong in the Force, and at an early age he underwent the vigorous training of mind and body to become a Jedi Knight. Yoda, the Jedi Master, trained him, paying particular attention to teaching the student to become a teacher. He hoped that someday Kenobi would become a Jedi Master and carry on the training of the knightly order. Perhaps this was the ancient Jedi's biggest mistake, for Kenobi decided to take on a student of his own before he was ready — and this act had disastrous results for the galaxy. He began to teach young Anakin Skywalker the ways of the Jedi, for Anakin was strong in the Force.

When the dark days intruded upon the galaxy and the Clone Wars shattered the peaceful pattern of life, Obi-Wan took up his lightsaber in defense of the Old Republic. He fought side-by-side with Bail Organa of Alderaan and Anakin Skywalker, rising to the rank of general and leading the Republic to victory. The victory was short-lived, however, for Anakin decided to follow the path of the Dark Side. He became Darth Vader and joined the Emperor in destroying the Old Republic and its sworn defenders, the Jedi Knights. Kenobi's student betrayed and murdered the Knights, but he had left an unknown legacy which would one day right the wrongs he had perpetrated upon the galaxy. He had left children, strong in the Force, who could grow up to undo their father's evil.

Kenobi saw no purpose in dying in a useless battle. He helped spirit away the twins, then changed his name to Ben and went into hiding on a backwater world named Tatooine. From his hiding place in the desert, he watched over one of the children, the boy named Luke. As he watched Luke grow, he waited for the time to come when the spark of the Jedi could once again be fanned into a cleansing flame with which to burn out the evil. Still, he hated hiding while Jedi after Jedi was hunted down and killed by agents of the Emperor's New Order. He heard every scream of death echo in the Force, and his heart broke a little more. As the years went by, Ben Kenobi had managed to almost forget his past. He basked in the simple pleasures of desert life and communing in the Force. But the Empire or his responsibility would not leave him be. Anakin's children were drawn to him by the Force, though they did not realize it. Luke brought him the astromech Droid with its message from Leia, and the twins he had helped hide twenty years earlier reminded him of his duties as a Jedi.

Ben Kenobi helped Luke meet up with others whose destinies were linked with the Skywalker twins. He brought Luke together with Han Solo and Chewbacca, a duo who had clashed with the Empire on occasion but who would now be forced to realize their true roles in the galactic struggle. He gave Luke his father's original lightsaber and taught him as much as he could about the Force in the limited time he had remaining. For when the group went to the Death Star to rescue Leia, Obi-Wan had to face his student one final time. Darth Vader cut him down with a sweep of his lightsaber, but Obi-Wan became more powerful in death. He became one with the Force.

Through the Force, Ben remained a steady presence in Luke's life. He has returned to Luke often, offering advice, support and comfort. His last visit came while Luke slept, and Ben appeared in a dream. It was the only method of

communication open to Ben after all his years with the Force. The distances separating his new existence from his old had become too great for him to traverse in any other way, and even the dream path was being closed to him. But he had one more lesson to pass on to Luke before he resumed his journey from this life to what lies beyond. He told Luke to persevere, because the Dark Side was not defeated yet. "But you will find new allies, at times and places where you expect them least," Ben explained.

Ben Kenobi loved Luke Skywalker as a son, a student, and a friend. His presence will sorely be missed by Luke and the galaxy at large.

Yoda, the Jedi Master, was an enigmatic and mysterious figure throughout his long, long life. For over eight hundred years the small, wizened alien trained young Jedi in the ways of the Force. When the Emperor began to rise to power and the Jedi started to fall, Yoda found refuge in the swamps of the planet Dagobah. Yoda was a living testimony to deceiving appearances and the power of the Force. His short stature, frail body and maniacal sense of humor made him seem inconsequential. But Yoda's ally was the Force, and his power was vast.

The Jedi Master followed the flow of the Force, swept through the centuries like flotsam in a mighty river. The Force carried him from his planet, his people, his family to finally wash him on the shores of a swamp planet that no one remembered or cared about. He witnessed great and terrible events over his long life. He had loved. He had hated, though that was long ago. He had killed when he had to. He had healed when he could. He taught so many what he had learned, and he watched so many more live and die.

With Yoda there was no try — only do. For him, nothing was impossible as long as you believed. He was one with the world and the galaxy, bound to all life through the Force. He always tended to avoid the general public, but when he began to sense dark disturbances in the Force prior to the coming of the Emperor, Yoda went into hiding. From his swamp home he watched events take their course. He watched his beloved Jedi die. But he knew that if the Jedi were to live again, he would have to remain hidden so that he could teach a new generation when the time was right.

Yoda's last student was Luke Skywalker. This was the student that the ancient Jedi Master had waited for. He taught Luke to rely on the Force rather than material possessions or fancy technology. He taught him passivity over aggression, understanding over assumption, and knowledge instead of brute force. The Jedi, he explained to Luke, are vessels for channeling the positive

energies of the Force. The power is not derived or conjured, but ever-present in the galaxy. All the Jedi must do is tap into it and let it flow.

Luke fled Dagobah before his formal training was complete in order to save his friends on Cloud City. When he returned, he found that Yoda was dying. Yoda reminded Luke to remember all he had learned, then gave him one last test to complete before he could take the mantle of Jedi Knight. Yoda told Luke he had to confront his father one final time. Then Yoda became one with the Force and faded away.

## **Joruus C'baoth**

Grand Admiral Thrawn, leader of the remnants of the Empire, found Joruus C'baoth on a world called Wayland. The Dark Jedi served as guardian of one of the Emperor's personal storehouses, though his mind seems to have deteriorated to such an extent that he remembers neither his original mission nor his strange origin. C'baoth, it seems, is a clone of the good Jedi Knight named Jorus C'baoth, although this remains unconfirmed.

Today Joruus C'baoth appears as a tall, thin man. He has unkempt gray hair and a beard which reaches almost to the middle of his chest. He wears simple shin-laced sandals and an old brown robe. His face is dark, deeply lined, and surprisingly regal. But it is also filled with arrogance, and his eyes reflect disdain.

Over the years, Joruus has become somewhat confused over who he is. He does not remember that he was the Emperor's Guardian. Instead, he believes that he killed the guardian and then took control of both Mount Tantiss and the world of Wayland. To Joruus's twisted thinking, he served no Emperor. His power is his alone, and it serves him well.

For all his confusion and shattered memories, Joruus C'baoth is still a Jedi Master. His powers are drawn from the Dark Side, and he uses them to corrupt and control. He wields the killing lightning like the Emperor once did. He controls living beings, forcing them to be puppets to his twisted will. And he can enhance coordination between people, even if those people are light years apart. His powers are significant, and Grand Admiral Thrawn has made a deal to ensure C'baoth's help in his war against the New Republic. With a Dark Jedi to aid him, Thrawn believes he can defeat the Rebellion and restore the glory of the Emperor's New Order.

To secure the Dark Jedi's cooperation, Thrawn has promised him new Jedi to mold and change. He has promised him Luke Skywalker, Leia Organa Solo, and Leia's unborn twins.

Joruus C'baoth believes that power is more



personal than conquering far-away worlds or destroying people from a distance. On Wayland, Joruu took possession of the entire planet. Its people were his to teach, to command and to punish. Their lives and deaths were, quite literally, in the palm of his hand. He has no desire to hold distant power over faceless lives.

Joruu C'baoth is not sane. Nor is he Jorus C'baoth, Jedi Master. The real Jorus C'baoth was one of six Jedi Masters participating in the Old Republic's Outbound Flight Project. It was a grand effort to extend the Old Republic's authority beyond the known galaxy, launched shortly before the start of the Clone Wars. Once the ship carrying the Jedi exited Old Republic space, it was intercepted by a task force and destroyed. Thrawn commanded that task force, operating on orders from Palpatine, who even in the years before he declared himself Emperor recognized the threat the Jedi posed to his bid for ultimate authority. Having six of their most powerful members aboard the same ship was just too good an opportunity to pass up.

But the Emperor knew he could still make use of Jorus C'baoth. He had the Jedi cloned, and the current Joruu C'baoth (notice the mispronunciation and misspelling of Jorus's name) is the result of that early experiment. The early clones, unfortunately, tended to be highly unstable, both mentally and emotionally. Joruu is no exception, and he may even be more than unstable — he may be spectacularly insane.

Unlike a full-fledged Dark Jedi, such as Darth Vader, Joruu lacks the sort of ambitions to attempt to conquer the galaxy. Who knows what desires may drive him now that he has left his secluded world and ventured into the heart of the galaxy?

As a practitioner of the Dark Side of the Force, Joruu has little patience and is quick to anger. Certain things in particular seem to set him off. Mention of clones, of Spaarti cylinders, or of the Guardian of Mount Tantiss have been demonstrated to send the Dark Jedi into a rage. So far, Thrawn has been able to appease that rage with promises of Skywalker and Organa Solo. Joruu has allowed Thrawn's agents to continue their efforts to capture Princess Leia, but has ordered them to leave Skywalker alone. He has already sent his own invitation to the Jedi Knight, and now simply waits for Skywalker to come to him.

Rumors of the Jedi Master's return have already reached the New Republic. Those who believe the rumors feel that Jorus C'baoth's appearance can only strengthen the New Republic with the presence of another Jedi. Even Luke Skywalker is excited, hoping that the Jedi Master will be able to take over the training of Leia and



Allen Nunis/Paul Daly

■ "The rich odors of the Dagobah swamp ... sent a hundred memories flashing through his mind. That slow twitch of Yoda's ears ... the training itself: the long hours, the physical and mental fatigue, the gradually increasing sense of and confidence in the Force ..."

her twins. Unfortunately, that is exactly what Joruu C'baoth wants to do.

### **Joruu C'baoth** **Roleplaying Game Statistics**

**Template Type:** Jedi Master

**Loyalty:** To himself

**Height:** 1.9 meters

**Species:** Human

**Homeworld:** Unknown

**Age:** 120+

**Quote:** "Leave Skywalker alone. I will deal with him — in my own time, in my own way."

**DEXTERITY 3D+2**

Brawling parry 9D+2, dodge 9D+2, melee 8D+1, melee parry 8D+1, lightsaber 9D+2

**KNOWLEDGE 2D+1**

Alien races 4D+2, cultures 4D+1, languages 5D+2, streetwise 6D, survival 7D

**MECHANICAL 2D+2**

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

**PERCEPTION 3D**

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

**STRENGTH 3D**

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

**TECHNICAL 2D+1**

Medicine 5D+1, security 5D+1

**FORCE SKILLS**

Control 13D, sense 12D, alter 11D

**Note:** These statistics reflect known information regarding the mysterious Jedi Master. They will be updated as more is learned about C'baoth.

**Masters of Darkness**

Before Joruu C'baoth came out of seclusion to threaten the New Republic, Luke Skywalker had to face perhaps the ultimate masters of the

Dark Side, Darth Vader and Emperor Palpatine. Darth Vader served the Emperor, who in turn served the forces of darkness, but he also had his own dark agenda.

Darth Vader had once been a power for good in the galaxy. He started life as Anakin Skywalker, perhaps the best pilot the Old Republic had ever seen. He became fast friends with Obi-Wan Kenobi, following the Jedi Knight on idealistic crusades. He was strong in the Force, and Kenobi offered to teach him how to harness the power of the Force. Anakin accepted, learning all he could to increase his own considerable skills as a warrior and pilot. The power was like a sweet elixir to Anakin, and he became obsessed with it. But it did not come fast enough Kenobi's way. It wasn't long before another path opened to Anakin. The Emperor sensed Anakin's power and lured him to the Dark Side. He showed him that impatience was the easiest door, and what Anakin saw on the other side of that door fascinated and seduced him. The increase in power came quickly after that, and with far less work than Kenobi's methods required. All Anakin had to do was give in to anger, fear, hatred and aggression. Ambitious and headstrong, he embraced the Dark Side. Darth Vader was born.

Obi-Wan was horrified by what his student had become. He believed there was still a chance to turn him back to the good side. He tried to



Allen Nunis/Xeno Beckwith

■ "Without warning, blue lightning bolts flashed from his fingertips — and vanished without a trace a meter away from each of them ..."



dissuade him from the darkness, to draw him back into the light. The two former friends fought a terrible battle, waged as only Jedi Knights could fight. It ended when Vader fell into a molten pool of lava. Kenobi thought that Anakin Skywalker died that day, and in a way he had. The being who pulled himself out of the fiery pool was irredeemably dark and scarred. He became more machine than man, a twisted, evil being kept alive only by the machinery within his dark armor and by his own black will.

Darth Vader stood two meters tall and dressed in flowing black robes and black body armor. He became the epitome of the Emperor's New Order, the embodiment of the Dark Side. He betrayed the Jedi Knights, helping to hunt them down and murder them in the Emperor's bid for total power. Though the armor appeared like something out of a nightmare, it actually served a more important function than mere image. It contained life-supporting equipment to sustain Vader's shattered body. After the Emperor completed Vader's dark training, he granted him the title of "Lord Vader."

Lord Vader served as the Emperor's most-trusted operative, finally gaining a measure of full power when he was assigned to assist Grand Moff Tarkin with the Death Star project. After the Death Star was destroyed, Vader was put in charge of the Imperial Fleet, commanding it from the bridge of his Super Star Destroyer, *Executor*. He ruled the Fleet the way the Emperor ruled the galaxy — with an iron fist. He demanded perfection of his subordinates, and those who failed him were punished with painful death.

When he discovered that Luke Skywalker was his son, a new ambition surfaced in Vader's evil mind. He decided that Luke would complete his training as a Dark Jedi. Then, together they could destroy the Emperor and rule the galaxy as father and son. In the end, however, Luke proved more powerful than either Vader or the Emperor had imagined. He accomplished what even Ben Kenobi could not do. He pulled Anakin Skywalker out of the dark chasm of evil and caused the destruction of the Emperor and his New Order.

But who was the Emperor? Originally, Palpatine was an unassuming Senator in the Old Republic. He started his road to power during the waning of the Old Republic, at a time when social injustice was the rule and corruption was rampant. After centuries of existence, the Republic found itself saddled with too massive a bureaucracy and corruption set in. Senator turned against Senator, values eroded, trusts were broken, and fear gripped the Republic. It was supposed to be immortal, but suddenly its own death was in plain sight. The member worlds reacted by de-

claring the government a useless burden, and as the Republic began to disintegrate, those still in power desperately sought someone or something to hold the union together.

Senator Palpatine appeared on the scene as a promising young politician, but he seemed to lack drive and ambition. His only notable achievement seemed to be his remarkably-small number of enemies and detractors. He seemed weak, unimposing, malleable. In short, the perfect puppet leader. As civil unrest grew, the uncorrupt Senators sought a way to save the Republic and all it stood for. The corrupt Senators also wanted to save the Republic, for only with a stable government could they continue to plunder and thrive. When all looked darkest, Palpatine made his move.

Through fraud, clever promises and astute political maneuvering, Palpatine had himself elected head of the Senatorial Council and President of the Republic. Each side saw Palpatine as the solution they needed. They felt they could use him as a figurehead, serving their own needs while he smiled for the holomedia. Palpatine, however, had his own plans for the Republic.

He exceeded everyone's expectation, getting the wheels of government turning again after too long a delay. He slowly supplanted the Senate as the ultimate power. The Republic saw him as a great leader, and in this time of trust, Palpatine introduced his New Order and declared himself Emperor. Darkness and tyranny spread across the galaxy and the Empire was born.

How he came to his knowledge of the Dark Side of the Force has been lost to history, but it was evident that he was perhaps the ultimate dark power in the universe. He destroyed the Jedi Knights. He disbanded the Senate. He built the greatest military force the galaxy had ever seen. His New Order was unstoppable. The only concern the Emperor had was over a young man named Luke Skywalker. He ordered Vader to turn young Skywalker to the Dark Side or destroy him.

In the end, Vader and the Emperor failed to accomplish either of these goals. Perhaps it was his overconfidence, or his refusal to be overly concerned with the Rebellion. Or maybe it was his lack of understanding regarding the Light side of the Force. Whatever it was, Luke Skywalker refused the Emperor's seductive offer and managed to reawaken the good within Darth Vader. Even when he found himself hurtling into the depths of the Death Star, thrown by his once-loyal servant Darth Vader as Force lightning crackled around him, the Emperor could not make himself believe that he had been brought down by young Skywalker. He died lying to himself that he could still find a way to win.

## Force Powers in the Roleplaying Game

*"Concentrate. Feel the Force flow. Not outside or inside, but part of all it is. Through the Force, things you will see. Other places. The future. The past ... For the Force is my ally, and a powerful ally it is. Life creates it, makes it grow. Its energy surrounds us and binds us. Luminous beings are we, not this crude matter. You must feel the Force around you. Here, between you ... me ... the tree ... the rock ... everywhere!"*

— Yoda, the Jedi Master, teaching Luke Skywalker about the Force

The following is a brief recap of the Force rules used in *Star Wars: The Roleplaying Game*, as well as descriptions of the Force powers demonstrated in *Heir to the Empire*. Some of these powers appeared in previous *Star Wars* game products, others are new to this volume. For those readers who want more information, please refer to the *Star Wars: The Roleplaying Game, Second Edition* rulebook.

### The Three Skills

There are three skills involved with the use of the Force. They are difficult to learn, but a student who has achieved mastery of them is a powerful person indeed. The first skill taught to those learning the ways of the Force is either *Control* or *Sense*. The last skill a student will be offered is *Alter*.

*Control* allows a Jedi to manipulate his own internal well of Force energy. The Force exists everywhere and in all things, but it is stronger in some people and places than it is in others (the Skywalker family is an example of those who are strong in the Force). When a person learns to control his own Force, he learns to be in harmony with his own physical and mental nature. This, in turn, allows him to control his bodily functions.

*Sense* allows a Jedi to feel the ebb and flow of the Force around him or her. The Force surrounds and binds all living things. By learning to sense its presence, a Jedi gains harmony with everything around him.

When he learns to *alter* the Force, a Jedi can move objects without physically touching them. He can do to other bodies what he can do to his own — fight off pain, accelerate healing, and more. He can change the nature of the Force in different things; the Jedi has learned to control life itself.

Separate, these Force skills allow Jedi to use an impressive array of powers. Together, they can be combined into a number of spectacular uses.

## Control Powers

### Control Pain

**Difficulty:** Very Easy for wounded characters, Easy for incapacitated characters, Difficult for mortally wounded characters. The difficulty for stunned characters is Easy if the character has not fallen unconscious and Moderate if he has.

**Effect:** A wounded Jedi who *controls pain* can act as if he has not been wounded, starting with the round after the roll is made. His wound is not healed, but it is ignored (no die code reductions). He still needs to receive medical treatment as soon as possible. A wounded character who *controls pain* and is wounded again becomes incapacitated.

Characters who use *control pain* to shrug off the effects of stun damage eliminate the effects of the stun entirely.

If a Jedi is in pain for a reason other than a wound, this skill can be used to ignore the pain and function normally. This power can be kept "up."

### Remain Conscious

**Difficulty:** Easy for incapacitated characters, Difficult for mortally wounded characters.

**Effect:** *Remain conscious* allows a Jedi to fight off damage effects which would knock out a normal character. On the round after a Jedi is stunned, incapacitated or mortally wounded, he may use this power to attempt to remain conscious. If he fails the roll, he falls unconscious as any other incapacitated or mortally wounded character would.

A successful roll allows the conscious incapacitated character to take one action before lapsing into unconsciousness. This action is subject to die code modifiers for wounded characters (minus 1D).

A successful roll allows the conscious mortally wounded character to do nothing but attempt to *control pain* (see separate power description).

A character who remains conscious and then *controls pain* may perform any number of actions without lapsing into unconsciousness. This power may not be kept "up."

### Resist Stun

#### NEW POWER

**Difficulty:** Moderate.

**Effect:** *Resist stun* allows a Jedi to prepare his body to resist the effects of stun damage. The power must be activated before the character is hit by an attack that could cause stun damage. It is often kept "up" to protect a Jedi throughout the course of a battle.

A successful roll allows a Jedi to make his



body resistant to stun damage. All stun damage less than an "unconscious" result is ignored while this power is in effect. "Unconscious" results are treated as "1 Stun." This power can be combined with *control pain* to eliminate all stun effects.

### **Hibernation Trance**

**Difficulty:** Difficult.

**Effect:** Using this power causes a Jedi to fall into a deep trance, remarkably slowing all body functions. His heartbeat slows, his breathing drops to barely perceivable levels, and he falls unconscious.

*Hibernation trance* serves two purposes. It allows a Jedi to "play dead." It can also be used to survive when food or air supplies are low. Anyone who comes across a Jedi in *hibernation trance* assumes the Jedi is dead unless he makes a point of testing him. Another Jedi with the *life detection* power and the *sense* skill will be able to detect the Force within the hibernating character and realize he is still alive.

A hibernating character uses about one tenth as much air as someone who is simply sleeping. He can hibernate for a week in a dry climate or for up to a month in a wet one before dying from lack of water.

A character can decide what stimuli will bring him out of the trance, or how long he will spend in the trance before coming out of it. The stimuli or length of time must be declared when the character enters the trance.

### **Detoxify Poison**

**Difficulty:** Alcohol, Very Easy; Mild Poison, Easy; Average Poison, Moderate; Virulent Poison, Difficult; Neurotoxin, Very Difficult.

**Effect:** This power allows a Jedi to detoxify poisons or eject them from his body in a much shorter amount of time than would normally be possible. If the Jedi character makes his skill roll, the poison does not effect him.

### **Absorb/Dissipate Energy**

**Difficulty:** Sunburn, Very Easy; Intense Sun, Easy; Solar Wind, Moderate; Radiation storm, Difficult; Blaster bolt, Moderate, plus the blaster's damage roll; Force lightning, Moderate plus attacker's *control* roll, plus lightning damage roll.

**Effect:** This power allows the Jedi to absorb or dissipate energy, including light, heat, radiation, and blaster bolts. A successful *control* roll means the energy is dissipated and doesn't injure the character. A character may choose to keep the power "up" as long as the source of energy is constant (the power may not be kept "up" for use against blaster bolts and force lightning). If the user fails at the roll, he takes full damage from the energy source.

## **Sense Powers**

### **Life Detection**

#### **NEW POWER**

**Difficulty:** Very Easy if subject has Force skills; Moderate if not.

**Effect:** This power allows Jedi to detect live sapient beings who might otherwise remain hidden from a normal person's senses. This power also allows Jedi to determine that another Jedi in a hibernation trance is indeed still alive. This power is effectively "up" all of the time within a range of 10 meters, acting subconsciously. In game terms, whenever a sapient life form approaches within 10 meters of the character (or vice versa), the gamemaster rolls the character's *sense* skill dice to see if the Jedi notices the being. If the roll is successful, the Jedi gets a "sixth sense" warning that the individual is present and the Jedi knows their location (if there is more than one individual, if the roll is successful, the character knows the location of all individuals within range).

In both cases, if the roll succeeds by 10 or more points, the Jedi knows if the being has Force skills. Also, if the roll succeeds by 10 or more points, if the Jedi has met the individual before and knows his identity, he knows who has approached him.

### **Receptive Telepathy**

**Difficulty:** Very Easy for friendly, non-resisting targets, modified by proximity and relationship. If the target resists, he or she makes a *Perception* or *control* roll to determine the difficulty, adding proximity and relationship modifiers.

**Effect:** If the user's skill roll is equal to or greater than the difficulty number, he can read the target's thoughts and emotions. The user "hears" what the target character is thinking, but cannot probe for information deeper than surface thoughts. The power is usually used for one round, but it can be kept "up" in order to monitor someone's thoughts and emotions. If a character has "Fate Points," he or she is aware when this power is used on them and can choose to resist; characters without "Fate Points" are unaware when this power is used on them (see *Star Wars: The Roleplaying Game, Second Edition* for more information on Fate and Fate Points).

If the skill roll is double the difficulty number, the user can probe for deeper information by sifting through recent memories.

A Jedi can read the minds of more than one person at a time, but each target counts as a power use and the normal rules for multiple skill use apply.

This power can be used on creatures as well as

sapient beings. However, some aliens experience emotions which Humans may be incapable of understanding. *Receptive telepathy* cannot be used on Droids.

### Magnify Senses

**Difficulty:** Very Easy, modified by proximity.

**Effect:** This power allows a Jedi to increase the effectiveness of his normal senses to perceive things that would otherwise be impossible without artificial aids. He can hear noises beyond the range of the human ear, see over distances that would normally require the use of macrobinoculars, and even identify scents and odors that are normally beyond human senses.

## Control + Sense Powers

### Projective Telepathy

**Control Difficulty:** Very Easy, as modified by proximity. Add five to the difficulty number if the user cannot verbalize the thoughts he is transmitting (if he is gagged, doesn't want to make a sound, etc.).

**Sense Difficulty:** Very Easy if the target is friendly or doesn't resist, as modified by relationship. If the target resists, he or she makes a *Perception* or *control* roll to determine the difficulty, as modified by relationship.

**Effect:** If the Jedi is successful, the target "hears" his thoughts and "feels" his emotions. The target understands that the thoughts and feelings he is experiencing are not his own, and that they belong to the user of the power (if the target knows who the user is). This power can only be used to communicate with other minds, not to control them.

### Lightsaber Combat

#### NEW POWER

**Note:** This power replaces the lightsaber combat rules in the original roleplaying game.

**Control Difficulty:** Moderate.

**Sense Difficulty:** Easy.

**Effect:** To use a lightsaber to best advantage, a Jedi learns this specialized Force power. With *lightsaber combat*, a Jedi uses the Force to control the elegant but difficult-to-wield weapon, while at the same time sensing his opponent's actions through his connection to the Force. This power is called upon at the start of a combat round in which the Jedi draws his lightsaber. Success grants him total control over his weapon, making it an extension of both himself and the Force. A successful *control* roll allows the Jedi to add his *control* skill dice to the lightsaber's damage code (5D) when he hits. A successful *sense* roll allows the Jedi to add his *sense* skill dice to his *lightsaber* skill roll when trying to hit a target or parry.

Failure disrupts the flow of the Force and the Jedi must use the lightsaber as a normal melee weapon with no *control* or *sense* modifiers. The character retains the above abilities even if he fails *control* or *sense* rolls for the special maneuvers explained below. The power may be kept "up" for the duration of a battle.

The character may also use his *sense* skill instead of *melee parry* in hand-to-hand combat.

Finally, the character may use *lightsaber combat* to parry and deflect blaster bolts. To do this, the character must declare that he is parrying a specific blaster shot (this is a reaction skill). Then, the character rolls their *sense* skill, and if it is higher than the firer's to hit roll, the bolt is deflected. A character who successfully parries a blaster bolt can try to reflect the bolt back at the firer or at another target (this is considered an additional action). To deflect the bolt, the character must make a *control* roll against the standard difficulty to hit the target or the target's *dodge* (this is treated as if the Jedi wielding the light saber had fired a blaster at the target). The damage is that of the original blaster bolt.

## Alter Powers

### Telekinesis

**Difficulty:** Very Easy for objects weighing one kilogram or less, Easy for one to 10 kilograms, Moderate for 11 to 100 kilograms, Difficult for 101 kilograms to one metric ton. Add five to the difficulty number for each additional factor of 10. Modify for proximity.

If the user wants to move an object in a series of complicated maneuvers, modify the difficulty number by plus five for each level of difficulty you feel the maneuver requires. For example, to simply call a lightsaber to one's hand does not require a modifier. To use that lightsaber to attack would be a complicated maneuver and would require an additional plus five to plus twenty-five, depending on the complexity of the attack.

**Effect:** A Jedi uses this power to levitate and move objects through the Force, such as calling a lightsaber to his hand or dropping a tapestry on attackers. If used successfully, the object moves as the user desires. The user can continue moving the object if he keeps the power up, but he must make a new power roll whenever a new object is manipulated.

Using levitated objects to injure or attack others is possible, but using this power in such a way could cause the user to gain a Dark Side Point if the action violates the Jedi Code.

*Telekinesis* can be used to levitate oneself or others. It can even be used as a primitive space drive in emergencies. When used to levitate someone against his will, the target may resist, adding



his *Perception* or *control* roll to the difficulty number.

## Control + Alter Powers

### Force Lightning

#### NEW POWER

**Warning:** A Jedi who uses this power for any reason immediately gains a Dark Side Point.

**Control Difficulty:** Difficult, as modified by proximity. Limited to line of sight.

**Alter Difficulty:** *Perception* or *control* roll of target.

**Effect:** This power is a corruption of the Force. When used, it produces bolts of white or blue energy which fly from the user's fingertips like sorcerous lightning. These bolts tear through their target, causing painful wounds. As this power is Force-generated, it can be Force-repelled using *dissipate energy*.

*Force lightning* courses over and into its target, convulsing the target with pain, siphoning off his power, and eventually killing him. Armor does not protect a character from *force lightning*. *Force lightning* causes 1D of damage for each 2D of *alter* the user has (round down — a character with *alter* of 5D would cause 2D damage with *force lightning*).

## Control + Sense + Alter Powers

### Control Mind

#### NEW POWER

**Warning:** The use of this power gains a Jedi a Dark Side Point. The Jedi also gains a Dark Side Point for each evil action that he forces someone under his power to do.

**Note:** This power is so inherently corrupt that its difficulties are substantially reduced by those who have given themselves over to the powers of the Dark Side.

**Note:** *The Jedi must have receptive telepathy, projective telepathy, telekinesis, and affect mind* to possess this power. It is unknown if this is the true extent of the power — at this point, the limits below are what is known.

**Control Difficulty:** Moderate, as modified by relationship. Targets with an affinity for the Force (i.e., have Force skills, Force points, or Fate points) are allowed to make opposed *control* or *Perception* rolls, selecting either their roll or the base difficulty.

**Sense Difficulty:** Easy for a Jedi who has turned to the Dark Side, as modified by proximity. Moderate for a Jedi who is of the Light Side, as modified by proximity.

**Alter Difficulty:** Variable, depending upon the number of targets being controlled and whether or not they are willing. Targets with an affinity for



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the Force (i.e., have Force skills, Force points or Fate points) are allowed to make opposed rolls, choosing either their roll or the difficulty, whichever number is higher.

#### For a Jedi who has turned to the Dark Side:

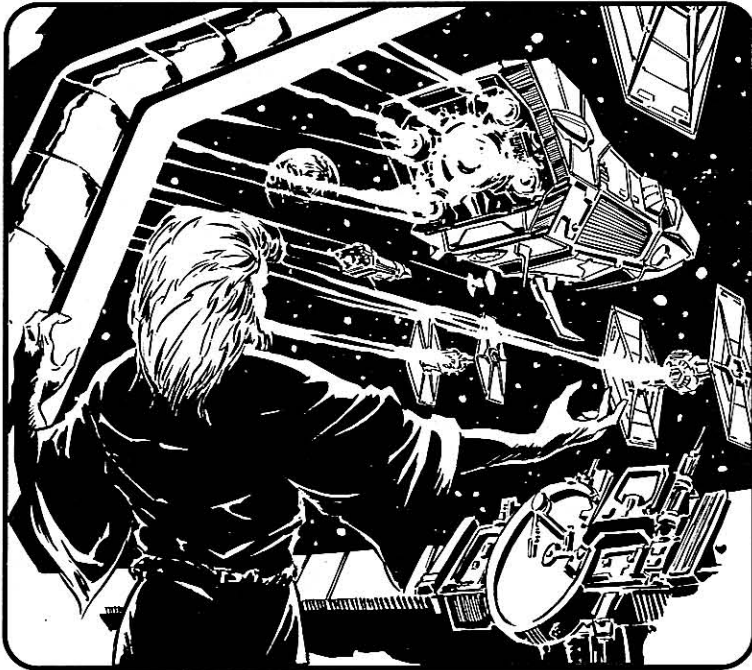
| Number | Willing        | Unwilling      |
|--------|----------------|----------------|
| 1      | Very Easy      | Easy           |
| 2      | Easy           | Moderate       |
| 3      | Moderate       | Difficult      |
| 4-5    | Difficult      | Very Difficult |
| 6-8    | Very Difficult | Heroic (31+)   |

#### For a Jedi who is of the Light Side:

| Number | Willing        | Unwilling      |
|--------|----------------|----------------|
| 1      | Moderate       | Difficult      |
| 2      | Difficult      | Very Difficult |
| 3      | Very Difficult | Heroic (31+)   |

**Effect:** The use of this power allows a Jedi to take control of another person, turning him into a puppet who must obey the Jedi's will. When used successfully, a Jedi can control the actions of others, making them serve his will like automata. This power may be kept "up" to allow the user to maintain control of his target's mind — the Jedi must make a new roll if a new target is to be added.

Characters versed in the ways of the Force (with any Force skills) can actively resist by rolling a *control* or *Perception* total. A character with an inherent affinity for the Force (character has Force Points or Fate Points) may resist by rolling a *Perception* total. The character may choose either the difficulty for the power use or his own roll. If the Jedi attempts to control more than one such Force sensitive character at the



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■ "...and with the bulk of his attention and power on the task of mentally communicating with two other task forces nearly four light years away, C'baoth still had enough left to do all this ..."

same time, for all characters beyond the first, add +1 for each die code of *Perception* or *control* (as per "Combining Rules"). The Jedi must make a new power roll whenever he attempts to take over a new target. Targets may be released without a roll.

*Control mind cannot be used to control Droids or computers.*

### Enhanced Coordination

#### NEW POWER

**Control Difficulty:** Moderate, as modified by proximity.

**Sense Difficulty:** Difficult

**Alter Difficulty:** Dependent upon the number of individuals being affected by this power.

#### Number of Individuals to be Affected

| Number of Individuals<br>to be Affected | Difficulty     |
|---|----------------|
| 1-10                                    | Very Easy      |
| 11-100                                  | Easy           |
| 101-500                                 | Moderate       |
| 501-5,000                               | Difficult      |
| 5,001-50,000                            | Very Difficult |
| 51,000-500,000                          | Heroic (31+)   |

**Effect:** The use of this power allows a Jedi to coordinate the activities of a group in order to increase the group's effectiveness at a given task. This power was often used by the Emperor to increase the fighting ability of his troops, mentally driving them on and supplementing their will to fight. This power may only be used on individuals who are in agreement with the intent of the Jedi, and it in no way grants the Jedi mental control over the troops affected. Instead, it links the troops on a subconscious level, allowing them to fight more proficiently and with better organization. If the power is successfully called upon, the Jedi picks three specific skills. The skills must be the same for the entire group. For every 3D (round down) in those skills that the troops have, they receive a bonus of +1D.

The Jedi may keep this power up, although he must make a new power roll whenever new troops are to be added to the power, or skills are to be changed. The Jedi may only affect *Dexterity*, *Technical* or *Strength* skills.



# Chapter Three

## Remnants of the Empire

### Overview: History Lesson

The Old Republic was the Republic of legend. But, as the centuries passed, it became a corrupt shadow of its former glory. As the corruption spread, the Republic sickened, withered, and died. The Galactic Empire rose to take the Republic's place, feeding upon its decaying corpse. Where justice and order once prevailed, tyranny and evil held reign. At the Empire's dark heart was Emperor Palpatine, strong in the Dark Side of the Force and totally evil. Palpatine ordered the construction of a vast war machine, the largest the galaxy had ever known. With his Star Destroyers and stormtroopers, the Emperor subjugated planet after planet, star system after star system. For a time, his only opposition consisted of powerless Senators and outraged local governments with no strength to match the Imperial Fleet. But tyranny often breeds rebellion, and this despotic rule was no exception.

For many long, bloody years, the Alliance to Restore the Republic waged war against the Empire. It was outmatched, outclassed, and outnumbered, made up of a ragtag collection of battered ships and desperate, widely different people. It should never have stood a chance. But against all odds, the Alliance stood its ground, pushed forward, and eventually won. At the decisive Battle of Endor, the Jedi returned to aid the Alliance in the form of Luke Skywalker and his father Anakin. The Emperor was killed, his fleet scattered, and his dark will which held the Empire together destroyed. Without its binding, the Empire began to unravel.

The New Republic was quickly formed to replace the dying Empire. For five years, the New Republic has pushed the remnants of the Empire back. Now the Empire holds barely a quarter of its original systems, and the momentum is all on the side of the New Republic. It is only a matter of time, the New Republic claims, before the last vestiges of Imperial rule cease to exist. For a while this may have been true, but that time is past. A new leader has arisen to rally the remaining Imperials, and his genius has been dem-

onstrated in his first few campaigns.

Perhaps the Empire is not as dead as holome-dia reports indicate ...

### Grand Admiral Thrawn

Once, twelve Grand Admirals served as the Emperor's military commanders. Today, five years after the bitter defeat of the Fleet at Endor, only one of these august geniuses remains — Grand Admiral Thrawn. Thrawn is a tall man of regal bearing, but his alien features reveal that he is not entirely of human origin. He has shimmering blue-black hair and pale blue skin. He has glowing red eyes that seem as menacing, in their own way, as the inscrutable, emotionless face mask of Darth Vader once did.

Thrawn had spent much of his career in the Unknown Regions. He was charged with the task of bringing the barbaric worlds and systems under Imperial control. His brilliant successes eventually won him the title of Warlord and the right to wear the white uniform of a Grand Admiral. Knowing the Emperor's discrimination against nonhumans, this appointment was doubly impressive. Thrawn became the only alien to be admitted into the Grand Admiral brotherhood. It should be noted that Thrawn's species and homeworld are unknown. While rumors of where the Emperor found him have been wide and varied, the truth has remained Thrawn's secret, as has most other information regarding Palpatine's Grand Admirals.

The Warlord is a military genius. He has a very flexible mind, which allows him to find correlations in seemingly unconnected information, and respond effectively to rapidly changing situations. In addition, Thrawn knows almost every tactic and response taught either in the Imperial Academy or the Rebel training centers. He has the ability to twist this knowledge to his own ends, often pulling stunning victories out of certain defeat. He rarely takes the most obvious approach to a problem or situation, but instead



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relies upon his powers of observation, his remarkable intuition, and his masterful powers of reasoning to find a weakness and pursue that avenue. In addition to being highly intelligent, he is tenacious and patient, able to wait out a situation for the optimal moment for action. However, as evidenced following Joruss C'baoth's actions, even his patience has limits.

The Grand Admiral has a passion for art. He studies the art of the galaxy's varied species, for he believes that by understanding a species' art one gains understanding of the species. And understanding is crucial to the art of subjugation and control.

Thrawn returned from the Unknown Regions to find his beloved Emperor dead, his New Order in ruin, and his Empire on the verge of total defeat. He used his considerable skills and command ability to rally the remnants and gather them back into a cohesive fighting unit. He knew he needed two things to defeat the Rebellion and restore the glory of the New Order, and once his Fleet was again in shape, he set out to secure these things. He needs ships and soldiers in order to build a force capable of beating the Rebel fleet. But the means to both of these key items remains a puzzle. He loves puzzles, and he is currently hard at work on the only puzzle worth solving — the complete, total and utter destruction of the Rebellion.

The Grand Admiral found the first piece of his puzzle on the planet Myrkr. Here, he secured tiny creatures called ysalamiri. These creatures have

a unique ability which pushes back the Force and renders Jedi powerless.

The second piece was found on a planet called Wayland. Here, Thrawn located one of the Emperor's personal storehouses. He needed the ysalamiri to get past the Dark Jedi left to guard the storehouse hidden deep within Mount Tantiss. Through the defensive position provided by the ysalamiri, Thrawn was able to gain an added bonus — the services of the Dark Jedi Joruss C'baoth.

In the storehouse, Thrawn found the items he hoped for. With these bits of technology, he would be able to secure his much-needed ships and soldiers. The items, a working cloaking shield and a number of Spaarti cylinders (whose purpose has yet to be revealed), and the powers of a Dark Jedi, have given Thrawn the impetus to set his final campaign into motion.

Thrawn has inherited the services of the Emperor's private Death Commandos, the alien hunting machines called the Noghri. He sends teams of the deadly beings on strike missions which require ruthlessness, skill, and stealth. The Noghri, Rukh, serves as Thrawn's personal body guard.

Thrawn has also managed to place a spy within the New Republic's headquarters in Imperial City. Through this spy, Thrawn often knows the moves of the Rebels before they have been decided.

The New Republic is never referred to as such in Thrawn's presence. It is simply the Rebellion, and its members are nothing more than Rebels.

To call them anything else would be to grant them a legitimacy they do not deserve. To his thinking, they are traitors and criminals. They deserve the full and unyielding punishment of the Empire, which Thrawn believes he will finally deliver unto them.

Thrawn's base of operations is the Star Destroyer *Chimaera*. While Captain Pellaeon nominally commands the ship, Thrawn commands the entire fleet from his Admiral's Chair on the bridge and in his command room. Thrawn had the ship's commander's luxury and entertainment suite turned into his private meditation chamber and command post. He can often be found sitting in his chair, surrounded by holographic representations of the galaxy's greatest art treasures. He studies these works, trying to find solutions to the problems facing him and his command. Though most of these pieces of art are merely hologram copies, one piece is real. The sculpture, sitting alone in a globe of light, writhes upon its pedestal like a wave in some bizarre alien ocean. It represents one of the Warlord's few failures. He was unable to gain understanding of its creators, a species living on a Fringe world. They refused to respond the way he expected them to. Because of this, he destroyed them.

The preliminary action to Thrawn's campaign against the Rebellion began at Sluis Van. Through circumstances of his own making, the Rebels amassed a fleet of star cruisers at the system's shipyards — star cruisers the Grand Admiral

meant to steal. Only the untimely arrival of Luke Skywalker and Han Solo foiled Thrawn's plans and kept the ships out of the Empire's grasp. This victory has slowed down Thrawn's campaign, but it has not ended it. Thrawn is not merely a soldier, but he is a true warrior. His red eyes are not set on personal glory, but on the final goal. Perhaps, because of this trait, he is destined to succeed where so many Imperials have failed.

His campaign continues ...

### **Grand Admiral Thrawn Roleplaying Game Statistics**

**Template Type:** Imperial Grand Admiral

**Loyalty:** To the Empire

**Height:** 1.8 meters

**Species:** Unknown

**Sex:** Male

**Homeworld:** Unknown

**Age:** Unknown

**Quote:** "Learn about art. When you understand a species' art, you understand that species."

**DEXTERITY 2D+1**

Blaster 9D+1, brawling parry 6D, dodge 9D, grenade 7D+1, heavy weapons 8D+1, melee 8D+2, melee parry 8D+1

**KNOWLEDGE 3D+1**

Alien races 11D+1, bureaucracy 12D+1, cultures 11D+1, languages 12D, planetary systems 11D, streetwise 8D, survival 8D, technology 7D



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**MECHANICAL 3D+2**

Astrogation 7D+2, beast riding 7D+2, repulsorlift operation 6D+2, starship gunnery 9D+2, starship piloting 10D+2, starship shields 9D+1

**PERCEPTION 3D+1**

Bargain 12D+1, command 12D+1, con 10D+1, gambling 9D+1, hide/sneak 7D, search 11D+1

**STRENGTH 2D+1**

Brawling 6D+1, stamina 9D+1, swimming 4D+2

**TECHNICAL 3D**

Computer programming/repair 8D, demolition 6D+2, Droid programming/repair 6D, medicine 5D, security 9D+1

## Captain Pellaeon

Captain Pellaeon has spent fifty years in the Imperial Fleet, and he carries the regal weight of those years like a badge of honor and courage. He served through the good times and the bad times, always loyal, always professional. He became Captain of the Star Destroyer *Chimaera* at the Battle of Endor. His former commander had been killed, and someone had to take charge before the entire ship was lost. Pellaeon became that man.

He remembers the Imperial Fleet at the height of its considerable power, and that makes the current situation so much more painful. In the old days, it would have been inconceivable for a very young man to serve as a bridge officer on a Star Destroyer. However, that was the situation the Fleet faced five years after the defeat at Endor. Men so young that they were barely of an age to be cadets filled all but a few positions, and it sickens Pellaeon. It is an old bitterness, and the root of the problems that have plagued the Empire since the Emperor's death.

The scenes of Endor still haunt Pellaeon's dreams. Images of the Super Star Destroyer *Executor* and its disproportionate number of the brightest young and mid-level officers and crew members colliding with the unfinished Death Star, exploding spectacularly and utterly. The Fleet never recovered from that fiasco, and only now with the return of Grand Admiral Thrawn does Pellaeon see any hope for things to change. At Endor, the remnants of the Fleet were forced into a confused rout, running away with whatever remained of their once great armada, hoping to survive long enough to fight another day.

In the five years since, Pellaeon has done his best to hold the remnants together. Despite his best efforts, however, the Empire could never regain the initiative against the Rebels. He was forced to order retreat after retreat, wincing as the Empire was pushed back to a mere quarter of the territory it once controlled. Worse, they were

forced to hold territory that was once considered the backwater of the Empire. It was a disgrace to see the mighty Empire reduced to such a state, and Pellaeon hated it.

He had painstakingly trained his ship's crew, but he could not provide them with the benefits of experience. The crew was young, so young. Inexperienced children were at the controls, many of whom were conscripted from their homeworlds by force or threat of force. It was a sorry situation.

But the end was not upon them yet, Pellaeon knew. Not since he had turned command over to the greatest military mind the Empire had ever produced. Pellaeon works well at Grand Admiral Thrawn's side. It takes some getting used to that the Grand Admiral actually *wants* to hear differing opinions. So many previous Imperial commanders wanted subordinates to regurgitate their own views and ideas back to them. Some even eliminated those who attempted to think on their own. Thrawn was secure enough in his position not to be threatened by initiative and fresh ideas. In fact, he welcomes them.

Captain Pellaeon is nervous about the presence of a Dark Jedi. He fears a return of someone of Lord Vader's power and disposition. But he trusts and admires Grand Admiral Thrawn, despite the fact that the Warlord is not human. He likes the new direction the Empire is taking, and he will continue to serve it with dedication and to the best of his ability for as long as he is able.

Perhaps he will even live to see the final defeat of the Rebellion — an event which only a few short months ago he believed might never happen, at least not within his own life time.

## Captain Pellaeon

### Roleplaying Game Statistics

**Template Type:** Imperial Captain

**Loyalty:** To the Empire

**Height:** 1.7 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Coruscant

**Age:** 70+

**Quote:** "Run engines to full power. Prepare to make the jump to lightspeed."

**DEXTERITY 2D+2**

Blaster 7D+2, dodge 7D+2, grenade 7D+2, melee 6D+2, melee parry 6D+2

**KNOWLEDGE 3D**

Alien races 6D, bureaucracy 9D, cultures 5D, languages 6D, planetary systems 10D, starship tactics 9D, technology 6D+1

**MECHANICAL 3D+2**

Astrogation 8D, repulsorlift operation 6D+2, starship gunnery 6D+2, starship piloting 8D+2, starship shields 7D+2

**PERCEPTION 3D+1**

### A Grand Admiral Returns

Captain Pellaeon stood on the bridge of the Star Destroyer *Chimaera*, looking out the viewport at the stars beyond. Once, all of those stars had belonged to the Empire, and every being on every planet around them had bent knee before the Emperor's majesty. Now the Empire, or what was left of it, occupied barely a quarter of the systems of the Known Galaxy. The Emperor was dead, his Empire dying. And for four years it had seemed like Pellaeon alone was holding the remnants together. Today, he would relinquish that duty to another.

Around him, on the command deck and in the crew pit beneath, the young crews worked to keep *Chimaera* in position on the frontier boundary. They were trying to behave like proper Imperials, he had to admit. But trying wasn't good enough to stop the expanding New Republic. So many of the experienced officers and crews had died with the Emperor four years past ... had died with the *Executor* ... with the second Death Star. So many deaths. So many dead. Just like the Empire ...

"No!" Pellaeon shouted to himself, driving the weariness and melancholy out of his system. The Empire was not dead. It was wounded, there was no denying that. And it was listing like a war-torn ship, its hull breached and its life support failing ... but like that ship, the Empire still had some fight left in it. It still had the ability to take its enemies with it on the final jump, and maybe it had even more than that. Maybe the war would finally take a turn.

Pellaeon thought back to the Battle of Endor. His own commander had died when the *Chimaera* took a hit from a Mon Calamari Star Cruiser, and he stepped forward to command the vessel. When the Fleet was reduced to a disorganized shadow of its former self and its destruction seemed imminent, it was Pellaeon who ordered the ships to withdraw. For four years he had struggled to keep the Fleet together and keep the Empire intact. But he was losing. Every day that passed saw another system slip from their grasp, and another victory register for the New Republic. It was harder and harder to keep the other ship commanders in line, and prevent individual Moffs from declaring their sectors new governments. They were fighting a two-pronged war — a rear-guard harassment against what used to be the Rebel Alliance, and a battle against the ambitions and desires of those Imperials with even a small measure of personal power.

The captain was tired. He was old, and his ideals were from a different age. He had served beneath men such as Lord Darth Vader, Grand Moff Tarkin, and Admiral Piett. He had received orders from the Emperor. Now he saw the end in sight, the end of everything he had believed in and served. At least, that was the way he felt a few days past — and then the message arrived.

It came out of the Unknown Regions in a packet of encrypted holo bursts, bypassing all other communications sensors, in favor of the Emperor's private holopod comm units that had been installed within every Star Destroyer early in Imperial history. Through these holopods, the Emperor and his most-trusted servants could communicate over vast distances. Even the encrypt codes were right. When Pellaeon was made aware of the incoming signals, a shiver ran up his spine. No one had used the holopods since the death of the Emperor. It was a ghost from the past, and Pellaeon stared at the comm board for a long time. "Message received," the board indicated, blinking the words across the priority screen in urgent intervals. Finally, Captain Pellaeon turned away from the comm board and stepped into the holopod to receive the message.

Pellaeon knelt before the pod, expecting to see the Emperor's grim visage appear in holographic form above his head. Instead, he was greeted by a blue-skinned humanoid with powerful features and glowing red eyes. Those eyes seemed to bore into him, taking the measure of the man with burning intensity. But it was the voice that convinced Pellaeon that this man was a high-ranking Imperial. His voice was not loud, but it was strong, and it vibrated with the tones of command.

"I am Grand Admiral Thrawn," the hologram informed him. "I have been away, but now I have returned. I know some of what has occurred. You will fill in the details of the rest when I come aboard. Rejoice, Captain, for the Empire will rise again. You will find astrogation coordinates that have been encoded with this transmission. I will await your arrival."

And now Pellaeon was waiting on the frontier for the Grand Admiral to arrive. His fears and concerns were gone. Now there was just the thrill of glories past and the promise of glories to come, personified in a Grand Admiral named Thrawn and carried aboard a shuttle flying out of the Unknown and into the *Chimaera's* hangar bays.

Bargain 7D+1, command 8D+1, con 7D+1, gambling 6D+1, hide/sneak 7D+1, search 8D+1

**STRENGTH 2D+1**

Brawling 3D+1, stamina 7D+1

**TECHNICAL 3D**

Computer programming/repair 6D, demolition 5D, Droid programming/repair 5D, repulsortlift repair 5D, security 8D, starship repair 6D+1

## Stormtroopers

At the height of the Empire, elite shock troops called stormtroopers enforced the will of the Emperor. They were created to serve as the Emperor's army, a force separate from the Imperial military establishment which was loyal only to him and his New Order. Since the death of the Emperor at Endor, stormtroopers have been in short supply. But those which still wear the distinctive armor of that elite force remain strict enforcers of the principles and ideals of the New Order.

Once they were feared throughout the galaxy, encased in protective armor and armed with the most powerful personal weapons available. They were used as support forces for the two arms of the military, but they remained separate, with their own command structure and support facilities. Stormtroopers were aloof and apart from the average soldiers and crew members. They remain so even in this time of retreat.

Stormtroopers live in a totally disciplined military environment. They are totally loyal to the New Order. Never has there been a documented account of a stormtrooper being bribed, seduced or blackmailed into betraying the ideals which they serve. Obedience is paramount to these troops, and the will of the Empire is never questioned.

Perhaps the secret to training and recruiting the men inside the armor was lost with the Emperor and his senior officers. Grand Admiral Thrawn has hinted that he can produce more stormtroopers, but so far their numbers have shown no sizeable increases.

At the Empire's height, the core stormtrooper forces were said to outnumber the regular army. In addition, several specialized divisions were established to respond to particular environments and situations. Of these, the New Republic has only seen scout troopers and zero gee assault troopers in the years following the Emperor's defeat at Endor. If the other specialized divisions still exist or can be recreated, they have yet to be used in the current war.

A stormtrooper wears a suit of white armor over a black body glove. The combination provides limited protection against most environments. In addition, the armor is designed to be blaster resistant. The eighteen-piece outer shell includes an energy source and control devices. It snaps together to form an anti-blaster cocoon. Automatic polarized lenses in the helmet shield against bright flashes of light, and a built-in comm



Allen Nunis/Xeno Beckwith



unit keeps the stormtrooper in constant contact with his superiors and squad members. The armor's utility belt features stores of survival equipment, concentrated rations, backup power cells, a spare comlink, and extra ammo. Sometimes a stormtrooper will even carry grenades in the belt's compartments.

It should also be noted that those stormtroopers which survived to the current day have demonstrated somewhat better skills and abilities than their pre-Endor counterparts. This can possibly be explained by their dwindling numbers. As the elite troops are no longer as expendable as in the past, they are only being used for the most important missions. The rest of the time they spend improving their effectiveness through training and study.

### **Standard Stormtrooper Roleplaying Game Statistics**

**Template Type:** Stormtrooper

**Loyalty:** To the Empire

**Height:** 1.8 meters

**Species:** Human?

**Sex:** Male?

**Homeworld:** Unknown

**Age:** Unknown

**Quote:** "Stop that ship! Blast them!"

**DEXTERITY 3D**

Blaster 5D, brawling parry 5D, dodge 5D, grenade 5D

**KNOWLEDGE 2D+1**

Survival 3D+1

**MECHANICAL 2D+2**

Repulsorlift operation 4D+2

**PERCEPTION 2D+2**

Search 4D+2

**STRENGTH 3D**

Brawling 4D, stamina 4D

**TECHNICAL 2D+1**

Demolition 3D+1

**Equipment:** Stormtrooper armor

(increases *Strength* by +1D to resist

damage, but reduces *Dexterity* and all

*Dexterity*-based skills by -1D), blaster pistol

(damage 4D), blaster rifle (damage 5D)

### **Zero-G Assault Troopers**

When the Empire needed soldiers trained to operate in deep space, it produced zero-g assault troopers. Sometimes called "spacetroopers," these specialized stormtroopers were fitted with armor capable of providing much more than the limited environmental protection offered by the standard stormtrooper armor. They are deadly commandos, second only to the Imperial Royal Guard (who have disappeared from the galaxy) in training and destructive capability.

A spacetrooper is a walking arsenal. He wears a standard stormtrooper shell, but then plugs

into an armored suit which serves as a personal space assault vehicle. The fearsome yet bulky outfit only works well in zero-gravity environments, such as deep space. An energy-powered exoskeleton gives these commandos the strength necessary to perform actions within gravity, but they are most efficient outside of a planet's confining pull.

In full gear, a zero-g assault trooper stands over two meters tall and is twice as wide as an unarmored man. The gear has its own artificial environment controls, built-in sensors, magnetic couplers for docking and walking across craft hulls, repulsorlift propulsion units, and a wide assortment of armor-deployed weapons.

Spacetroopers were most recently used as part of the Empire's attack on the Sluis Van Shipyards.

### **Zero-G Assault Stormtrooper Roleplaying Game Statistics**

**Template Type:** Spacetrooper

**Loyalty:** To the Empire

**Height:** 2.3 meters (suit)

**Species:** Human?

**Sex:** Male?

**Homeworld:** Unknown

**Age:** Unknown

**Quote:** "Everyone will be dead once the hull is breached."

**DEXTERITY 3D**

Blaster 5D, brawling parry 5D, dodge 4D, grenade 5D

**KNOWLEDGE 2D+1**

Survival 5D+1

**MECHANICAL 3D+2**

Astrogation 4D+2, repulsorlift operation 5D+2, spacetrooper suit operation 6D, starship gunnery 5D+2, starship piloting 5D+2

**PERCEPTION 2D+2**

Search 5D+2

**STRENGTH 3D**

Brawling 4D, stamina 5D

**TECHNICAL 2D+1**

Demolition 3D+1, security 4D+1, starship repair 4D+1

**Equipment:** Spacetrooper suit (increases

*Strength* by +3D to resist damage, but

reduces *Dexterity* and all *Dexterity*-based

skills by -1D). The suit houses the follow-

ing weapons: concussion grenades

(damage 5D), gas/stun grenades (stun

damage 5D), mini-proton torpedoes

(damage 6D), blaster cannon (damage

6D), laser cutters (damage 3D)

**Note:** At the battle of Sluis Van, the zero-g stormtroopers had additional mini-proton torpedo launchers mounted to the back of their armored suits.

## Pirate's Dilemma

"Hard right!" Captain Obigon ordered, bracing himself for impact. "Punch us a path through the asteroids and find a vector to make the jump!"

"Aye aye, Captain," H'Krav responded, playing his alien digits across the ship's controls with speed and proficiency.

"The Star Destroyer seems to be hanging back, but the shuttle is right on our vapors," Meekeef called from her station. "I don't think we can outrun them through this asteroid field."

"Better the shuttle than the Star Destroyer," H'Krav muttered.

"Maybe," Obligon countered, "maybe not."

Obligon was captain of the *Null Space*, a Corellian gunship currently flying a pirate flag. They had waited in the shadow of these asteroids for hours, and the ship they were waiting for finally appeared. It was a fat, under-defended freighter just waiting to dump its cargo for Obigon and his pirates to pick up. Unfortunately, before they could even begin plundering, a Star Destroyer popped out of hyperspace.

Since the rise of the New Republic, the Empire had mostly left operators like Obigon alone. The Empire had its hands full and rarely wasted valuable ships on police actions. But things had been heating up since the rumors of a new Imperial leader had started spreading through the spacer hang outs. Now here was *Null Space*, dodging space junk to outdistance an overeager Imperial Star Destroyer. It looked like they might just make it, and then that shuttle was launched.

It was not an elegant vessel. It was, he decided, nothing more than an armored and armed space bus. In the old days, this type of shuttle signified the approach of zero-g stormtroopers. Today, with all of the changes, it could mean anything. He watched as the shuttle blasted a path through the asteroids. It was determined to reach them, and that scared Obigon more than he cared to admit.

"Move this ship, H'Krav!" Obigon ordered. "Or do you want to welcome those space-troopers aboard for a few mugs of Corellian nectar?"

"I don't think I've ever heard of storm-troopers drinking with common folk," Meekeef chimed in. "Come to think of it, I've never met one without his armor on ..."

"Enough!" Obigon shouted. "Can you make

this ship move faster?"

"Not if we want to clear the field in one piece," H'Krav replied evenly. "I'm already pushing it above the calculated safe speed."

"Well, push it some more or we'll find out if those are zero-gees in that shuttle or not."

"We've been hooked," Meekeef called, fear slipping into her otherwise professional voice. "They've hit us with a power harpoon."

"By the stars, they are spacetroopers," Obigon cursed. "Order the men to prepare to be boarded. Tell them to get ready for the fight of their lives."

"Why haven't they fired on us?" H'Krav asked. "Why haven't they shot out our engines?"

"The Empire needs ships," Captain Obigon answered. "Imperial agents have been making that clear for months now. If they can take us without causing too much damage, then all the better."

The shuttle, anchored firmly to the gunship, folded open as Obigon watched on the rear-view screens. Huge armored forms exploded out of the shuttle, rocketing toward *Null Space* in massive white shells. Zero-g troopers! Obigon had faced their kind twice before in his career as a pirate. Both times he had barely managed to escape with his life. He did not think the third time would be so lucky.

"How much longer to lightspeed?" Obigon asked.

"Another two point six seconds," H'Krav answered.

The captain heard the unmistakable clang of metal striking metal echoing from the outer hull. The troopers had reached his ship. They would be inside in a matter of seconds. His crew would fight, of course, and they would die. But would it make any difference? Probably not. Zero-gees were just too powerful, too relentless. He had only one course to pursue.

"Shut down the engines," Obigon ordered, listening to the distant sound of an outer hatch being blown. "Signal the Star Destroyer. Tell them we have a gift for the Empire."

"Obigon, no," Meekeef pleaded. "We can fight them ..."

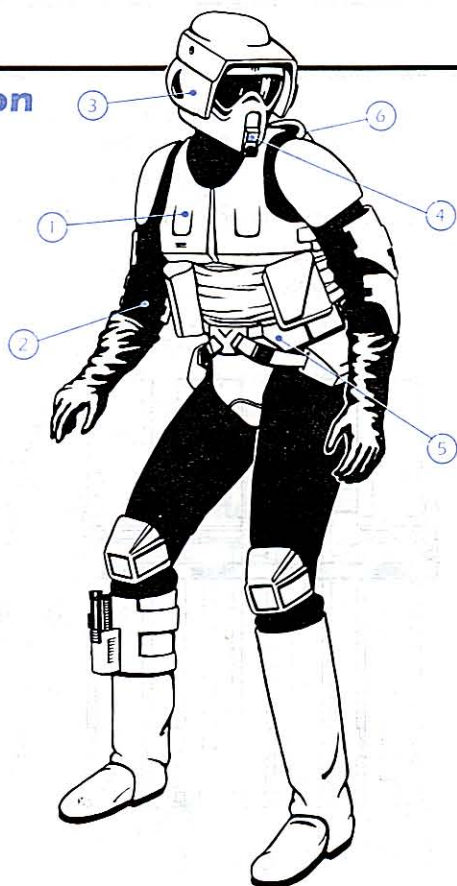
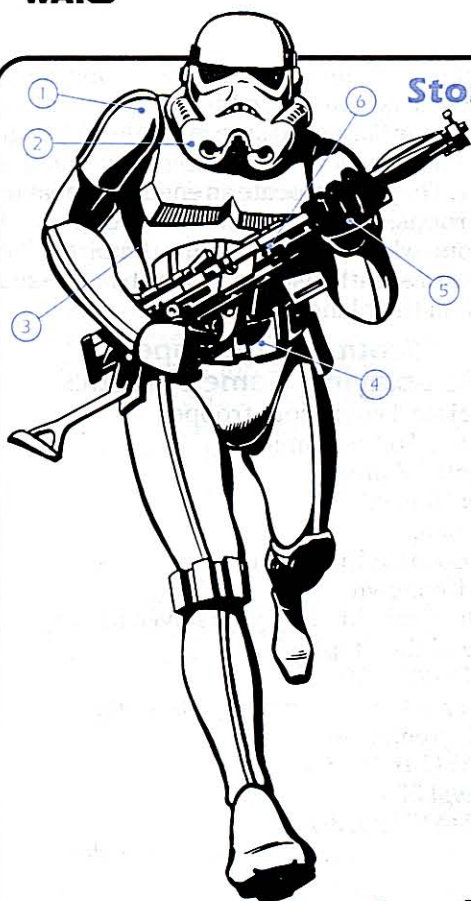
"We can die!" Obigon shouted. Then, more softly, "Or we can live. Do it, H'Krav. Tell them the ship is theirs. We surrender."

Obigon hoped he had made the right decision.

## Stormtrooper Recognition Guide

### Stormtrooper (Standard Shock Trooper)

1. 18-piece anti-blaster cocoon shell.
2. Helmet with automatic polarized lenses and communication unit.
3. Energy source and portable environment unit (on back).
4. Utility belt with specialized survival equipment, concentrated rations, emergency power cells, and spare comlink.
5. Black, two-piece temperature-control body glove.
6. Heavy blaster rifle.

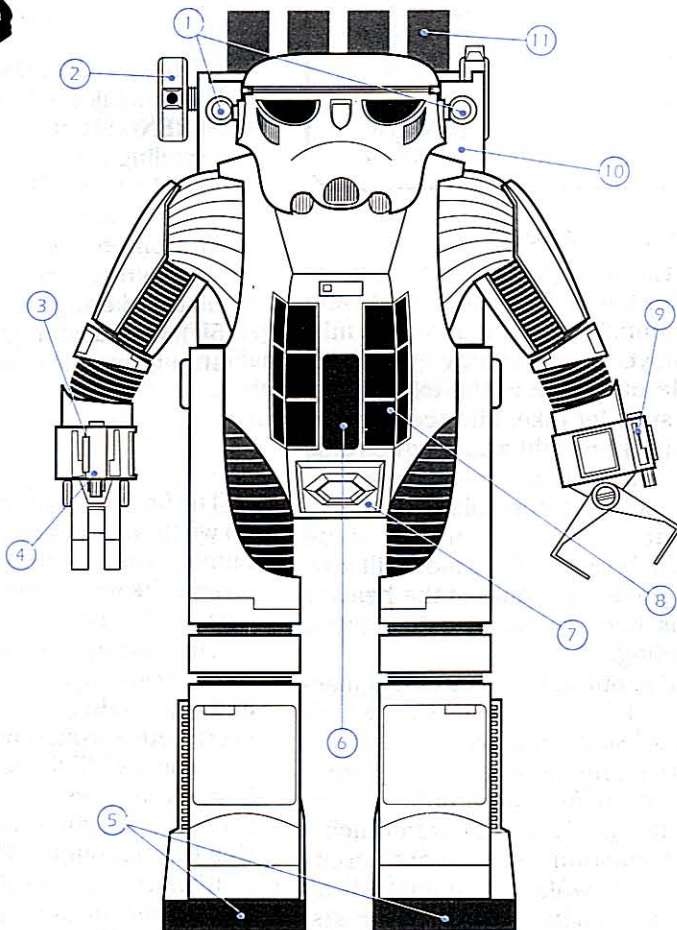


### Scout Trooper (Stormtrooper Scout)

1. Lightweight armor.
2. Black, two-piece body glove.
3. Helmet with macrobinocular viewplate and sensor array.
4. Breathing apparatus.
5. Utility belt and pouches with flares, concussion grenades, survival kit, and blaster packs.
6. Energy source, environment unit, and computer storage pack (on back).

### Zero-G Stormtrooper (Mark II Spacetrooper)

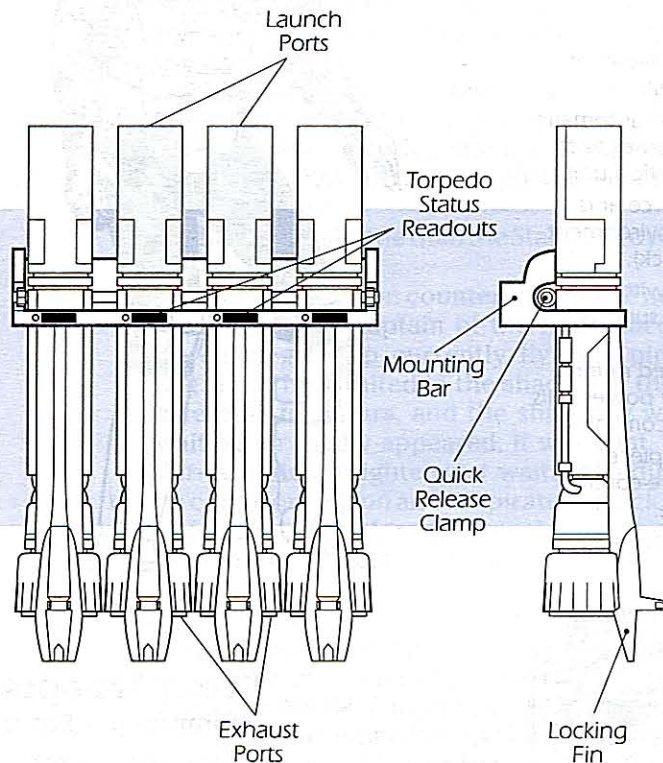
1. Forward lights.
2. Grenade launcher (extended).
3. Laser cutter.
4. Blaster cannon.
5. Primary magnetic couplers.
6. Main sensor unit.
7. Main sensor array.
8. Extended range comlink.
9. Miniature proton torpedo hurler.
10. Main repulsorlift propulsion unit (RPU).
11. Mini proton torpedo backpack.





### TECHNICAL GUIDE Arakyd Mini Proton Torpedo Launch Rack

with mounting bar for use with Zero-G Assault Trooper armor



John Paul Lona

### Scout Troopers

Unlike other stormtroopers, scout troopers are not designed for battle. They are trained and equipped for reconnaissance and patrol missions, usually deployed atop fast-moving speeder bikes. The vehicle of choice is the explosively fast Aratech 74-Z speeder bike. The scouts wear highly-specialized light-weight armor which aids them in their mission profile.

Scout armor is more comfortable and maneuverable than the bulkier standard-issue stormtrooper shell. White body armor still covers a black body glove, but some of the heavier armor plating has been replaced with lighter, more flexible padding.

The specialized scout helmet features a macrobinocular viewplate and sensor array which constantly scans a 180-degree area around the trooper. When speeding along atop a speeder bike, the sensor data is fed into a built-in computer. The computer analyzes the data quickly and relays the information to the scout across the top of the inner viewplate. The analysis allows biker scouts to maneuver through forests, canyons and other terrain at top speeds while

recording a continuous record of the mission.

Scouts carry automatic blaster rifles and pistols, as well as flares and stun grenades. They are usually under orders not to engage in combat, however. They are to locate an enemy for heavier-armed troops, not engage it. Scout troopers still seem somewhat plentiful in the Empire. They were most recently used in a search and rescue mission on the planet Myrkr.

### Scout Stormtrooper Roleplaying Game Statistics

**Template Type:** Scout trooper

**Loyalty:** To the Empire

**Height:** 1.8 meters

**Race:** Human?

**Sex:** Male?

**Homeworld:** Unknown

**Age:** Unknown

**Quote:** "Halt! Identify yourselves in the name of the Empire."

**DEXTERITY 3D**

Blaster 4D, brawling parry 4D, dodge 4D+2, grenade 4D

**KNOWLEDGE 2D+1**

Survival 5D+1

**MECHANICAL 3D+1**

Speeder bike operation 5D+1, speeder bike gunnery 5D+1

**PERCEPTION 2D+2**

Hide/sneak 5D+2, search 5D+2

**STRENGTH 2D**

Brawling 3D+1, stamina 4D+1

**TECHNICAL 2D+1**

Security 5D+1, speeder bike repair 4D+2

**Equipment:** Scout trooper uniform (add +2 to *Strength* to resist damage), blaster pistol (damage 4D), blaster rifle (damage 5D), concussion grenades (damage 5D), stun grenades (stun damage 5D)

### Grand Admiral Thrawn's Armada

The first thing Grand Admiral Thrawn set out to do when he took command of the remnants of the Empire was to establish an armada. Around his armada he would rebuild the Imperial Fleet, once again making the Empire the masters of space.

The centerpieces of this armada are five Imperial Star Destroyers. These massive, heavily-armed and armored capital ships measure sixteen hundred meters from bow to stern. Each is capable of carrying six TIE fighter squadrons, but due to the limitations placed upon the Empire since its defeat at Endor, TIE fighter complements have been spread thin throughout the Fleet.

*Chimaera* is the flagship, an Imperial II Star Destroyer under the command of Captain Pellaeon. This ship houses Grand Admiral

Thrawn's command bridge and carries a full complement of TIE fighters (the Grand Admiral requires a fully-stocked and combat-ready vessel for his purposes).

The other Star Destroyers include *Death's Head*, commanded by Captain Harbid; *Judicator*, commanded by Captain Brandei; and the *Inexorable*, *Stormhawk* and *Nemesis*, whose captains remain unknown to New Republic intelligence reports. These ships have recently been incorporated into a task force coordinated by the dark powers of the Jedi Master Joruu C'baoth.

For the major assault on Sluis Van, Thrawn added the following vessels to his armada: twelve *Strike*-class cruisers, twenty-two *Carrack*-class light cruisers, and thirty full squadrons of TIE fighters. The entire armada was assembled around a battered A-class bulk freighter. That ancient ship seemed to mock the elegance and authority of the fleet, but it served as the key to the whole operation for the freighter was equipped with the Empire's new cloaking shield, hiding its hold full of TIE fighters and stolen mole miners.

It was an awesome task force, worthy of those put together by the Empire before Palpatine's death. However, Thrawn's carefully laid plans met with failure. He wanted to capture and steal the star cruisers waiting helplessly in the shipyards. He wound up retreating without a single new ship to call his own.

However, Thrawn's armada remains, ready to carry out his campaign to destroy the Rebellion once and for all.

## Rukh

The Noghri are the Emperor's Death Commandos, a fearsome species with amazing abilities. They have been virtually unknown in the galaxy, although to those knowledgeable of the species, their handiwork is unmistakable. Of all of the Noghri serving the Empire, perhaps the one with the most status is Rukh.

Rukh speaks in a deep, gravely, catlike voice, but his features do not suggest a feline ancestry. Like the rest of his species, Rukh has large dark eyes and a protruding jaw filled with glistening needle teeth. He has long arms with steel-wire muscles beneath his dark gray skin. He hides a slender assassin's knife in the sleeve of his tunic, and keeps a blaster holstered on his belt.

The Noghri named Rukh serves as Grand Admiral Thrawn's personal body guard. He is never far from the Warlord's side, and many suspect that he is a symbol as well as a true protector. Rukh is Thrawn's tie to the Emperor and Lord Darth Vader, for it was to those two Imperial leaders that the Noghri pledged their undying services years ago.

When the Grand Admiral requires Rukh's spe-

cial talents, the Noghri appears out of the shadows to do the bidding of his master. He not only performs his duties because of his species' honor pledge, but because he enjoys the status and power afforded him as a servant of the highest-ranking Imperial in the galaxy.

Though Thrawn has proven to be more understanding and less prone to demonstrations of violence than other Imperial commanders, he has been known to set a few examples. Most often, it is Rukh who carries out the details of an example, maiming or killing as only a Noghri can, using his knife or blaster — or even his teeth and claws.

## Rukh

### Roleplaying Game Statistics

**Template Type:** Noghri Death Commando

**Loyalty:** To the Empire

**Height:** 1.3 meters

**Species:** Noghri

**Sex:** Male

**Homeworld:** Unknown

**Age:** Unknown

**Quote:** "I'm doing my job."

**DEXTERITY 4D**

Blaster 6D, brawling parry 9D, dodge 9D, melee parry 7D, melee 7D

**KNOWLEDGE 2D+1**

Bureaucracy 4D+1, languages 4D+1, planetary systems 4D+1, streetwise 6D+1, survival 7D, technology 3D+2

**MECHANICAL 2D**

Repulsorlift operation 6D, starship piloting 6D

**PERCEPTION 4D**

Bargain 5D, command 6D, con 7D, hide/sneak 9D, search 7D+1

**STRENGTH 3D+2**

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

**TECHNICAL 2D**

Security 5D

**Natural Tools:** Claws (add +1D+2 to damage in *brawling* combat), teeth (add +1D to damage in *brawling* combat)

## Khabarakh

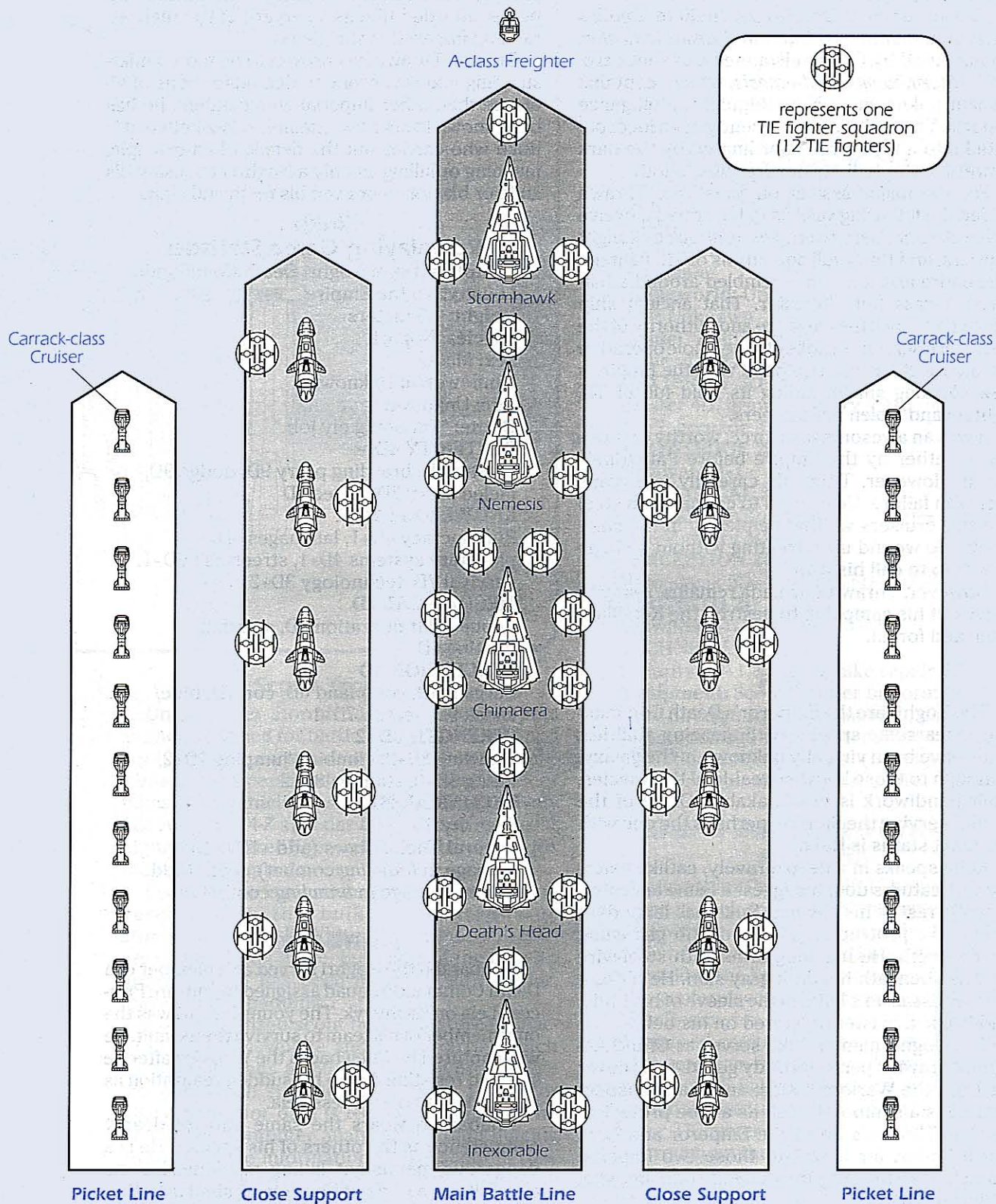
Khabarakh the Noghri served as a member of a Death Commando squad assigned to capture Princess Leia on Kashyyyk. The young Noghri was the only member of his team to survive the assault. He was captured by Chewbacca the Wookiee after he stopped resisting due to his sudden realization as to the identity of Princess Leia.

Khabarakh wears the same aura of deadly competence as the others of his species. He is a dangerous, persistent killing machine. But he also follows a code of honor very similar to that held by the Wookiees. This code came to evi-



## Grand Admiral Thrawn's Armada

(CORE SHIPS)





dence when the Noghri smelled something special about Leia with his tracking sense.

The Noghri identified Leia as the *Mal'ary'ush*, the daughter and heir to the Lord Darth Vader. He asked for Leia's forgiveness, for he was ordered to capture her without being told who she truly was.

While no Old Republic records concerning the Noghri or their homeworld exist, Khabarakh provided Leia with much important information. He claimed that Darth Vader was their master — or at least he had been in the past. He came to them in their "desperate need," lifting the Noghri from their despair and giving them hope. There had apparently been some terrible battle over their planet, a battle that left the world in a terrible state of destruction. The world was devastated.

Khabarakh and his people serve the Empire in return for its help. Because he came to their aid in their most desperate need, they serve the Empire in his memory. Or, more to the point, they serve the Emperor's designated heir — the man to whom Lord Vader entrusted them.

Leia made a deal with the Noghri commando. She promised to come alone to a rendezvous point over the planet Endor if Khabarakh would take her to his planet to present her case to his people. It remains to be seen if she can truly trust Khabarakh, and if he will honor his agreement and meet her by himself. It also remains to be seen what the Princess can accomplish by going alone to a world full of killing machines seeking her capture.

## Khabarakh

### Roleplaying Game Statistics

**Template Type:** Noghri Death Commando

**Loyalty:** To Darth Vader and his family

**Height:** 1.3 meters

**Species:** Noghri

**Sex:** Male

**Homeworld:** Unknown

**Age:** Unknown

**Quote:** "I am only a soldier. My duty is to obey my orders. *All* of my orders."

**DEXTERITY 4D**

Blaster 5D, brawling parry 5D, dodge 6D, melee parry 5D, melee 5D

**KNOWLEDGE 2D+1**

Languages 3D+1, streetwise 4D+1, survival 5D+1

**MECHANICAL 2D**

Repulsorlift operation 3D, starship piloting 4D

**PERCEPTION 4D**

Bargain 4D+2, command 5D, con 6D, hide/sneak 7D, search 6D

**STRENGTH 3D+2**

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

**TECHNICAL 2D**

Security 4D

**Natural Tools:** Claws (add +1D+2 to damage in brawling combat), teeth (add +1D to damage in brawling combat)



Allen Nunis/Xeno Beckwith

# Chapter Four

## The Fringe

### Overview: In the Galactic Cracks

Between New Republic and Empire, there exists a separate society which follows its own rules and has its own hierarchy of authority. It exists within society's cracks, in the shadow, outside the scope of law and order. All manner of loners, individualists, criminals, rebels, scoundrels and galactic scum inhabit this fringe society. Smugglers, crime lords, rogues, bounty hunters, pirates and black marketeers claim it as their domain.

Wherever there are credits to be made or goods to exchange, there are those who decide they can make a larger profit by operating outside official channels. Wherever there are those with needs and desires, there are those willing to fill their varied wants. Wherever there are those *with*, there are those *without*, and there are those ready and willing to take from one to give to the other — at a substantial profit, of course.

The galaxy runs on trade and feeds on information. For every legal free-trader, tramp freighter captain and bulk cargo hauler, there are a dozen small-time operators working within the cracks in the system. They seek ways around tariffs, taxes, import and export restrictions — all for the single purpose of earning cold, hard credits. For every official data changer and infochant, there are half-a-dozen illegal slicers willing to risk whatever is necessary to tap comm units, break encrypts or otherwise cut through the official red data tape to secure information for their clients.

This fringe society has been in place since the beginning of civilization. Once laws and rules were set in place, there arose elements seeking to find ways around them. Everyone from Jedi Knights to local security forces have tried to eliminate the fringe society. They all failed, and they will all continue to fail. Why? Because it is the nature of the system. Once order is in place, there will always be those who want to find the holes in its high-and-mighty walls. And as long as

credits and power drive the galaxy, these fringe inhabitants will continue to thrive.

The Empire has often looked the other way concerning fringe-society operations. So long as local authorities get their cut and the general peace is not overly disrupted, the Empire allows the fringe to supplement normal trade channels. Officially, Imperial authorities call for an end to criminal activities and most Imperial officers look down upon fringe elements. Unofficially, the fringe provides the Empire with needed goods, information, revenue, and even operatives when called upon. Lord Vader employed bounty hunters to locate Luke Skywalker and the Rebel Fleet during the height of the Galactic Civil War, and today Grand Admiral Thrawn has been known to hire such fringe leaders as Talon Karrde, Brasck and Par'tah to perform missions he no longer has the ships or manpower to undertake.

The New Republic tends to look the other way as well, at least as far as the most non-destructive members of the fringe are concerned. The new government remembers a time not very long ago when many of its members were recruited from fringe society. Mon Mothma believes that smugglers, slicers and the like will stop their criminal activities once the justice of the Old Republic has been restored. Others, like Admiral Ackbar, hold a less optimistic view of the fringe, but are willing to work out limited deals in order to get galactic trade back into full swing. The Provisional Council has even offered to hire smugglers as legal businessmen — no tariffs, no Jabba-like skimming, just honest credits, lots of hard work, and safe and secure repair and refuelling stations for ships. The fringe is still mulling the offer over, but don't expect them to jump at it any time soon.

For a time, the most powerful member of the galaxy's fringe was the crime lord named Jabba the Hutt. Jabba operated a complicated, far-reaching, and highly-profitable loan sharking, protection, smuggling and bounty hunting ring from the desert world of Tatooine. Though his organization stretched across the galaxy, it was most

powerful in the Outer Rim Territories and what is now the Borderland Regions. He was put out of business by Luke Skywalker. This simple action eliminated quite a huge number of debts among the fringe population, and has earned Skywalker more than his share of undying gratitude.

However, before the last embers had died down from the wreck of Jabba's sail barge, other criminals and fringe operatives started gathering new territories and businesses to fill the vacuum left behind by the gangster's death. In many ways, the only things that change are the faces and names — the motivation, the greed, and the danger remain constant.

## Lando Calrissian

Lando Calrissian likes to be in charge almost as much as he likes to design profitable operations in regions of the galaxy others would just as soon avoid. Early in his life, Calrissian was a wanderer. He traveled from system to system, earning a living as a gambler, rogue, smuggler, mercenary, interstellar adventurer and con artist at various points in his career. Sometimes the lines between these occupations blurred, and Calrissian found himself plying his varied skills across a number of different job profiles. As the Empire took more and more notice of people in Lando's line of work, he decided to settle down. He figured he would have a nice, comfortable life as Baron Administrator of Cloud City, but his past and the Empire caught up to him.

Calrissian keeps his past a mystery, as do so many of the people who have come out of — or still operate within — the fringe. It seems obvious that he received some formal space combat pilot training, though he won't say if this training came from the Imperial Academy, a pirate ship, or some other source. He also developed personal combat skills, a wry sense of humor, and an aptitude for gambling. It doesn't matter what the game is, be it Territory Roulette, flying the Kessel Run or starting a business on the dark side of a sun-baked world, Lando loves the challenge and risk of gambling. The bigger the stakes, the better he likes it. Of all the many games of chance he has mastered, perhaps he is best at the game of sabacc.

It was in a game of sabacc that he won and lost the *Millennium Falcon*. He has participated in some of the biggest sabacc tournaments in the galaxy, winning much more often than he lost. During one of the highest stakes games Lando ever had the opportunity to play in, it came down to a single hand of cards. When it was over, Calrissian was the proud owner of Cloud City — or at least its Baron Administrator, steward and chief stockholder.

To everyone's surprise, Lando Calrissian found he had a knack for running an operation like



Allen Nunis

Cloud City. He turned it into a free city, far from the prying eyes of the Empire. He grew accustomed to Cloud City's good life. Fine clothes, expensive food and drink, elegant surroundings, and even more elegant women all appealed to his own sense of style. He should have known the deal was too sweet to last forever.

Darth Vader arrived on Cloud City and presented Calrissian with a distressing deal. He had to sell out an old friend. Never mind that this friend was Han Solo, one-time partner and associate of Lando's and current owner of the *Falcon* (which he won from Lando in a game of, what else, sabacc). Calrissian figured he owed Solo a lot for forcing him out of the smuggling business and into more legitimate endeavors. Repaying him by turning him over to the Empire was not the way he imagined he'd make good to his old friend. Still, Lando did what he could to keep



Solo's companions safe. He decided that if he and those companions — Chewbacca, Leia, Luke Skywalker, and the Droids R2-D2 and C-3PO — got away from Cloud City and the Empire with their lives intact, then he would join their Rebellion for as long as it would take to see Han freed. The Empire forced Calrissian out of "retirement," forced him to again take up his blaster. Calrissian vowed the Empire would regret the hand it dealt him, even if he had to stake his own life to finish the game.

The Empire pushed him into a deal he didn't want to make, then they reneged on it. They took over his city, drove off his people, and wrecked his life. Lando did the only thing he could in the face of such audacity. He declared war. His first battle in that war was helping Luke Skywalker and Princess Leia rescue Han Solo. His second battle came when he volunteered to lead the assault on the second Death Star.

After the Battle of Endor, Lando Calrissian resigned his commission as general and bid farewell to the emerging New Republic — at least in his capacity as a participating member of its inner workings. Of course, he was thankful when the New Republic offered to finance his new operation in the Athega system, and he gladly accepted the low-interest loans. After all, he was now an upstanding citizen, a former war hero, and an honest businessman. He had become responsible, and he found he liked the new him. He set up a mining operation on the planet Nkllon, sending a steady flow of raw materials to one of his principal clients, the New Republic.

Life has been challenging, exciting, and profitable over the last five years. Then the Empire reared its ugly head again, this time stealing fifty-one of Lando's mole miners to use in its attack on the Sluis Van Shipyards. Weren't they ever going to learn to leave him and his friends alone, Lando wondered? He decided to leave Nkllon for a while to assist Han, Leia and Luke against the newest Imperial operation.

Lando Calrissian is an able pilot. He currently flies the *Lady Luck*, a modified pleasure yacht. He is adept at various martial skills, including blaster shooting and hand-to-hand combat. Calrissian prefers to bluff, con, sneak, think or swindle his way out of a tight situation, but he is not adverse to fighting when all other options are closed to him. He believes in keeping every option open and playing every hand dealt his way.

### Lando Calrissian

#### Roleplaying Game Statistics

**Template Type:** Gambler

**Loyalty:** To himself and the New Republic

**Height:** 1.77 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Unknown

**Age:** 40+

**Quote:** "Uh-oh, looks like someone's just bought the heavy end of the hammer."

#### DEXTERITY 3D+2

Hold-out blaster 7D+2, blaster 8D+2, brawling parry 6D+1, dodge 7D, grenade 5D, melee 5D+1, melee parry 5D+2

#### KNOWLEDGE 3D

Alien races 5D+1, bureaucracy 8D, cultures 7D+1, languages 6D, planetary systems 5D+2, streetwise 9D, survival 6D, technology 6D

#### MECHANICAL 2D+1

Astrogation 7D, repulsorlift operation 5D+1, starship gunnery 8D, starship piloting 9D, starship shields 8D+1

#### PERCEPTION 4D

Bargain 9D, command 8D, con 10D, gambling 10D+1, hide/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/repair 4D+1, repulsorlift repair 5D+1, security 7D+1, starship repair 7D+1

### Talon Karrde

The current mover and shaker in fringe society is a low-profile man named Talon Karrde. He has become the top mover in the fringe "game" since Jabba's demise, although few people are aware of Karrde's standing. While Jabba was in business, Karrde kept his operation low-key and unobtrusive. He allowed no hints to get out which would place his organization in the top ten — which it was. Even now, more than five years after Jabba went out of business, he likes to keep the fact that his group is on top a secret. Unlike Jabba, Karrde doesn't like to flaunt his power or influence. Petty displays are bad for business, and Karrde doesn't engage in anything that will hurt his business if he can at all help it. If someone else thinks or knows you're on top, Karrde figures, then they'll try to knock you off your perch. Karrde has no intention of giving up the mountain now that he has the summit — he likes the view from on top just fine.

Talon Karrde, a slender, thin-faced man with short dark hair and pale blue eyes, runs a successful smuggling operation. He originally worked out of a base on the planet Myrkr, but recent Imperial entanglements have forced him to desert the base for a safer, less-obvious location. He uses the rank of captain when conducting business or trying to make an impression. To his

### A Game of Sabacc, Anyone?

The game of sabacc has been played for thousands of years, dating back to the ancient days of the Old Republic. Sabacc tables can be found in the most expensive luxury casinos, or dangerous hole-in-the-wall establishments, and anywhere else.

Sabacc is played with a deck of 76 card-chips. Through the use of micro-circuitry in the card-chips, card values change randomly, triggered by electronic impulses sent out by the dealer.

There are four suits in the deck: sabers, staves, flasks and coins. Each suit consists of eleven numbered cards (marked one to eleven) and four ranked cards: the Commander, the Mistress, the Master and the Ace (numbered 12 to 15).

There are also sixteen face cards (two each of eight different cards), with special names, symbols and values. They are the Idiot (0), the Queen of Air and Darkness (-2), Endurance (-8), Balance (-11), Demise (-13), Moderation (-14), the Evil One (-15), and the Star (-17).

When a hand is dealt, the dealer pushes a button on the table which sends out a series of random electronic pulses, which shift the values of the cards. Card values can change at any time and this wild randomness has been credited with making sabacc so popular.

Through several rounds of bluffing and betting, players watch and wait for their card-chips to shift. They can lock any or all of their card-chip values by placing them in the table's interference field (located at the center of the playing surface) — the card is "frozen" at that value.

Sabacc is played in both hands and games (a game can have many hands). The object of sabacc is to have the highest card total which is less than or equal to twenty-three. A total which is more than twenty-three, less than negative twenty-three, or equal to zero is a *bomb out*. Each player is dealt two card-chips to start and must always have at least two card-chips in his hand.

Sabacc has two different pots. The first pot, called the *hand pot*, is given to whoever wins a particular hand. The second pot is the *sabacc pot*, which can only be won one of two ways.

With sabacc hands, a player wins if everyone else folds or if he locks in the highest card total less than twenty-three. If two or more players tie, they participate in a *sudden demise* — each player is dealt one card-chip from the deck which must be added to their locked-in hand. The best hand after this deal takes the hand pot. If there is still a tie, the pot is split.

There are two ways to win the sabacc pot. The first, when a player has a total of exactly 23, is called a *pure sabacc*. The second is an *idiot's array*, which means the player has an Idiot face card (0), and a two value



Allen Nunis/Xeno Beckwith

■ "Han glanced at his cards: the Mistress of Staves and the four of coins. 'Sure,' he said, lifting six chips from his stack and dropping them into the hand pot. 'I'll see the four, and raise you two.'"

card and a three value card — a literal twenty-three! At most tables, an idiot's array beats a pure sabacc. The game is over when the sabacc pot has been won.

Some players have found a way to cheat at sabacc by using a rigged card-chip called a *skifter*. A skifter allows the player to change its value by tapping the corner of the card. The player waits until it produces the exact value he desires. Of course, being caught using a skifter is a good way to end up on the wrong end of a blaster ...



closest associates, he is simply Talon.

Karrde's operations extend deeply into both Imperial and New Republic space. He has tried to avoid choosing sides in the struggle between the two galactic powers. While his primary business is smuggling goods and transporting them from place to place, he knows that information is also a very valuable commodity and believes that most everything has a price. Secrets, especially, are worth a great deal of credits on the open market. He prefers to trade secrets of magnitude for secrets of equal value, thus increasing his own personal store of knowledge. Karrde's people hear stories and rumors; he takes the pieces and puts them together — like any intelligence unit would.

He can be charming, hospitable, and even friendly to enemies and friends alike. He believes that an enemy today can be a friend tomorrow, and there's no reason to ruin that over something as trivial as bad manners. He is considered honest in his trade dealings by other members of the fringe society, though looked upon as something of a cold fish. He has a reputation for being calculating and highly mercenary.

The smuggler chief does not show his passions, though there are things he feels strongly about. His associates, for one thing. Their debts are his organization's debts, as are their credits. And anyone who comes to him on business or as a guest comes under the protection of his organization — at least until they leave. If you sit at his table and eat his food, you deserve his protection, whether he likes granting it or not. He understands the requirements and duties of a host. The other subject that will draw his anger is slavery and kidnapping. He does not deal in either business, and never has.

Karrde has two pet vornskrs which he calls Drang and Sturm. The two have been domesticated but they are still aggressive enough to make effective guard animals. He selected them from the Myrkr wilderness himself, and helped in their training. He tamed them. He hopes to similarly tame his newest and most-promising associate, Mara Jade.

After the incident on Myrkr involving Luke Skywalker and the Imperials, a deep surge of sadness filled Karrde. It wasn't until he was forced to leave the planet that he realized how much he'd come to love the place. He loved his base, the forest, and the planet itself. Now he must make preparations to abandon it. He has crossed Grand Admiral Thrawn during the course of events, and for the first time in his life, Karrde experienced the unpleasant stirrings of genuine fear.

## Talon Karrde Roleplaying Game Statistics

**Template Type:** Smuggler

**Loyalty:** To himself

**Height:** 1.7 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Unknown

**Age:** 40+

**Quote:** "Here on the ground, with an Imperial Star Destroyer orbiting overhead, we have no bargaining position at all. I wouldn't do business under such circumstances even if Thrawn was the most trustworthy client in the galaxy. Which he's not."

### DEXTERITY 3D+1

Blaster 5D+1, brawling parry 5D+1, dodge 6D+1, melee 4D+1, melee parry 4D+1

### KNOWLEDGE 2D+1

Alien races 7D+1, bureaucracy 7D+2, cultures 7D+1, languages 7D+1, planetary systems 5D+2, streetwise 8D+1, survival 4D+1, technology 5D

### MECHANICAL 3D+2

Astrogation 7D+2, beast riding 4D+2, repulsorlift operation 5D+1, starship gunnery 5D+2, starship piloting 6D+1, starship shields 6D

### PERCEPTION 3D

Bargain 8D, command 9D, con 7D+1, gambling 6D+2, hide/sneak 6D+2

### STRENGTH 3D

Brawling 4D+2, stamina 6D

### TECHNICAL 2D+2

Computer programming/repair 4D+2, security 6D+2

## Mara Jade

Before Luke Skywalker met her in the flesh, he saw Mara Jade in a vision. On Dagobah, in a dark, twisted cave beneath a brooding tree alive with the Dark Side of the Force, Luke was assaulted by surreal images. He was back on Jabba's skiff on Tatooine, preparing to make his move to save Han Solo from the Hutt's vile clutches. His plan was simple. Artoo would fire his lightsaber to him, and he would cut down Jabba's band of mercenaries and free Han, Chewie, Leia and Lando. But this time, in this new vision, the lightsaber never reached Luke's waiting hand. Instead it came to rest in a woman's hand — a slender woman with green eyes standing alone on top of Jabba's nearby sail barge. Without his weapon, he could not prevail against so many spears. He felt their sharp tips rip at his flesh as the woman's mocking laughter echoed through



the dream mists ... and then the vision was over, leaving Luke with nothing but haunting images and a bad feeling about a past which could have been.

Mara Jade has a dancer's figure, and a catlike athlete's grace. Her spectacular green eyes are cool and measuring, take in everything. Her shimmering red-gold hair adds to her beauty, but few ever try to get close to the woman. She radiates loss and deep hatred like a star radiates light. It would make her a sad figure if she were not also very capable and very dangerous. She has been with Talon Karrde's smuggling operation for five-and-a-half months, but in that time she made a powerful impression on the chief. Her combination of luck and raw talent, along with her ability to make the most of any opportunity, has prompted Karrde to offer her the rank of second-in-command. She has yet to accept or reject his offer.

The mysterious woman is an accomplished starship pilot. In fact, she claims she can fly anything. She has the ability to both give and accept orders, and she seems to be able to instantly adapt to unusual or unexpected situations. Her expert marksmanship with both a hold-out blaster and a full-size blaster pistol speak of combat training. She has even demonstrated talents which may point to a latent ability with the Force, or even to some small amount of Jedi training. For example, she appears comfortable with lightsabers and shows an inexplicable working knowledge of the elegant weapons. Also, she was apparently able to sense Skywalker's presence from a number of star systems away, hearing the call he had meant for Leia. Given her background, any training she has received has probably been tainted by the Dark Side of the Force.

A black, bitter hatred fills Mara's soul. It is directed at Luke Skywalker, the man she credits with destroying her life. Behind the anger rests a deep, lingering pain. Both her anger and her pain stem from the same source — the day in Jabba the Hutt's palace when she stood silently and watched as Luke Skywalker destroyed her life. For Mara Jade once served Emperor Palpatine, and her failure to her master led to his destruction.

At the height of her career, Luke Skywalker emerged from a grubby, sixth-rate farm on a tenth-rate planet to destroy her life. The Emperor had sent her to Tatooine, for he knew that Skywalker would attempt to rescue Han Solo from Jabba the Hutt. Mara went undercover as a dancer in the crime lord's court and waited. If she had been allowed to go on the sail barge with the rest of Jabba's court, Luke's vision would have been history instead of one possible past. But Jabba had refused to take her, and no amount of

begging, cajoling or bargaining on her part would change his mind.

Mara Jade had been the Emperor's Hand. That was her code name in his inner court. She served him throughout the galaxy as an extension of his own dark evil. She took on the jobs the Imperial Fleet and stormtroopers could not handle. Her one great talent was that she could hear the Emperor's call no matter where she was, and she could report back to him in the same way. She exposed traitors, brought down enemies, and helped control the mindless bureaucracies through subterfuge and violence. Mara had prestige, power, respect and purpose. She lost it all when the Emperor died. For that, she has vowed to kill Luke Skywalker.

For the first year after the Emperor's demise, Mara dreamed of Luke's death almost every night. She dreamed about it, plotted ways to accomplish it. She outlined a thousand different scenarios, looking for a method that would bring her the most satisfaction — and him the most pain. This obsession has been the one cloud on her judgment, her only permanent companion. She knows his death won't bring her old life back, but she feels it is something she has to do — for herself, and for the memory of her master.

After Endor, Mara could not go to the remnants of the Imperial forces. First, the Empire was dying, and she wanted no part of that particular funeral. Second, none of those who remained knew her, at least not as the Emperor's Hand. She had been a shadow, working outside the normal lines of command and protocol. There were no records kept of her activities and no rank insignia she could show. Those few who had been introduced to her saw her as a minor bit of mobile decoration kept around the palace to amuse the Emperor. She had no contacts, no resources and no identity. So she spent four-and-a-half years sloshing around the rotten under side of the galaxy, doing whatever she could to survive. She eventually joined Karrde, working hard to get to her current station. But the bitterness and hatred remains.

Karrde, of course, knows none of this, though he certainly wants to. Mara keeps her feelings inside, protected by a rock-hard surface she has built up around herself over the years. She refuses to ever let any weakness show through. Recent events on Myrkr provided her with a number of opportunities to kill Skywalker. Instead, she wound up working with him to survive the untamed forest, defeat some Imperials, and save Karrde's organization. She tells herself she did these things because of her debt to Karrde. Next time she meets Skywalker though, all bets are off. She has sworn to kill him.



### Mara Jade

#### Roleplaying Game Statistics

**Template Type:** Merc

**Loyalty:** To the Emperor

**Height:** 1.6 meters

**Species:** Human

**Sex:** Female

**Homeworld:** Unknown

**Age:** 28

**Quote:** "Don't like it, do you? It's not easy to suddenly lose everything that once made you special, is it?"

#### DEXTERITY 3D+2

Blaster 9D+1, brawling parry 7D+2, dodge 8D+2, hold-out blaster 8D+2, melee 8D+1, melee parry 7D+2

#### KNOWLEDGE 2D+2

Alien races 8D+2, bureaucracy 7D+2, cultures 6D+2, languages 8D+2, planetary systems 5D+2, streetwise 6D, survival 7D, technology 4D+2

#### MECHANICAL 2D+2

Astrogation 8D+2, beast riding 5D+2, repulsorlift operation 5D+2, starship gunnery 9D+2, starship piloting 9D+2, starship shields 8D

#### PERCEPTION 2D+1

Bargain 5D+1, command 7D+1, con 6D+1, gambling 4D+1, hide/sneak 8D+1, search 7D+1

#### STRENGTH 3D+2

Brawling 6D+2, climbing/jumping 7D+2,

lifting 5D+2, stamina 8D+2, swimming 6D+2

#### TECHNICAL 3D

Computer programming/repair 7D, demolition 4D, Droid programming/repair 3D+2, medicine 5D, repulsorlift repair 5D, security 8D, starship repair 6D+1

#### FORCE SKILLS

Unknown

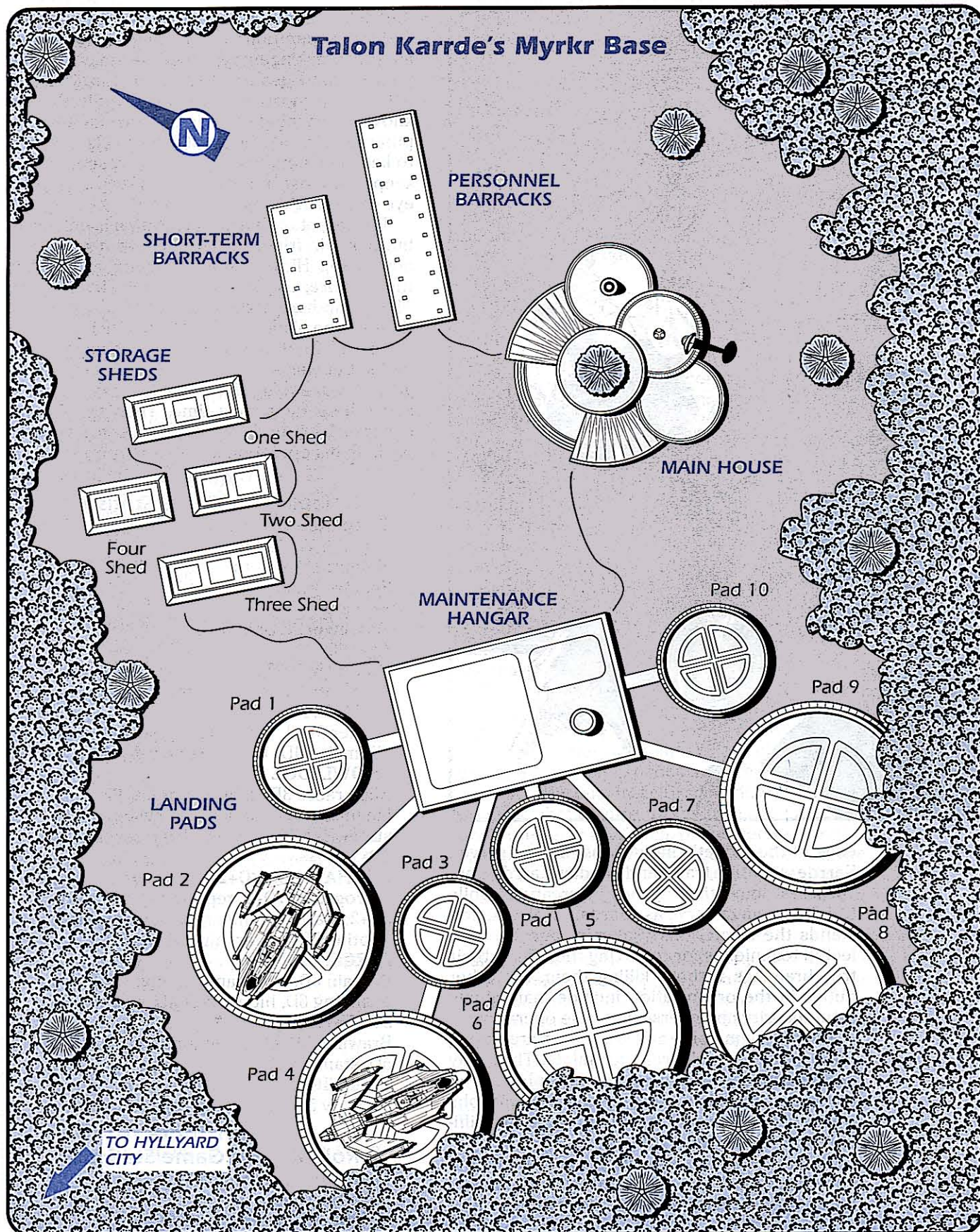
### Karrde's Organization

Karrde's smuggling operation extends into both New Republic and Imperial territory. He deals in whatever contraband goods a planet needs, from cargo to information. In fact, his operatives have standing orders to bring back any rumors they hear so that Karrde can add to his growing store of knowledge. Most recently, he shipped food and medical supplies to the Abregado system.

Besides smuggler chief Talon Karrde and his newest operative, Mara Jade, Karrde's ranking associates include Aves, Dankin, Chin, Fynn Torve, Wadewarn and Ghent. Aves has served with Karrde since the earliest days of his operation. He normally stays close to the smuggling chief, serving as advisor and comm officer. Aves' job is to coordinate the activities of field operatives, serving as a kind of ship dispatcher for the smugglers.

Chin, a middle-aged man with a Froffli-style haircut, hails from the planet Myrkr. His knowl-









Allen Nunis

edge of the planet's indigenous life has served Karrde well. Chin trains and handles Karrde's pet vornskrs, domesticating the wild creatures while training them to serve as guards. He also understands the mysterious ysalamiri, and has perfected techniques for removing them from their tree branches without killing them. His other duties in the organization include maintaining base security and overseeing base operations.

Dankin, Fynn Torve and Wadewarn are among the best of Karrde's freighter pilots. They may not be as flashy as Han Solo or as sophisticated as Lando Calrissian, but they can do their jobs well. They handle the most important and difficult runs for Karrde.

Ghent, the slicer, is a young man with a lot of knowledge and lots of bright-eyed optimism. Barely out of his teens, the kid handles all of

Karrde's computers and Droids, keeping that end of the operation running smoothly. He is also adept at breaking encrypt codes—a talent Karrde puts to good use as often as he can. Unfortunately, like most expert slicers, while the kid knows everything there is to know about computers and Droids, he usually doesn't know when to keep his mouth shut. For this reason, Karrde keeps him close by so that he can keep a watchful eye on his activities.

The extent of Karrde's operation is unknown, but many in fringe society believe his group is now on top. His best ships include the *Etherway*, the *Starry Ice*, and Karrde's own ship, *Wild Karrde*. The group had made its private base of operations on the planet Myrkr. The planet had suited them well, for it had been out of the major trade paths, but was still close to the Borderland Regions. It was a refuge for smugglers, malcontents, and others for a long time. Then the Empire happened by, and Karrde has been forced to pack up his operation and flee.

### Aves

#### Roleplaying Game Statistics

**Template Type:** Smuggler

**Loyalty:** To Karrde

**Height:** 1.9 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Unknown

**Age:** 40+

**Quote:** "What? That's crazy. They outnumber us three to one."

#### DEXTERITY 3D+1

Blaster 5D+1, brawling parry 5D+1, dodge 6D, melee 4D+1, melee parry 4D+1

#### KNOWLEDGE 2D+1

Alien races 3D+2, bureaucracy 4D+1, languages 4D+1, planetary systems 6D+1, streetwise 7D, survival 4D+1, technology 3D+1

#### MECHANICAL 3D+2

Astrogation 7D+2, repulsorlift operation 5D+2, starship gunnery 5D+2, starship piloting 5D+2, starship shields 5D+2

#### PERCEPTION 3D

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

#### STRENGTH 3D

Brawling 5D, climbing/jumping 4D, lifting 5D, stamina 5D

#### TECHNICAL 2D+2

Security 5D+2, starship repair 4D+2

### Fynn Torve

#### Roleplaying Game Statistics

**Template Type:** Smuggler

**Loyalty:** To Karrde

**Height:** 1.7 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Corellia

**Age:** 40+

**Quote:** "I like to feel out my customers before we do business — get an idea of whether I can expect 'em to play straight with me. People who lie about their history usually lie about the job, too."

**DEXTERITY 3D+1**

Blaster 4D+2, brawling parry 4D+1, dodge 4D+2, grenade 4D+1, melee 5D+1, melee parry 5D+1

**KNOWLEDGE 2D+1**

Alien races 6D+1, bureaucracy 4D+1, languages 5D+1, planetary systems 6D, streetwise 6D+2, survival 5D+1, technology 3D

**MECHANICAL 3D+2**

Astrogation 6D+2, repulsorlift operation 4D+2, starship gunnery 4D+2, starship piloting 6D+2, starship shields 5D+2

**PERCEPTION 3D**

Bargain 5D, command 4D, con 6D, gambling 7D, hide/sneak 5D, search 3D+2

**STRENGTH 3D**

Brawling 4D, lifting 4D, stamina 5D, swimming 4D

**TECHNICAL 2D+2**

Computer programming/repair 3D+2, demolition 5D+2, starship repair 5D+2

**Ghent**

**Roleplaying Game Statistics**

**Template Type:** Slicer

**Loyalty:** To Karrde

**Height:** 1.6 meters

**Species:** Human

**Sex:** Male

**Homeworld:** Baroli

**Age:** 20

**Quote:** "So you're Han Solo. I've heard a lot about you. Always wanted to meet you."

**DEXTERITY 2D+2**

Blaster 3D, dodge 4D+2

**KNOWLEDGE 3D+1**

Alien races 5D+1, bureaucracy 4D+1, languages 5D+1, planetary systems 5D+1, technology 7D+1

**MECHANICAL 4D**

Repulsorlift operation 5D, starship shields 6D

**PERCEPTION 2D**

Bargain 4D, con 4D, gambling 4D, hide/sneak 4D

**STRENGTH 2D**

Climbing/jumping 3D, stamina 4D, swimming 3D

**TECHNICAL 4D**

Computer programming/repair 8D, Droid programming/repair 8D, repulsorlift repair 4D+1, security 9D

**Brasck**

One of the major smuggling chiefs operating in the Borderland Regions is Brasck. Brasck is a Brubb from the planet Baros. Like all Brubbs, he is a bipedal reptiloid with a knobby, grayish-green hide. He left his homeworld when he was recruited by Jabba the Hutt as a mercenary. With the crime lord's demise, Brasck grabbed whatever followers he could and set up his own smuggling operation.

Brasck deals in anything, including kidnapping and slaves. As such, his major clients are the Empire and other crime organizations. He travels the stars in his command ship *Green Palace*, preferring deep space and constant motion to a permanent base of operations. After all, he witnessed first hand what happened to Jabba the Hutt — even with all of the precautions the crime lord installed in his fortress headquarters.

The Brubb surrounds himself with hired thugs, men and women he feels confident he can purchase loyalty from. He doesn't trust anyone whose motives can't be boiled down to the accumulation of credits.

Even if all of his guards were to turn on him, Brasck would not be helpless. As a former mercenary, he knows how to defend himself. He normally wears body armor and carries a number of concealed and obvious weapons on his person.

Brasck is afraid of the Empire. He does his best to keep his operation on the good side of the Imperials, paying more than his share of tariffs and bribes, offering them the best choice of his goods, and jumping to their service whenever he can. He especially fears Grand Admiral Thrawn. He remembers stories of the man from when he was a boy on Baros. Then, the planet was considered part of the Unknown Regions instead of the Outer Rim Territories. Thrawn found his world, and taught it to respect and fear the might of the Empire.

Recently, Brasck has taken on the bounty for Luke Skywalker. He knows his organization can handle a simple kidnapping. That's what they do best, after all. Some of his men have hesitated, though. They remember what Skywalker did on Tatooine. All the more reason, Brasck believes, that they should be the ones to bring the Jedi to Grand Admiral Thrawn. Still, Brasck feels a certain debt to the Jedi. Without his actions, the Brubb would not now be a smuggler chief. For that, he has ordered his operatives not to hurt Skywalker when they capture him — at least not too much.





Allen Nunis/Paul Daly

**Brasck****Roleplaying Game Statistics****Template Type:** Brubb Merc**Loyalty:** To himself**Height:** 1.6 meters**Race:** Brubb**Sex:** Male**Homeworld:** Baros**Age:** 34**Quote:** "My way! You will do it my way! What do you think I pay you for, anyway?"**DEXTERITY 3D**

Blaster 6D, brawling parry 6D, dodge 6D, melee 6D, melee parry 6D

**KNOWLEDGE 2D**

Languages 4D, planetary systems 4D+1, streetwise 6D, survival 5D

**MECHANICAL 3D+1**

Beast riding 5D+1, repulsorlift operation 6D+1

**PERCEPTION 2D+1**

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

**STRENGTH 4D+1**

Brawling 7D+1, climbing/jumping 5D+1, lifting 6D+1, stamina 7D+1

**TECHNICAL 2D+2**

Demolition 3D+2, medicine 3D+2

**Par'tah**

Par'tah controls one of the major smuggling groups operating in the Borderland Regions. Most of her group's apparent wealth is nothing more than illusion, however. In truth, hers is a marginal operation living well above its means in the hopes of gaining prestige and power. The recent bounty offered by the Empire on the Jedi Knight Luke Skywalker has caused her to divert ships and ignore schedules to hunt him down. If her group can earn the bounty, the credits would go a long way toward making her organization solvent again.

Par'tah is a Ho'Din, a native of the planet Moltok. She stands almost three meters tall, and her skin color and slender shape make her appear like a blade of swaying *wuppa grass*. Her two dark, bulging eyes and wide, lipless mouth makes her very attractive to other Ho'Din.

Par'tah's base of operations remains hidden on a hot, jungle planet off the crowded space lanes. Like all Ho'Din, she has an instinctive love for nature. Unlike most Ho'Din, she also understands the benefits of technology. In fact, whenever possible she likes to deal exclusively in technological items. She examines every item her organization accumulates, always looking for some new trinket or wonder to add to her own collection.

Par'tah dislikes Brasck and his operatives with a passion. Not only is he repugnant and a poor businessman, but his operation constantly beats hers for contracts. Talon Karrde, on the other hand, has always treated her fairly. They engage in a healthy, friendly competition which she rather enjoys. He knows of her love for technology, and often steers her toward some overlooked treasure.

While the Ho'Din smuggling chief prefers to deal with the New Republic, she needs the credits the Empire offers. One may be more trustworthy than the other, but she certainly doesn't think she'll get rich carrying cargo for the Republic.

She feels that appearances are very important in her line of business. As long as she looks like she is rich and prospering, then her business will prosper as well. So far, this theory has not held true. She knows that better days are just around

the corner — if she can keep the business together long enough to turn it.

### Par'tah

#### Roleplaying Game Statistics

**Template Type:** Ho'Din Smuggler

**Loyalty:** To herself

**Height:** 2.6 meters

**Species:** Ho'Din

**Sex:** Female

**Homeworld:** Moltok

**Age:** 38

**Quote:** "Have you ever seen the insides of a kortronic galvanator? The circuitry pattern is the most amazing I've ever seen!"

#### DEXTERITY 3D

Blaster 4D, brawling parry 4D, dodge 5D, melee 4D, melee parry 4D

#### KNOWLEDGE 3D+2

Alien races 5D+2, bureaucracy 4D, cultures 5D+2, languages 4D+2, planetary systems 4D+2, streetwise 5D+2, survival 4D+2

#### MECHANICAL 3D

Astrogation 5D+1, repulsorlift operation 6D, starship gunnery 5D, starship piloting 5D, starship shields 4D+2

#### PERCEPTION 2D+1

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

#### STRENGTH 3D

Brawling 5D, lifting 5D, stamina 6D

#### TECHNICAL 3D

Computer programming/repair 5D, Droid programming/repair 5D+1, medicine 6D+2, repulsorlift repair 4D+1, starship repair 5D

### Populating the Fringe

Who operates within the shadowy cracks of galactic society? What type of people refuse to take the safe, legitimate path in favor of quick credits and excitement? The profiles of the people who populate fringe society are as varied and as different as the people themselves, but a number of patterns have emerged. These patterns give us a better picture of life in the fringe.

The crime lord is one of the more powerful and visible features of fringe society, but they are uncommon. In fact, the number of true crime lords is quite small. True, there seems to be no limit to the number of petty crime bosses and gang leaders, but crime lords with operations which span large portions of the galaxy are extremely rare. Jabba the Hutt was perhaps the most well known and powerful crime lord to ever carve out a territory — and a large territory it

was. What made Jabba a crime lord and not just a smuggling chief was the fact that his organization was intimately involved in almost any illegal operation that can be imagined, including vice, cons, murder, theft, slavery, and kidnapping. If an operation was going down, Jabba was probably getting a cut.

Today's top figures in the fringe have specialized their operations. Karrde, Brasck and Par'tah, for example, deal almost exclusively in smuggling, while that particular trade was just a small part of Jabba's overall operation. Those crime lords that still exist have moved to more stable parts of the galaxy. As long as the Republic and Empire are going to fight over the Borderland Regions, the crime lords will stay out of their way.

Smugglers are a flamboyant and colorful group, best exemplified by Han Solo. Profits and excitement motivate them. Their ships are their homes and wanderlust their only guide, letting it move them where it may. Smugglers deal in contraband, though what may be illegal in one sector might be perfectly legal in another. A smuggler has to know the ins and outs of both the official and unofficial space lanes, because the safest, shortest route means money in his pocket. Smugglers enjoy making deals, outsmarting pickets, and making quick credits. They seem to be always on the outlook for a sweet deal that will earn them enough to give up the business once and for all. Most smugglers are in debt to one or more crime bosses, crime lords, or smuggler chiefs at any given time. A few work exclusively for one organization, but most are free-traders, selling their ships to the highest bidder.

Mercenaries, or mercs, are the hired soldiers of the fringe. Mercs are trained warriors — fighting machines that have no cause or loyalty except to the bottom line. The job doesn't matter, nor do the reasons behind the job. All the merc wants are the credits coming his way. Mercs tend to be cynical. They believe that causes come and go, but the war rages on. Actually, they count on that, for war is their office and battle their stock-in-trade. Mercs operate alone or in units that have served together for years. They hire themselves out to crime lords who need protection, to planetary governments that need armies, and sometimes even to the Republic or Empire when the credits are right and there's little chance they'll be conscripted into a more permanent relationship.

A merc has to watch out for himself. The galaxy knows that mercs are expendable. They're hired for a battle or a war, with a contract that ends with either a cease fire or a fatal wound. Mercs are usually sent into the thickest frays and most dangerous situations. In such circumstances, the only person a merc can count on is himself, and some-



times the merc fighting at his side.

Pirates come in a number of varieties. Some pirates form swoop gangs, using the high-powered repulsorlift vehicles as their raiding craft. They strike quickly from their base ship, engaging in robbery, murder and plunder. Others operate out of huge cruisers or with fleets of smaller ships, attacking and boarding passing craft that are too weak to stop such assaults. Pirates raid the space lanes, looking for ships to steal and treasure to plunder. Unlike smugglers, pirates do not attempt to engage in any type of legitimate or semi-legitimate occupation, but simply steal goods for their own use, marauding and pillaging anything and anyone weaker than they are, whether they find them in space or on an undefended world.

Perhaps the most feared personality operating in the fringe is the bounty hunter. Bounty

hunters tend to be well-trained, capable warriors and trackers. They accept credits in exchange for locating specific individuals. Depending on the bounty, a hunter will either bring his quarry in dead or alive. Bounty hunters are cold and ruthless. They display little evidence of mercy or compassion. They are like predatory animals, searching out the scent of prey and hunting it down. As bounty hunting tends to be a dangerous business, those who practice it dress for the occasion. Bounty hunters wear as much armor as they can afford, carry as many weapons as they can handle, and prepare for any contingency. The good ones charge exorbitant rates. The bad ones don't live to collect their credits. Both legitimate law enforcement agencies and fringe organizations employ bounty hunters. Whoever needs to find or catch a missing individual will seek out their talents.



# Chapter Five

## Planets

### Overview: Defining the Galaxy

The galaxy contains hundreds of billions of stars, and countless millions of inhabited worlds. At the height of its power, the Old Republic governed a million worlds, yet millions of systems remained unclaimed, unmapped and unknown. The Empire expanded that territory, pushing relentlessly into the unknown portions of the galaxy.

Today, three-quarters of the known systems are aligned, however marginally, with the New Republic. The Empire controls barely one-quarter of its original territory. Beyond these regions, the unknown waits patiently to be discovered and drawn into one of the galactic unions.

The enormity of the Known Galaxy is simply overwhelming to most beings. For ease of reference, the bureaucracies have divided the galaxy into several distinct regions. These regional names are used both in casual conversation and official correspondence and are a convenient way to keep track of the staggering number of known planets.

For a more precise organizational structure, the Old Republic created "sectors." Originally a sector was an area of space with approximately 50 settled systems, but now, as the galactic population has increased and more settlements have been established over the centuries, a sector rarely resembles the standard textfile definition.

The regions described below have figured prominently in galactic events since the fall of the Emperor. It is by no means an exhaustive list of every region within the Republic or the Empire.

### The Core

The most-densely populated region of the Known Galaxy is the Core. From the Core systems, the first galactic government spread outward, and the Core grew. Like the hub of a wheel, the Core was the center from which its inhabitants spiraled into more and more of the galaxy,

opening new trade routes, discovering new intelligent species, and colonizing new worlds. Today, most of the Core systems fall under the jurisdiction of the New Republic. The Core contains Coruscant, which has served as the center of government for countless centuries. It was the capital of the Old Republic and of the Emperor's New Order. Now the planet houses the New Republic's Provisional Council.

### The Outer Rim Territories

The Outer Rim Territories is one of many regions surrounding the Core region. This area has been considered the galaxy's frontier since it was first opened to settlers during the days of the Old Republic. At the height of the Empire, it was a backwater region, good for nothing but exploitation. Today, the Territories are still wilder and less tamed than the Core systems, but few of them can truly be considered frontier anymore.

The Territories are still recovering from the Empire's pillaging: worlds were strip-plundered, civilizations were ransacked for technological secrets, and species were enslaved. Most of the Rebellion's support came from this and other outlying portions of the galaxy, where Palpatine's atrocities could be conducted in relative secrecy and at almost no risk of raising the ire of the Core systems.

### Wild Space

Wild Space is today's true frontier. Previously considered part of the Unknown Regions, Wild Space had been opened to exploration as one of Emperor Palpatine's last acts. Grand Admiral Thrawn was charged with taming the wilderness. Wild Space nominally falls under the current Empire's command, but much of it remains wild and free—and the Empire is too busy at this time to force its subjugation.

### The Unknown Regions

The Unknown Regions are beyond even Wild Space, and is a general term that refers to the

areas of the galaxy that remain unexplored. Few have ventured into this unknown area. Both the Old Republic and the Empire have made attempts to explore these vast regions, but neither met with more than marginal success.

There are also unknown regions within the borders of the New Republic and the Empire. A few are known to fringe society groups, the Republic and even the Empire, but for whatever reason they remain hidden from the general populace and appear in no official logs or astrogation charts.

### Borderland Regions

One final region deserves mentioning, though it is not an "official" area of the galaxy. It appears on no star maps, but the area exists nonetheless. The Borderland Regions is a militarized zone separating the New Republic from the Empire. It is a disputed area, controlled by neither the Republic nor the Empire, but strongly influenced by both. The Borderland Regions cover a huge volume of space. Most of the systems within this region have decided to stay neutral until one of the forces takes permanent control. The day-to-day battles of the continuing Galactic Civil War are fought here.

### Planets and Systems

The entries which follow do not attempt to cover every world of the *Star Wars* galaxy. Instead, only those places which play a part in *Heir to the Empire* are included.

### Abregado System

Abregado system sits along the Republic side of the Borderland Regions. A complicated manufacturing infrastructure links the entire system. This manufacturing center is of paramount importance to the New Republic.

The Gados maintain a number of space ports, including the one at Abregado-rae. During the height of the Empire, Abregado-rae Spaceport had a terrible reputation for a facility in the Core, and was often compared to primitive facilities in the Outer Rim Territory ports like Tatooine's Mos Eisley. Today, smugglers from the old days would hardly recognize the place, for civilization has come to Abregado.

Abregado-rae, for instance, has a bright, painfully clean cityscape rising over the landing pits of its spaceport. But no amount of cleanliness or polished metal can eliminate the wild air which hangs over every spaceport. It is the air of mixed cultures and species coming together in one place before moving back into the stars.

For all its new look, Abregado-rae still has a number of its old smuggler stomping grounds.

The LoBue is one such establishment. A small, windowless building snuggled between two older structures, only a single wooden plank with the word "LoBue" written upon it in Basic announces the place to potential customers. Its clientele usually comes from the fringe groups, who come for companionship, drink, and gambling on the sabacc tables.

Currently, smugglers have been bringing food and medicine to a clan of people living in the hills beyond the spaceport. They have refused to join the system's new government, stating they only want to be left alone to continue their way of life. The government, anxious to solidify its hold on the system, decided to make an example of the clan. It has cut off trade with the hill people, including trade of such necessary items as food and medical supplies, until they agree to fall into line.

Among the smugglers providing relief to the clan is Talon Karrde and his organization. On a recent trip to the planet, Karrde's associate Fynn Torve had his ship, the *Etherway*, impounded for suspected smuggling (he had, fortunately, already delivered his cargo). Han Solo has agreed to use his New Republic connections to get the ship released as soon as possible.

#### Abregado-rae

**Type:** Terrestrial

**Temperature:** Temperate

**Atmosphere:** Type I (Breathable)

**Hydrosphere:** Moderate

**Gravity:** Standard

**Terrain:** Hills

**Length of Day:** 23 Standard Hours

**Length of Year:** 349 Local Days

**Sapient Races:** Gados, Humans

**Starport:** Standard Class

**Population:** 40 million

**Planet Function:** Manufacturing, trade

**Government:** Repressive Bureaucracy  
(New Republic Allied)

**Tech Level:** Space

**Major Exports:** High tech, mid tech

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

### Athega System

Athega system has long been seen as a potential source of raw materials. The worlds orbiting its sun are lifeless rocks, but they are rich in minerals and fuel stores. The only stumbling block to setting up a mining operation has been a major one — the intensity of the giant sun is so great that it melts even the heaviest shielding for starships.

Lando Calrissian petitioned the New Republic for the rights to the system and for loans to help



Allen Numis

him implement a complicated scheme to extract the valuable minerals. They agreed to both requests. First he designed ships which could shield freighters coming in to pick up cargo, and with the help of the Republic Engineering Corporation, a dozen of the unique ships were built. Now, the shieldships run back and forth from depots farther out in the system, sheltering freighters and other ships on their journey to Nkllon.

### Nkllon

The super-hot planet Nkllon orbits the intense sun of Athea. Once it was thought the rich raw materials locked within the planet would never be freed. Nkllon orbits very close to its sun. Any normal ship which approaches the planet has its hull quickly peeled away by the intense heat. Only through the use of specially-designed shieldships can a normal ship reach the planet.

The side of the planet in direct sunlight is off limits to even Lando's well-prepared operation. However, with the use of Nomad City and Nkllon's very slow rotation, the scoundrel-gone-businessman has been able to pry ores of tremendous value from the planet because the dark side remains cool enough to work on. The lights of mole miners can be seen shining out of the darkness like close stars as the radio-controlled vehicles dig up the surface. The view on approach to Nomad City, however, is absolutely stunning. Its sweeping lights and lumbering form fills the darkside night with a spectacular glow.

### Nkllon

**Type:** Small rock  
**Temperature:** Searing  
**Atmosphere:** None  
**Hydrosphere:** Arid  
**Gravity:** Light  
**Terrain:** Crater fields, volcanic  
**Length of Day:** 3527 Standard Hours  
 (approximately 90 Standard Days)  
**Length of Year:** 5 Local Days  
**Sapient Races:** Humans  
**Starport:** Standard (uses shieldships from outside system)  
**Population:** 5,000 (Nomad City)  
**Planet Function:** Mining  
**Government:** Corporate (New Republic Allied)  
**Tech Level:** Space  
**Major Exports:** Metals, minerals  
**Major Imports:** Foodstuffs, high tech, mid tech

### Nomad City

Nomad City is a huge, humpbacked structure that constantly moves across Nkllon's surface. By being mobile, the city always stays within the planet's protective shadow and out of the super hot light of the sun. Thousands of lights blaze over the mining complex's surface. It lumbers along like some exotic living creature, scanning the ground around it with sweeping searchlights as it moves over the craters and rough terrain of



the world. Wherever it goes, a handful of tiny support ships go with it, flying around it or rolling over the ground beneath it like sand bugs swarming around a Bantha.

Lando had the city constructed out of cast-away vehicles destined for scrap. The largest portion of the city is an old *Dreadnaught*-class cruiser the Alliance had captured after the Battle of Endor. He fitted the old ship on top of forty captured Imperial AT-AT Walkers. These made the city mobile, and although it has a lumbering gait, it is still fast enough to stay within the shadow at all times. The tiny escort ships are a variety of shuttles and pilot craft which help direct the city's trek across the craggy terrain.

The brainchild of Lando Calrissian, he had the original idea while serving as Baron Administrator of Cloud City. In the personal logs of Cloud City's founder and builder, Lord Ecclessis Figg, Lando found plans for a rolling mining center that Figg wanted to build on Bespin's inner planet, Miser. Miser's terrain proved too difficult for a wheeled vehicle, and Figg had abandoned the idea. Lando, however, embraced it. By using legs instead of wheels, he would be able to get at raw materials others could not reach while staying out of the deadly rays from the sun.

So far, Nomad City and the whole Athega system operation has been a huge success. Lando is making money, the New Republic is receiving a constant supply of rare ores, and everybody's happy. Or at least they were until the Empire stole fifty-one of the operation's mole miners for use in their Sluis Van campaign. Lando has left Nomad City, at least for the time being, to extract revenge upon the Empire for its recent actions.

### Bimmisaari

It has been said that the world of Bimmisaari specializes in fur and moving plants. Waving trees cover the world's surface, constantly swaying even when no wind blows. In fact, these *asaari trees* can move their leafy branches of their own accord, though their roots are firmly anchored in the planet's soil.

The planet's intelligent inhabitants, beings who call themselves Bimms, are governed by a planetary council. Members of the council are referred to as Law Elders. The planetary council meets in the Tower of Law, a fairly modest building connected to a somewhat taller marketplace. The Tower of Law was built on its spot because the area was already a common crossroad. The tower rooms are filled with wall-size tapestries decorated with scenes from the Bimms' favorite stories. The upper levels of the tower have been turned into a museum of sorts, and items dating back to the middle era of the Old Republic can be found there.

The marketplace is a three-level dome without sides and just a hint of a roof. The design reflects the Bimms' preference to be in the open air as much as possible. The roof can be extended to cover the dome framework when the weather turns bad. The marketplace has existed in one form or another for more than two hundred years.

Bimms love to shop and haggle, and the marketplace is always crowded with a sea of yellow-clad beings. Since the Battle of Endor, the planet has also become a favorite stopover for shoppers from all over the galaxy. Now that it has become a major center of trade, the New Republic is determined to set up relations and even an alliance with the world. The council of Bimmisaari is just now opening negotiations to join the New Republic. The planet had been a nominal member of the Old Republic, but it withdrew when the galactic government became too corrupt for the Bimms' tastes. Luckily, the planet was far from the Core and its people were considered mostly useless, and therefore left alone by the Empire. Except for a few occasions, the Bimms escaped the horrors and tyranny inflicted on the rest of the galaxy.

During a recent diplomatic mission to Bimmisaari, Princess Leia Organa Solo and her party were ambushed by an unknown race of attackers who were later identified as the Noghri. The Bimms have claimed no part in the attack, and even now negotiations to admit the world into the New Republic have been resumed.

#### Bimmisaari

**Type:** Terrestrial  
**Temperature:** Temperate  
**Atmosphere:** Type I (Breathable)  
**Hydrosphere:** Moderate  
**Gravity:** Standard  
**Terrain:** Forests, plains  
**Length of Day:** 26 Hours  
**Length of Year:** 302 Local Days  
**Sapient Races:** Bimms (N)  
**Starport:** Standard Class  
**Population:** 28 million  
**Planet Function:** Homeworld, trade  
**Government:** Planetary Council  
 (Independent)  
**Tech Level:** Space  
**Major Exports:** Luxury Goods  
**Major Imports:** High Tech

### Bpfassh

Bpfassh system, a member of the New Republic, was the target of a three-pronged Imperial attack shortly before the incident at Sluis Van. In fact, the multi-edged attack into New Republic territory was a setup for the real raid in nearby

Sluis Van. The Imperials attacked with a five-ship task force — five Imperial Star Destroyers under the command of Grand Admiral Thrawn. The mission was a simple hit-and-fade using Star Destroyers. Such a tactic was both highly unexpected and highly successful. It was a tactic Thrawn had practiced a few months past in Draukyze system.

The Imperials attacked only to frighten and hurt, not to obliterate. They hit three systems at the same time — Bpfassh and its two neighboring systems (both have names unpronounceable to Humans). Besides the systems' proximity, they were all part of the Sluis sector. They wanted Bpfassh to call for help from the nearby Sluis Van Shipyards. Help which would provide the Empire with an opportunity to steal a fresh supply of badly-needed starships.

The main body in the system is a double planet orbited in turn by a complicated system of moons. The twin planets take the name of the star (as is often the case throughout the galaxy), calling themselves Bpfassh. The planet and its moons were badly trashed by the Imperial attack, as were those locations hit in the neighboring systems. The attack caused a lot of damage, but surprisingly few deaths. A recovery program, sponsored by the Republic, is currently underway.

Bpfasshi do not like Jedi. During the Clone Wars, a group of Bpfasshi Dark Jedi wreaked havoc before being stopped. Some of these Dark Jedi escaped, however, spreading terror throughout Sluis sector. One such Jedi got as far as Dagobah before being put down. Rumors that a new Dark Jedi has surfaced on the side of the Empire has Bpfasshi representatives petitioning the Provisional Council for protection in case that Jedi decides to visit their system.

### **Bpfassh**

**Type:** Double planet

**Temperature:** Temperate

**Atmosphere:** Type II (Breath Mask Suggested)

**Hydrosphere:** Dry

**Gravity:** Standard

**Terrain:** Barren desert

**Length of Day:** Variable due to double planet

**Sapient Races:** Bpfasshi

**Starport:** Standard Class

**Population:** 50 million

**Planet Function:** Homeworld, mining, natural resources

**Government:** Representative Council (New Republic Administered)

**Tech Level:** Space

**Major Exports:** Metals, natural resources

**Major Imports:** High tech, mid tech

## **Coruscant**

Coruscant, the jewel of the Core worlds, has served as the seat of galactic government since the very first union of stars. The leaders have changed and the forms of government shifted from one extreme to the other, but one constant always remained — the beautiful world of Coruscant. When the Old Republic established the Senate, they built a great meeting hall on Coruscant. Representatives from the member worlds traveled from all corners of the galaxy to take their place within the hallowed meeting hall. When Palpatine declared his New Order, he completely refurbished and added to the existing Presidential Palace. When construction was complete, Imperial Palace loomed over the adjacent Senate Hall. And most recently, when the New Republic needed a central location for their Provisional Council, they chose Coruscant so that the galaxy would know that the tyranny of the Empire had been put down and freedom would spread from the home of the Old Republic.

An entire continent on the planet has been set aside as a separate world upon the world which rules the stars. Here, all representatives are equal, and the galactic government has jurisdiction instead of the local system government. All member worlds contribute to the defense and upkeep of the continent. In the center of the continent sits the galactic capital. In the days of the Old Republic, it was called Galactic City. The Emperor changed it to Imperial City when he rose to power, and the name stuck. Today, even with the New Republic in power, the name remains unchanged.

The Coruscant system has been said to set the tone of the entire galaxy. Styles, culture, fads — the most important ones start on Coruscant and slowly spread throughout the Core and the outer regions. The cultural level is unsurpassed: there are more museums, theaters, libraries, and centers of learning in the system than anywhere else in the galaxy. Even galactic timekeeping conventions, such as "standard" minutes, hours, weeks, months and years have their origins in the units of measurement used on Coruscant.

Except for a few isolated skirmishes, Coruscant and its portion of the Core were spared the terrible battles that marked the Galactic Civil War. Most of its citizens (administrative personnel or low-level bureaucrats) never felt particularly threatened by far-away wars and rumors of wars. They remained comfortable throughout the collapse of the Old Republic and the rise of the Empire. They see the newest shift in power as just another turn of the season. What matters if Imperial or Republican sits on the seat of power? Coruscant is eternal; it has always existed and it always will. However, those truly loyal to the



Allen Numis

■ "Even in the middle of the night the Imperial City was a bustle of activity, with the lights of vehicles and streets intertwining to form a sort of flowing work of art."



Empire, especially the mid- and high-level bureaucrats, fled to the regions of space still held by the Empire; few Imperial sympathizers dared to stay behind on the planet.

### Coruscant

**Type:** Terrestrial  
**Temperature:** Temperate  
**Atmosphere:** Type I (Breathable)  
**Hydrosphere:** Moderate  
**Gravity:** Standard  
**Terrain:** Urban, Plains, Mountains  
**Length of Day:** 24 Standard Hours  
**Length of Year:** 368 Local Days  
**Sapient Races:** Humans (N)  
**Starport:** Imperial Class  
**Population:** 5 billion prior to New Republic takeover  
**Planet Function:** Government, administrative  
**Government:** Representative Democracy (New Republic Capital)  
**Tech Level:** Space  
**Major Exports:** None  
**Major Imports:** Foodstuffs, medicinal goods

### Imperial City

The galactic capital, Imperial City is a true cosmopolitan center of the grandest magnitude. At any given time, crowds full of a people move

purposely along its busy streets. The crowds consist of a multitude of different species, from Humans to Wookiees, from Abyssins to Xi'Dec, and every known race in between. During Palpatine's reign, aliens were off-limits in the city unless they were with their masters. With the rise of the New Republic, the city is once again open to all.

The ancient Senate Hall fills a huge portion of the city, with its carved stone pillars and endless tiers of seats formed into a massive work of art. Dwarfing even this august structure, the Imperial Palace rises over the Senate Hall, casting a permanent shadow over the seat of government. Palpatine had most areas of the palace refurbished to his own exacting specifications, although he did leave portions of the ancient and honored building intact. Tapered spires and fragile-looking towers rise high into the sky, jutting from every conceivable surface of the palace.

Some saw the recent decision on the part of the New Republic government to move their headquarters to Coruscant, to actually set up in the Imperial Palace, as a slap against everything they once fought to uphold. But the New Republic sees the decision as an affirmation of their ideals and a final victory over the Empire. As the New Order took control of the city that once stood for liberty and justice on a galactic scale, the New Republic has taken it back and once

### "There's Something Not Right Here ..."

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

*"I feel cold, death."*

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

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

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

*In you must go ...*

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

exactly why the Republic had to lead from Imperial City.

That didn't mean he had to like it.

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

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

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

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

again made it a symbol of unity and trust.

The city never sleeps. Throughout the day and night, it bustles with activity. The lighted towers and glowing spires on the palace blend into the those of the other buildings, forming an architectural work of art as endless as the city itself. The city stretches out from the base of the snow-covered Manarai Mountains, filling most of the continent with its fabulous decor, its galactic crowds, and its rich, ancient traditions. To visit Imperial City is to visit the galaxy, one historian noted. Never at any time since the days of the Old

Republic has that statement been more true.

## Dagobah

Dagobah is the principal planet in a star system of the same name. It appears on star charts and astrogation logs, but few people intentionally decide to visit it. There are no civilized space ports in the system and no conveniences of modern technology. To the neighboring star systems of the Sluis sector, Dagobah is considered a haunted, forsaken part of the galaxy for it was on

### Scouting Report SS-176.01, Imperial Year One ...

"... Keog Boorn recording," the old scout said into his log pad, casually checking his words as they scrawled across the pad screen. "My survey of the uninhabited regions of Sluis sector continues, as per the details of my scouting contract with the new Imperial government. I'm investigating a regular signal which my sensors picked up on the second orbit of the planet Dagobah. It could be a beckon call, but the atmosphere's masking and distorting properties made a conclusive identification impossible from orbit. So here I am, slogging through waist-deep water as I try to follow a phantom sensor blip."

The scout paused, taking another reading from the portable sensor array strapped to his back. The signal he had been tracing faded in a shower of static. He made an adjustment, cursed loudly, then made another adjustment. The static cleared. He got his bearings, noting with a moan that the path of the signal cut right through a thick patch of bushes and vines. "This swamp world is a dismal place, I'll say that much for it," Boorn said, continuing his report. "Looks like I'll need both hands to clear a path through the undergrowth. This log will continue when I reach the source of the signal."

Boorn clicked off the log pad's recorder and shoved the small device into one of his many pockets. He hadn't really wanted to land on this forsaken mud hole, but his contract with the Empire called for him to investigate the sort of signal his ship's sensors had received. What the new government wanted with detailed surveys of uninhabited worlds was beyond him, but the pay was better than anything the Republic had ever offered him. Funny, the Empire was barely a year old and already people around the galaxy were referring to the previous government as the "Old" Republic. He laughed out loud at the thought. Old indeed! Look at this swamp, these ancient trees. This place was *old*. By the Great Spiral, did everything in this big galaxy need some kind of label? Since that was what he was paid to do, put labels on the unknown, then maybe everything did — at least the people in charge thought so.

The scout felt the change in the swamp before he saw the cave. The mist was a little thicker, the air a little more foul, the shadows a little deeper. There was an evil aura to the area, and Boorn felt his skin grow cold in response. He suddenly remembered the stories he had heard about Dagobah. Wasn't this the planet that the Bpfasshi Jedi fled to? The Bpfasshi *Dark Jedi*? He shivered, gulped, and instinctively placed his hand on the butt of his blaster. Another reading of his sensor pack confirmed his worst fears. The beckon signal which kept fading in and out of focus was coming from the malformed cave.

The tree straddling the cave was a dark, twisted plant, its roots spaced like broken teeth over the mouth of the cave. He saw dark shapes moving between the roots, slithering and crawling over the tangled, moss-dripping tendrils. He took a step toward it, drawing his blaster. He took a second step, then a third.

Then he heard the loud, terrifying howl.

It echoed out of the swamp, intensified by the fog and his own growing uneasiness. It was an angry, hungry howl. It was familiar, yet otherworldly, and Boorn suddenly had no desire to enter that dank cave or meet the owner of that fearsome howl. He stepped back, snapping open his log pad as his eyes darted back and forth. He spoke quickly, trying to keep his voice level. He didn't think he quite pulled it off.

"Boorn reporting," he stammered, "there's nothing here. Nothing but mud and fog and insects. The signal was a phantom — probably nothing more than an atmospheric disturbance or a sensor glitch. Dagobah's empty ..." He glanced at the dark cave. "... completely empty." He snapped the log pad closed. The howl sounded again, and this time its echo lasted until he was safely back on his ship and lifting into space.

As the scout ship disappeared into the clouds, a small green being stepped out from behind a tree. His long, pointed ears pulled back as he watched it go. Yoda smiled. His home was safe again, at least for a while ...



Allen Nunis

Dagobah that the terrible events connected with the Dark Jedi of Bpfassh finally came to an end. For that they are thankful, but few take the chance that any bit of the evil of those Dark Jedi might remain, so they avoid the system like it was infected with some galactic plague.

The cloud-shrouded planet is teeming with all kinds of animal, insect and plant life. And, known to only a few, Dagobah served as home to Yoda, the Jedi Master, for years. From his tiny hut in the middle of the great swamp, Yoda remained hidden, watching the terrible events of the galaxy unfold while doing little. In ages past, he had trained more Jedi than he could remember. His last student, Luke Skywalker, came to him at the chosen time — the time Yoda had waited for.

Precious little remains as evidence that Yoda once lived in the Dagobah swamps. His hut has been reclaimed by the vegetation, practically covered over by moss and vines and sprouting roots. His few metal pots cannot rot away, but a fine moss has grown upon them, hiding them from all but the most determined searchers. He left no records or data pads full of Jedi knowledge. The only thing he left behind was the training he gave to Luke Skywalker.

In the years since Yoda's death, Luke Skywalker has had much time to contemplate the Jedi Master. Since hearing the stories of the Dark Jedi of Bpfassh, he has learned that Dagobah has been credited as the last stop in the most powerful Dark Jedi's reign of terror through the Sluis sys-

tems. However, no records exist of what ended that terror — the records state only that the terror ended. Luke has speculated that Yoda confronted the Dark Jedi. He shudders trying to imagine an all-out confrontation between masters of both sides of the Force. He also believes that Dagobah's Dark Side cave is probably some aftereffect of the Dark Jedi's presence. This seems to be supported by the object he found in the cave on his most recent trip back to the planet. The object was a small, flat cylinder with five triangular keys on one side and flowing alien script on the other. Lando Calrissian identified the object as an Old Republic-era beckon call.

Luke has also given some thought as to how Yoda stayed hidden from the Emperor and Vader all those years. He thinks he has found the answer in that same Dark Side cave. The cave shielded him, Luke believes. Like a pair of positive and negative charges, Yoda's good Force was cancelled by the cave's evil. They were so close together that from a distance they looked like no charge at all.

### Dagobah

**Type:** Terrestrial  
**Temperature:** Hot  
**Atmosphere:** Type I (Breathable)  
**Hydrosphere:** Moist  
**Gravity:** Standard  
**Terrain:** Swamp  
**Length of Day:** 23 Standard Hours



**Length of Year:** 341 Local Days  
**Sapient Races:** None  
**Starport:** None  
**Population:** None  
**Planet Function:** Unexplored  
**Government:** None  
**Tech Level:** None  
**Major Exports:** None  
**Major Imports:** None

## Elom

Elom, like the world of Calamari, joined the Rebel Alliance to combat the tyranny of the Empire and to free itself from enslavement. Also like the Mon Cals, Elomin tend to serve in units of their own species. Whole ships are often crewed and captained by nothing but Elomin.

Elom is a cold, barren world, a sort of frozen desert far from its system's sun. Rich in mineral resources, especially an ore called lommite, the planet's discovery was hailed as a major find by the Senate's exploration council back in the days of the Old Republic. The Elomin have been busy rebuilding their economy and culture since casting off the Empire, and their proximity to the Borderland Regions leaves them fearful that they again will face oppression and enslavement. The planet has been engaged in a massive armament program since gaining freedom.

### Elom

**Type:** Terrestrial  
**Temperature:** Cool  
**Atmosphere:** Type I (Breathable)  
**Hydrosphere:** Dry  
**Gravity:** Standard  
**Terrain:** Frozen desert plains  
**Length of Day:** 26 Standard Hours  
**Length of Year:** 406 Local Days  
**Sapient Races:** Elom (N)  
**Starport:** Standard Class  
**Population:** 150 million  
**Planet Function:** Homeworld, mining  
**Government:** Family-Controlled  
 Professional Guilds (New Republic Allied)  
**Tech Level:** Space  
**Major Exports:** Lommite  
**Major Imports:** Foodstuffs, weapons, starships

## Jomark

Jomark is a minor world which has recently gained prominence due to rumors that a Jedi Master has appeared there. The planet is not well settled, with less than three million people at the time of its last star chart update, and few planetary maps are logged in the records. It last received official notice when a galactic survey team visited the world over fifteen years ago.

From all indications, it is the perfect place for a Jedi Master to have used as a hiding place from the Empire — which is exactly why it was chosen as the world where Joruu C'baoth would set his trap for Luke Skywalker.

### Jomark

**Type:** Terrestrial  
**Temperature:** Temperate  
**Atmosphere:** Type I (Breathable)  
**Hydrosphere:** Moist  
**Gravity:** Standard  
**Terrain:** Ocean, island (varied terrain)  
**Length of Day:** 23 Hours  
**Length of Year:** 312 Local Days  
**Sapient Races:** Humans  
**Starport:** Limited Services  
**Population:** 2.8 million  
**Planet Function:** Colony, subsistence  
**Government:** Cooperative Communities  
**Tech Level:** Industrial  
**Major Exports:** None  
**Major Imports:** None

## Kashyyyk

Kashyyyk is a jungle planet of unmatched beauty and endless danger. Massive trees cover its surface, their branches intertwining to form an almost continuous forest from the base of the huge trunks to the tops of the highest branches. Life developed throughout this skyward jungle, pushing ever upward from the dark surface toward the glowing sun. The planet's ecosystem is divided into several horizontal levels, one above the other. The world's intelligent species, the fur-covered giants called Wookiees, share the uppermost level with a variety of flying and tree-dwelling creatures.

The natural environment becomes increasingly more hostile and uninviting as one travels down through the ecosystem levels. The ecology can best be described as a layered death trap, with the lowest levels reportedly serving as the domain of fearsome predators and other lethal hazards which even Wookiees tend to avoid. The jungle is also home to many beneficial plants and animals, and many birds fill the sky between the trees, such as the delicious kroyie, which are hunted for food.

Wookiees live in the highest branches of Kashyyyk's mighty trees, hundreds of meters above the ground. They build massive cities within the trees, with a smooth integration of practical technology and the amazing natural beauty of the world. The cities combine the best of nature with the conveniences of modern technology.

During the height of the Empire, Kashyyyk was under martial law. Imperial garrisons dotted the planet and Imperial ships maintained a constant

orbit to ensure that the mighty Wookiees could not rebel against the New Order. Wookiees were enslaved and forced to work in Imperial slave camps because of their great strength and natural mechanical talents. They were kept in line by the threat of violence against their families on Kashyyyk. Imperial law made free Wookiees illegal. Any Wookiees found outside of Kashyyyk or Imperial work camps were considered outlaws. Chewbacca fell into this category, and was constantly on the lookout for bounty hunters until he fell under Jabba the Hutt's nominal protection as a free-contract employee of the crime lord.

Today Kashyyyk is once again a free world, thanks to the efforts of the Alliance and the New Republic. The Wookiees have even begun to allow non-Wookiee traders to visit again, as their natural friendliness steadily overcomes their fear of enslavement. But an undercurrent of resentment toward Humans lingers, as the memory of the treatment they received at the hands of the Imperials remains strong.

### Kashyyyk

**Type:** Terrestrial  
**Temperature:** Temperate  
**Atmosphere:** Type I (Breathable)  
**Hydrosphere:** Moderate  
**Gravity:** Standard  
**Terrain:** Jungle  
**Length of Day:** 26 Hours  
**Length of Year:** 381 Local Days  
**Sapient Races:** Wookiees (N)  
**Starport:** Standard Class  
**Population:** 45 million  
**Planet Function:** Homeworld  
**Government:** Representative Tribal  
 (New Republic Allied)  
**Tech Level:** Space  
**Major Exports:** Mid Tech  
**Major Imports:** Medicines

### Rwookrrorro

Nestled atop a tight ring of wroshyr trees, the Wookiee city of Rwookrrorro stands as one of Kashyyyk's most beautiful metropolitan centers. Dropping through the planet's billowing cloud cover, the first view visitors have of the city leaves even the most well-traveled among them breathless. It hangs as though suspended in mid-air, filling the gaps between the massive trees.

Rwookrrorro is a true city, covering more than a square kilometer of territory. Its multi-leveled buildings are large and complex, laid out in wide, straight avenues. The combination of architecture and planning demonstrates a loving sense of artistry in the creators, beings who many consider to be nothing more than brutal, primitive savages.

The trunks of the huge trees are used to enhance the beauty. They form giant brown col-



Allen Nunis

■ "He was still in the process of scooping the pillow away from his face when the ignited lightsaber lit up the room. She just got a glimpse of huge black eyes and protruding jaw before the blazing blade sliced him almost in half ..."

umns around and within the city, reaching up to support the ceiling of white clouds overhead. The whole effect is further enhanced by sweeping lights which lance out to surround the city in brilliant colored beams.

Unlike Cloud City, which is held aloft by repulsorlift generators, Rwookrrorro is held up only by incredibly strong branches of Kashyyyk's trees. Like a great spider web, the branches grow together to form the foundation of the city. Wroshyr tree branches have a unique property. When separate branches meet, they grow together to form one interlocked branch. The new branch then sprouts new branches of its own which reach out in all directions to find other branches to join with. Through their own growth, they form a unity. In fact, all of the wroshyr trees in the Rwookrrorro grouping are a single giant plant, with a unified, intermixed root system. In that unity, the plant grows stronger and stronger.

Landing platforms for speeders and even medium-sized cruisers are formed by remnants of huge tree limbs which have been cut horizontally close to the trunk. Many houses, shops and other buildings are built directly into the tree, their entrances open to nothing but empty space. Only the natural climbing claws of the Wookiees allow them to live among the trees and get into places non-Wookiees would find impossible to reach. Liftcars are employed to move cargo and transport the ill, but most Wookiees prefer to get

around naturally, climbing among the trees they love. Dark green kshyy vines, stronger than composite cables and self-repairing, ferry the liftcars up and down around the city. In the unlikely event a kshyy vine does break, the liftcars are equipped with emergency repulsor units.

The lights around the city do more than guide ships or illuminate the clouds. They attract creatures such as the kroyie birds so that the city hunters can catch them. In this way, the birds make up a large portion of the Wookiee diet.

## Myrkr

Few galactic citizens, even well-traveled ones, have ever heard of the planet called Myrkr. Most of the few that do know of it fall into the category of useless dregs of the galaxy — smugglers, malcontents, pirates and other members of the fringe. The planet has been populated for nearly three hundred years, but in that span of time the Old Republic, the Jedi, and even the Empire have left it strictly alone. The world can be found on only a handful of astrogation charts.

This isolation would be understandable if the planet was located somewhere in one of the frontiers, far from the galactic Core. It is, however, not far from civilized space, near the current Borderland Region separating the Imperial remnants from the New Republic. It has finally come under Imperial notice — Grand Admiral Thrawn's personal notice, in fact — due to one of

its indigenous life forms.

The planet served as the private base of operations for Talon Karrde's smuggling ring until he was forced to abandon it after an unfortunate incident concerning the Empire and Republic hero Luke Skywalker. Karrde had chosen the world because of its proximity to major population centers coupled with its relative obscurity. He also loved the world's untamed beauty and its tall trees. These trees provided him with an added bonus — their high metal content effectively blocks sensor sweeps, shielding both ships and buildings hidden beneath or near the wide, embracing branches.

Grand Admiral Thrawn was drawn to Myrkr by an obscure reference he found over seven years ago. Subsequent investigations turned up information regarding the unique creatures called ysalamiri that live within Myrkr's trees. With Karrde's cooperation (which he gave instead of having it taken by force), the Grand Admiral acquired the knowledge to safely remove the ysalamiri from their tree-branch perches. Later, when the Imperials returned, Karrde's organization wound up helping Luke Skywalker and Han Solo escape by thwarting a small Imperial ground force. He is sure the Imperials will not be pleased with his decision to aid the Republic.

Now Karrde is in the process of packing up his base and abandoning the planet. He hopes his ships can be far gone by the time the Star Destroyers return.



Allen Nunis



Karrde's base was dominated by a large central building. A large, spacious meeting chamber was located at the building's center, with a high translucent ceiling and a webwork of carved, crisscrossing rafters. Walls of dark brown wood, carved with an elaborate open-mesh design, glowed with recessed deep blue light. The arrangement of furniture into separate conversation circles gave the chamber a relaxed, informal air. But the crowning feature of the chamber was a huge, meter-wide tree growing through the center of the room. It reached up from a circle of dirt floor to extend through the ceiling and far beyond, covering the building with sensor-blocking, leaf-covered branches.

Luke Skywalker was reminded of long-forgotten stories from his youth when he visited the room as a "guest" of Talon Karrde. The stories invoked frightening images of fortresses with trees growing through them. He only remembered images of danger, helplessness and fear, and could recall no real details of the dark tales. All he could remember was that these fortresses were always the home of evil beings.

### Myrkr

**Type:** Terrestrial  
**Temperature:** Temperate  
**Atmosphere:** Type I (Breathable)  
**Hydrosphere:** Moderate  
**Gravity:** Standard  
**Terrain:** Forest, plains  
**Length of Day:** 24 Hours  
**Length of Year:** 324 Local Days  
**Sapient Races:** Humans  
**Starport:** Standard Class  
**Population:** 100,000  
**Planet Function:** Subsistence, trading  
**Government:** Independent Communities  
**Tech Level:** Space  
**Major Exports:** None  
**Major Imports:** None

### Hyllyard City

The closest Myrkr gets to a true population center is Hyllyard City, a little piece of civilization on the edge of a great forest. Like Mos Eisley on Tatooine and other frontier towns, Hyllyard City consists of a few space ship landing pits and a close-packed collection of makeshift structures. The small houses and commercial buildings are crammed tightly together, built in a familiar wheel pattern around a large open square. Narrow streets run between the buildings, and a few wide avenues radiate like spokes from the center of town. Before a recent battle between Imperial stormtroopers, the New Republic's Luke Skywalker and Han Solo, and Karrde's men, a freestanding archway rose ten meters high from the edge of the open square. Now the square is

littered with the remains of the battle, including the collapsed arch and the wreckage of a crushed Chariot repulsorcraft. Witnesses reported that Skywalker used a lightsaber to topple the massive structure.

Hyllyard City is populated by a few settlers, but mostly the town serves as a haven for freelance smugglers, rogues, and fugitives from galactic justice. Some of Karrde's people once lived there as well, maintaining a constant link between Karrde's isolated base and the freelance "businessmen" who frequent the city.

### Vornskr

One of Myrkr's indigenous life forms is the violent vornskr. These vicious animals are long-legged quadrupeds with vaguely doglike muzzles, sharp teeth, and lethal whiplike tails. Usually sedate during the day, vornskrs are excellent nocturnal hunters. At night, they are predators without equal in the thick forests. However, there is no guarantee of safety even in full daylight as the animals have been known to hunt while the sun was high in the sky.

The vornskr's whiplike tail is an effective attack weapon. It causes painful welts and is coated with a mild poison which can stun creatures as large as a human. Once stunned, the animal leaps to finish its prey with its powerful jaws and piercing teeth.

While Luke Skywalker was on the world, the vornskr demonstrated an unnatural hatred for the Jedi. Even the domesticated pets in Karrde's camp reacted violently toward Skywalker. Those in the wild did their best to kill him.

Karrde has two vornskrs trained to serve as guard animals and pets. By removing their tails, he found that their normal hunting aggression was significantly reduced, and they were easily domesticated and trained. He has found his pet vornskrs, named Sturm and Drang, to be loyal and affectionate toward people they are familiar with.

### Domesticated Vornskr

#### (Sturm and Drang)

#### Roleplaying Game Statistics

**DEXTERITY** 4D

**PERCEPTION** 2D+2

**STRENGTH** 3D+2

**Speed Code:** 3D+2

**Size:** .8 meters tall at the shoulders, up to 1.3 meters long

**Scale:** Creature

**Attacks:**

**Teeth:** 5D+2 damage

**Combat:** Sturm and Drang attack on command or if their master or his companions are threatened. They have been trained to work effectively in



Allen Nurnis/Xeno Beckwith

■ "Well," Han muttered, falling into step beside Luke. "Together again, huh?" "I wouldn't miss it," Luke muttered back ..."

tandem. They immediately try to attack any Jedi in their presence, regardless of commands from their master.

**Special Abilities:**

Force Sense (3D): See wild vornskr description.

**Wild Vornskr**

**Roleplaying Game Statistics**

**DEXTERITY** 4D

**PERCEPTION** 2D+1

Hide/sneak 5D

**STRENGTH** 3D+2

**Speed Code:** 4D

**Size:** .8 meters tall at the shoulders, up to 1.6 meters long including tail

**Scale:** Creature

**Attacks:**

**Teeth:** 5D+2 damage

**Tail:** 4D+2 stun damage

**Combat:** These predators are merciless hunters. They attack with their tails first, attempting to stun their opponents before striking with their teeth. They immediately try to attack any Jedi they sense.

**Special Abilities:**

Force Sense (3D): Vornskr can sense characters with Force abilities, even over great distances. In game terms, whenever a character with Force skills (*control*, *sense* or *alter*) or someone who draws upon subconscious, latent Force abilities, enters within any of the ranges below, the creature can roll on its *Force sense* to see if it detects the being. It can only roll each time a being enters a new range band. If the being is detected, it will unerringly track and hunt him or her down.

| Range         | Difficulty |
|---------------|------------|
| 0-10 meters   | Very Easy  |
| 11-25 meters  | Easy       |
| 26-50 meters  | Moderate   |
| 51-100 meters | Difficult  |

**Ysalamiri**

One of the most unusual creatures in the galaxy, the ysalamiri have the ability to push back the Force. The Force usually binds all living things together and these bonds can be sensed by those sensitive to the Force, such as Jedi Knights. For some unknown reason, ysalamiri do not seem to fit into the natural order of creation.

Ysalamiri are small, salamander-like creatures, growing no bigger than fifty centimeters long. They are basically furry snakes with legs, though they also have scaly patches on parts of their small bodies. They are sessile creatures, living on the branches of Myrkr's trees. Their claws grow directly into the branch cores, making it

nearly impossible to remove them from their perches without killing them. They are extremely docile, non-aggressive creatures.

A single ysalamir creates a bubble in which the Force does not exist up to ten meters in radius. In groups, that distance is substantially extended. While detailed studies have not been done, the theory is that ysalamiri push the Force's presence away from themselves like air pushes against water — the effect is a bubble devoid of the Force.

Grand Admiral Thrawn had Imperial engineers devise a frame of pipes to support and nourish the tiny creatures once they were safely removed from their branches. He had this frame constructed so that it could be worn by himself or others to provide a mobile defense against those capable of manipulating the Force.

**Ysalamiri**

**Roleplaying Game Statistics**

**DEXTERITY** 0D+2

**PERCEPTION** 1D+1

**STRENGTH** 0D+2

**Speed Code:** 0D

**Size:** 50 centimeters long

**Scale:** Creature

**Attacks:**

None

**Combat:** Ysalamiri have no ability to attack. They form bubbles which negate the abilities of Force users, however.

**Special Abilities:** Force repulsion. A single ysalamir forms a defensive bubble ten meters in radius. Each additional creature in the area extends that bubble. Within this bubble, characters cannot use Force skills, Force Points or Fate Points. Further, Force attacks directed at ysalamiri from a distance fade away as they hit the edge of the creature's bubble.

**Obroa-skai System**

Obroa-skai, a star system in the Borderland Regions, occupies a strategic position between the remnants of the Empire and the holdings of the New Republic. Both it and the neighboring Paonid system have thus far remained neutral in the current struggle, but have shown signs of leaning toward the New Republic. In fact, the system usually contains at least one armed emissary force as the New Republic is making a strong bid for the system's membership and support.

The system is best known for its massive library, which is said to contain the gathered knowledge of the galaxy — if one knows where to look for it. Recent raids on the library computers suggest that someone is looking for some obscure information and is determined to retrieve



Allen Nunis/Paul Daly



the data no matter what the cost. An Elomin task force chased the latest raiders into lightspeed. They have not been heard from since.

The raids were in fact carried out by Imperials under orders from Grand Admiral Thrawn. Their latest information dump revealed a particular piece of data which Thrawn had been searching for. Thanks to the information gathering talents of the Obroans, Thrawn was able to locate the astrogation coordinates of the planet Wayland.

### Obroa-skai

**Type:** Terrestrial  
**Temperature:** Cool  
**Atmosphere:** Type I (Breathable)  
**Hydrosphere:** Dry  
**Gravity:** Standard  
**Terrain:** Frozen desert, mountains, frozen oceans  
**Length of Day:** 26 Hours  
**Length of Year:** 456 Local Days  
**Sapient Races:** Humans, Obroans (N)  
**Starport:** Standard Class  
**Population:** 73 million  
**Planet Function:** Administrative, service (library), manufacturing  
**Government:** Representative Council (Independent)  
**Tech Level:** Information/Space  
**Major Exports:** Mid-tech  
**Major Imports:** High-tech, luxury goods

### Sluis Van

Sluis Van, the primary star system in the Sluis sector, is an active member of the New Republic and the site of an extensive deep space shipyard and docking facility. The docking facility regularly has about one hundred medium-sized or larger vessels in transit. The shipyards offer extensive maintenance and repair services, refuelling depots, layover docks, and cargo transfer and storage facilities. The system's facilities comprise the largest shipyards in its section of the galaxy, and one of the most impressive in its size class.

The Sluissi run an efficient, respectable operation. Besides handling commercial traffic for the sector and for ships on long haul, the shipyards have an open contract with the New Republic. Any Republic military or diplomatic ships in the area can use the shipyards.

Dozens upon dozens of orbit docks make up the shipyards. Some orbit docks are built to handle large capital ships, others to provide landing areas for small freighters, and a few have the capacity to handle the largest container ships. There are some orbit docks with multi-docking capabilities. These feature one or two large capital ship dry docks, hangar bays for smaller craft, and docking tubes for freighters and mid-sized vessels. These multi-docks (like orbit dock V-475) normally have multi-leveled entertainment facilities in their centers. Here, spacers can rest

in affordable motel cubes, eat and drink in space-stop cafes and cantinas, enjoy holo-vid or live entertainment, or even shop in the dock markets. The shipyards are controlled from a central administration space station.

Shuttles constantly travel from Sluis Van to the orbit docks and back again, ferrying spacers wherever they want to go while visiting the shipyards. Tugs fill the system, guiding capital ships and bulk container carriers through traffic and past space lane marker buoys to the waiting bays. While the Sluissi have starfighters and a few capital ships for defensive purposes, most of the shipyard's protection comes from the perimeter battle stations. These armored defense platforms have little maneuverability, but they are heavily armed with many turbolaser batteries and proton torpedo ports, as well as tractor beam projectors. They can handle pirate raids or smugglers trying to run the perimeter, but they aren't much good against a full-blown offensive.

There were one hundred and twelve transient warships in the system when Grand Admiral Thrawn launched his attack on Sluis Van. The ships were in-system, gathering into a convoy which was to bring support and supplies to the battered Bpfassh system and its neighbors. The outer Sluis Sector systems had been the target of Imperial hit-and-fade attacks, and the Republic sent ships to show their ability to quickly respond to threats against the new galactic union. Unfortunately, this was just what Thrawn hoped they would do. Sixty-five of the warships had been pressed into cargo carriers, while the remaining ships performed escort duty. Though many of the Republic ships were damaged in the resulting battle, Thrawn's plan to steal the vessels met with failure. The Sluissi, though, now have their hands full trying to get the ships back into working condition.

### **Sluis Van Orbit Dock V-475**

**Craft:** Rendili StarDrive Space Dock  
**Type:** Orbiting Multi-Space Dock  
**Length:** 4,846 meters  
**Scale:** Capital Ship  
**Crew:** 9,500  
**Hyperdrive Multiplier:** None  
**Nav Computer:** No  
**Hyperdrive Backup:** No  
**Sublight Speed:** 0D; immobile  
**Maneuverability:** 0D  
**Hull:** 7D  
**Weapons:** None  
**Shields:** 5D

### **Armored Defense Platform**

**Craft:** Golan Space Defenses SpaceGun  
**Type:** System Defense Platform  
**Length:** 1,231 meters



Allen Nunis

**Scale:** Capital Ship  
**Crew:** 325  
**Hyperdrive Multiplier:** None  
**Nav Computer:** No  
**Hyperdrive Backup:** No  
**Sublight Speed:** 0D; immobile  
**Maneuverability:** 0D  
**Hull:** 4D  
**Weapons:**  
     **28 Turbolaser Batteries** (fire separately)  
     *Fire Control:* 2D  
     *Damage:* 4D+2  
     **5 Proton Torpedo Launchers** (fire separately)  
     (starfighter scale)  
     *Fire Control:* 2D  
     *Damage:* 7D  
     **6 Tractor Beam Projectors**  
     *Fire Control:* 2D  
     *Damage:* 4D  
**Shields:** 2D

## **Wayland**

The planet Wayland was discovered during the Old Republic's second wave of expansion. A colony ship was filled to capacity and launched, but the world was logged improperly. Because of a simple error made by a careless, overworked clerk, Wayland ceased to exist in the planetary logs and astrogation charts. The colonists did not know it at the time, but they were on their own. No supply ships would follow them and no traders would add the planet to their scheduled routes. They had been cut off before they even



reached their new home, and it was all because of a clerical mistake.

The colony ship full of Humans ran into trouble on its approach to the planet and was forced into a crash landing. Luckily, the scouting reports were accurate. Wayland had a pleasant, life-sustaining environment. It also had two indigenous intelligent species: the Psadan and the Myneyrsh. Neither race had developed tech-

nology beyond the bow-and-arrow stage.

For a time, the Humans took charge of the world. They had the blasters, the armor, and the repulsors. There was no contest. But without fresh supplies, the power cells began to fade, machinery wore out, and parts broke. It wasn't long before the Humans were forced to take up the technology of the natives, turning to bows and arrows when their powered weapons finally failed.

Centuries later, when the planet was rediscovered by the Empire, the Emperor paid a personal visit to the world. He liked what he found. He ordered all records of the planet's discovery to be stricken from the permanent records. Then he had one of his personal storehouses built. The Imperial engineers hollowed out Mount Tantiss, one of the largest peaks on the planet, and set up a maze of internal defenses. With the project complete, the engineers then withdrew. The actual placement of the Emperor's treasures was handled by stormtroopers and members of the Imperial court. When everything was in place, the Emperor set his Guardian within the mountain and sealed it. From time to time, he returned to add new treasures and to check on his Guardian. His last additions were locked within the depths of Mount Tantiss just before the Battle of Endor.

For more than five years, the storehouse and the Guardian were left alone. The Emperor had deserted his servant, or so it seemed. The Guardian grew lonely, bored, and eventually ventured

### This is a Special Report from the Hypermedia Galactic News Service ...

"This is Dref Voltin reporting. Today, the Empire pulled a sneak attack on the Sluis Van Shipyards in the Sluis Van star system, Sluis Sector. It was a daring attack, apparently aimed at hijacking a fleet of Republic ships which were present in the shipyards. The Imperials almost succeeded.

"Following Imperial harassment attacks, characterized by military analysts as 'hit-and-fade attacks,' in three other Sluis Sector systems, this attack seemed to be a continuation of a new campaign against the Republic. The ships in Sluis Van were on their way to Bpfassh and other nearby systems to provide support and technical assistance to those beleaguered areas. Due to a dire need for cargo ships, the New Republic had converted many of the former warships to cargo hauling duty. It is presumed that the Imperial forces regarded these ships as easy marks.

"Though reports are still sketchy, the Imperials somehow inserted TIE fighters and some kind of personal boarding craft into the heart of the shipyards before being spotted or detected. These craft, backed up by a

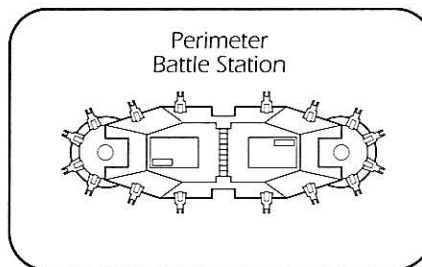
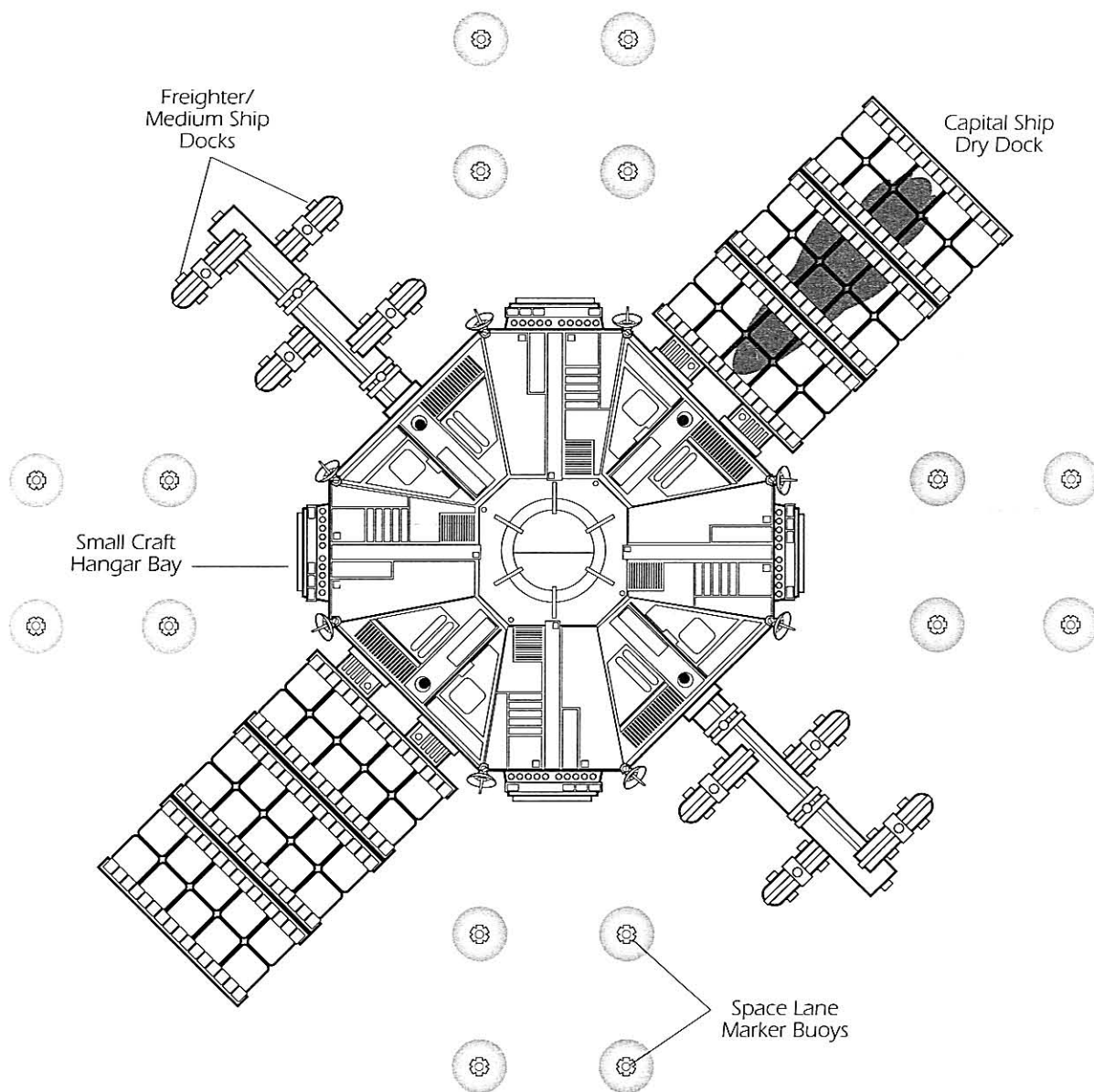
platoon of zero-g stormtroopers, or 'spacetroopers,' attached themselves to the Republic vessels and took control of the undermanned, under-defended ships. Meanwhile, the New Republic escorts and the system perimeter battle stations were kept busy by no less than five Star Destroyers and a fleet of lesser ships. The attack was quickly turning into an Imperial victory when the Republic pulled off another one of its miracle maneuvers.

"Unconfirmed reports suggest that Jedi Knight Luke Skywalker and Republic hero Han Solo came blazing into the system aboard the famous *Millennium Falcon*. In what has become their typical fashion, the duo disabled the stolen ships before they could jump to lightspeed. Further reports indicate the pair had the assistance of Rogue Squadron, the Republic's premier X-wing squadron. Rumors that Princess Leia Organa Solo was also present have yet to be confirmed.

"In other news, Admiral Ackbar of the Provisional Council has been charged with treason today ..."



## Sluis Van Shipyards Orbit-Dock V-475



John Paul Lona

out of the mountain. He built his own kingdom, forging the three separate species into a single society through the power of his mind. And, as it turned out, that mind was a dark, twisted thing.

Prior to the Guardian's influence, the Humans, Psadans and Myneyrsh controlled different and separate portions of the world. The wars which followed the failure of the Humans' technological weapons had ended in an uneasy peace more than a century past, and the three races engaged in limited trade. The Guardian changed that, forcing the species to come together to serve him. He had them construct a city at the base of Mount Tantiss, combining their different architectural styles by placing Human houses beside Psadan huts and Myneyrsh castles. The great palace they built for him incorporated all three styles into one regal-looking structure.

When Grand Admiral Thrawn found a reference to the world in the Obroa-skai libraries, he knew he had discovered the location of one of the Emperor's hidden storehouses. From reports he had received in the Unknown Regions, he believed the Emperor's technicians had finally developed a practical cloaking shield. That and other interesting and potentially useful bits of technology would be within the storehouse, Thrawn knew — bits that together would spell victory over the Rebellion. He was not disappointed. Thrawn also convinced the Guardian, a Dark Jedi named Joruus C'baoth, to join him in

securing this victory. For his own reasons, the Dark Jedi agreed.

Wayland's inhabitants had been brought together by C'baoth's twisted manipulation of the Force. They worshipped him, feared him, and looked to him as almost a god — or devil. With his departure, that combined society has begun to show signs of disintegration. Only the fear that the Guardian could return at any moment to deliver swift punishment keeps them together. Some think this is a test of their loyalty to the Guardian.

### Wayland

**Type:** Terrestrial  
**Temperature:** Moderate  
**Atmosphere:** Type I (Breathable)  
**Hydrosphere:** Moderate  
**Gravity:** Standard  
**Terrain:** Forests  
**Length of Day:** 23 Hours  
**Length of Year:** 353 Local Days  
**Sapient Races:** Humans, Myneyrsh, Psadan  
**Starport:** Landing Field  
**Population:** 28 million  
**Planet Function:** Subsistence  
**Government:** Dictatorship (Joruus C'baoth)  
**Tech Level:** Feudal  
**Major Exports:** None  
**Major Imports:** None

# Chapter Six

## Aliens

The galaxy is a diverse community of life forms. Millions of worlds support life, and on a few thousand intelligent life forms have evolved. Many species drove themselves to extinction, but others learned to travel to the stars.

In the earlier age of glory, in the days of the Old Republic, many of these species were welcomed into the government as equals. The races of the galaxy learned to celebrate their differences and live in harmony. A spirit of cooperation and unity pervaded the galaxy.

As Emperor Palpatine steadily amassed power, respect for non-Humans diminished. During the darkest days of the Empire, Humans were accorded the most rights, while many other intelligent species suffered persecution, slavery and much worse.

With the return of peace to the galaxy, alien species are once again being granted full rights. Slowly, the bonds of trust, shattered after so many years of abuse, are being reconstructed in the hopes of making the galaxy a better place for all.

*Heir to the Empire* introduces many strange and wondrous alien species. What follows is a discussion of the most intriguing and unusual species in the novel.

### Bimms

The Bimms love stories, especially stories about heroes. Heroes hold a special place in their society, a place of honor and glory. Everyone on the planet knows the tale of the Battle of Endor, and the Bimms are particularly fascinated with Luke Skywalker's part in it. Of all the heroes the Bimms hold high, they hold the Jedi highest. Their own culture is full of hero-oriented stories which sound like fiction but are treated as history. Anyone who has ever met a Bimm can understand how the diminutive beings could become enraptured with heroic feats, but few can imagine the same Bimms performing any.

They are a very friendly people, with singing voices of an almost mystic quality. Their language is composed of songs and ballads which

sound like they were written in five-part harmony. They cover most of their half-furred bodies in tooled yellow clothing. All Bimms wear similar outfits of yellow spun cloth.

For all their love of heroes and heroic stories, the Bimms are a peaceful, non-violent people. Weapons of violence have been banned from their world, and visitors are not permitted to carry weapons upon their person while visiting their cities. On a recent visit to the planet, Luke Skywalker noticed that the Bimms' weapon detectors did not register his lightsaber as a weapon. Either that, or their hero worship of himself and the legendary Jedi Knights allowed the rules to be bent for his visit. After all, when every story features Jedi carrying lightsabers, how could the Bimms expect Skywalker not to carry his?

One of the prime Bimm activities is shopping. A day is not considered complete if a Bimm has not engaged in a satisfying bout of haggling or discovered a bargain at one of the many markets scattered among the forests of *asaari trees*. They take the art of haggling very seriously, and a point of honor among these people is to agree upon a fair trade. They abhor stealing, and shoplifting is a very serious crime on Bimmisaari.

Visitors to Bimmisaari are made to feel honored and welcomed from the moment they set foot on the planet, and the Bimms' hospitality is well known throughout the region. A typical Bimm welcome includes a procession line for each visitor to walk. As he or she passes, each Bimm in line reaches out and places a light touch on the visitor's shoulder, head, arm or back. The ceremony is performed in complete silence and with practiced order. The more important the visitor, the larger the crowd in the procession.

### Bimm

#### Roleplaying Game Statistics

**Template Type:** Typical Bimm

**Height:** 1.1 meters

**Species:** Bimm

**Homeworld:** Bimmisaari



Bimms



Allen Nunis/Paul Daly

**Quote:** "Weapons of violence are not permitted within the city. There are no exceptions."

**DEXTERITY 1D+1**

Dodge 3D+1

**KNOWLEDGE 2D+2**

Alien races 3D+2, bureaucracy 3D+2,n  
cultures 3D+1, streetwise 3D+1,  
technology 3D+2

**MECHANICAL 1D+2**

Repulsorlift operation 2D+2

**PERCEPTION 2D+1**

Bargain 4D+1, con 3D+1, gambling 2D+2,  
hide/sneak 2D+1

**STRENGTH 1D+2**

Stamina 2D+2

**TECHNICAL 2D+1**

Medicine 3D+1

**Elomin**

Elomin are tall, thin humanoids with two distinctly alien features — ears which taper to points, and four horn-like protrusions on the tops of their heads. Though the race considered itself fairly advanced, it was primitive by the standards of the Old Republic, whose scouts first encountered them. The Elomin had no space travel capabilities, and had not progressed beyond the stage of slug-throwing weaponry or combustible engines. Blasters and repulsorlifts were unlike anything the species had ever imagined.

With the technological aid of the Old Republic, Elomin soon found themselves with starships, repulsorlift craft, and high-tech mining equipment. With these things, they were able to add their world's resources to the galactic market.

Elomin are beings that admire the simple beauty and grace of order. They are creatures that prefer to view the universe and every aspect of it as distinctly predictable and organized. This view is reflected in Elomin art, which tends to be very structured and often repetitive, reflecting their own predictable approach to life.

Elomin view many other species as unpredictable, disorganized and chaotic, and prefer to work only with their own species. Old Republic psychologists feared that this pattern of behavior would make them ineffectual in deep space, but the Elomin were able to find comfort in the organized pattern of stars and astrogation charts. The only unknowns were simply missing parts of the total structure, not chaotic elements which could randomly disrupt the normal order.

Elom was placed under Imperial martial law during the height of the Empire. The Elomin were turned into slaves and forced to mine lommite for their Imperial masters. Lommite, among its other uses, is a major component in the manufacturing of transparisteel, and the Empire needed lots of the ore for its growing fleet of starships. When the Empire was pushed back, Elom was freed. It quickly took its place in the New Republic.

Recently, an Elom task force on patrol in the Obroa-skai system chased unknown scout ships which had been pulling dumps from the system's library. The last communication with the task force was just prior to its jump to lightspeed to follow the scouts' vector. There has been no further contact, and the Republic fears the task force has been destroyed.

**Elomin****Roleplaying Game Statistics****Template Type:** Typical Elomin**Height:** 1.8 meters**Homeworld:** Elom

**Quote:** "Keep the ships in line! Patterned, structured order will win this war — never forget that!"

**DEXTERITY 2D**

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

**KNOWLEDGE 1D+2**

Bureaucracy 3D+2, planetary systems 2D+2

**MECHANICAL 2D+1**

Astrogation 3D+1, starship gunnery 3D+1,  
starship piloting 3D+1, starship shields 3D+1

**PERCEPTION 2D**

Bargain 3D, search 2D+2

**STRENGTH 1D+2**

Stamina 2D+2

**TECHNICAL 2D+1**

Computer programming/repair 3D+1,  
Droid programming/repair 3D+1, starship  
repair 3D+1

## Myneyrsh

One of two species which inhabited Wayland before the arrival of the Human colonists, Myneyrsh (along with the Psadan) are believed to be indigenous to the planet, but no formal studies have been made. The two species have been locked at the same technological stage since before the coming of the Humans. They rely upon bows and arrows as their prime ranged weapons of war, and use animals as the prime means of transportation and source of power for local agriculture.

Due to the isolation of the past, neither the Empire nor the New Republic knows much of these beings beyond their physical characteristics. The Myneyrsh are tall, thin bipedal humanoids with four arms. A smooth layer of shiny blue crystal covers their bodies like a second skin, making them look almost like beings of glass.

The two species of Wayland have a long, bitter history of warfare. It ended when the Humans arrived, for the pale, unprotected flesh beings became the new enemy. For a time, the Humans ruled the world, but as the high-tech weapons failed them, the three species formed an uneasy peace after years of warfare.

When the Guardian emerged from Mount Tantiss, he emerged as a god. He commanded, and the Waylanders had no choice but to obey. While the Myneyrsh were the stronger willed of the native species, they too fell to the orders of the Dark Jedi. The centuries of living as separate species ended, for the Guardian wanted all of "his people" to live together in order to serve him better. The Waylanders were compelled to agree.

As the Waylanders learned during Grand Admiral Thrawn's visit, their crossbows, while powerful, lack the strength to pierce Imperial battle armor. Instead of returning to their warring ways, the species patiently watch as the Imperials work within the depths of Mount Tantiss.

### Myneyrsh

#### Roleplaying Game Statistics

**Template Type:** Typical Myneyrsh

**Height:** 1.9 meters

**Homeworld:** Wayland

**DEXTERITY 2D+1**

Brawling parry 3D+1, crossbow 3D+1, dodge 3D+1, melee 3D+2, melee parry 3D+2

**KNOWLEDGE 2D**

Languages 3D, streetwise 3D, survival 3D

**MECHANICAL 1D+2**

Beast riding 2D+2

**PERCEPTION 1D+2**

Bargain 2D+2, command 2D+2, gambling 2D+2, search 2D+2

**STRENGTH 2D+1**

Elomin



Allen Nurnis

Brawling 3D+1, climbing/jumping 3D+1, stamina 3D+1

**TECHNICAL 2D**

**Armored Body:** The blue crystal covering a Myneyrsh's acts as armor, adding +1 to *Strength* to resist damage in combat.

## Noghri

The Noghri have served the Empire since the species was discovered by Darth Vader many years ago. They took their place as the Emperor's personal Death Commandos, killing and dying to serve the ambitions of Grand Admiral Thrawn and Lord Darth Vader before him.

Noghri are small in size, but that hides their deadly abilities — they are compact killing machines, built to hunt and destroy. They are predators in the strictest sense of the word, with large



Noghri

eyes, protruding, teeth-filled jaws, gray skin, and thin, powerful muscles. They have an enhanced sense of smell (compared to Human standards) and seem to be able to identify individuals through scent alone.

No record of the species or its home world exists in the Imperial archives. All that is known about them is that Lord Vader discovered them. Noghri legends explain that Vader came to the Noghri people after a mighty battle and the destruction it caused. On a day that will be forever remembered on the Noghri home world, two or more great starships met in orbit above the planet and waged war on each other. The battle, it is said, lasted a full day and most of the night, and when it ended, the planet was left devastated.

Vader explained that the Empire's enemy had allowed the battle to take place so close to the Noghri world on purpose. The enemy wanted to

drive fear and terror into those not connected with the war, the dark lord said. Because of the destruction, the Noghri had to change their ways. They had been a simple people, content to live on their own without any contact with other species. After the disaster that had befallen their planet, they put themselves in the Empire's service in return for the help they were given.

The Emperor came to the Noghri's aid when they desperately needed it, sending Darth Vader to help them rebuild their world. Later, they swore loyalty to the Emperor's heir, Grand Admiral Thrawn. They serve to repay the help given them, and because their honor demands it — not unlike the Wookiees of Kashyyyk.

### Noghri

#### Roleplaying Game Statistics

**Template Type:** Typical Noghri

**Height:** 1.3 meters

**Homeworld:** Unknown

**DEXTERITY 2D+1**

Blaster 3D+1, brawling parry 3D+1, dodge 3D+1, melee 3D+1, melee parry 3D+1

**KNOWLEDGE 1D+1**

Languages 2D+1, streetwise 3D+1, survival 3D+1

**MECHANICAL 2D**

Repulsorlift operation 3D, starship piloting 3D

**PERCEPTION 2D+2**

Command 4D, con 4D, hide/sneak 4D, search 4D

**STRENGTH 2D+2**

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

**TECHNICAL 1D**

Medicine 2D

**Natural Tools:** Claws (add +1D+2 to damage in *brawling* combat), teeth (add +1D to damage in *brawling* combat)

### Psadan

Psadan, inhabitants of the long forgotten world of Wayland, are short, stocky, bipedal humanoids with two arms. Thick, stone-like scales cover their bodies. These irregular, lumpy plates form a sort of shell over the Psadan's back, starting over the ridge of the brow and spreading over the head and down the back. The being's front is covered by smaller, closer-packed plates.

The Psadan warred with both the Myneyrsh, with whom they shared Wayland, and the Humans who arrived to colonize the world. Their world remains in a very primitive technological state.

The Psadan quickly fell under the sway of the mysterious Guardian when he emerged from Mount Tantiss. Even though the Guardian has



left for the stars, the primitive Psadan remain ever fearful of the wrath of the Human who so dominated the species. Due to the isolation of the planet, Imperial scientists have had no time to study the culture and behavior of the Psadan.

### Psadan

#### Roleplaying Game Statistics

**Template Type:** Typical Psadan

**Height:** 1.5 meters

**Homeworld:** Wayland

**DEXTERITY 1D+2**

Brawling parry 2D+2, crossbow 2D+2, dodge 2D+2, melee parry 2D+2, melee 2D+2

**KNOWLEDGE 1D+1**

Languages 2D+1, streetwise 2D+1, survival 2D+1

**MECHANICAL 1D+1**

Beast riding 2D+1

**PERCEPTION 2D+2**

Bargain 3D+2, command 3D+2, con 3D+2, hide/sneak 3D+2

**STRENGTH 3D**

Brawling 4D, lifting 4D, stamina 4D

**TECHNICAL 2D**

**Armor:** Rocky outer shell (adds +2 to *Strength* to resist damage in combat)

### Wookiees

Wookiees, natives of the planet Kashyyyk, are intelligent anthropoids that typically grow over two meters tall. Thick fur covers their massive frames, and they are extremely strong. Throughout the galaxy, they have long been known as ferocious opponents driven by lethal tempers. As tree-dwelling beings, Wookiees possess wickedly-curved claws which can be popped from hidden fingertip sheathes with the flex of a muscle. With these claws, Wookiees can firmly grip vines or expertly cling to branches as they travel among the great trees of their home world.

When climbing, Wookiees hang upside-down from all fours, their sharp claws finding purchase in the thick bark of the wroshyr trees. Wookiees can travel in this manner at great speeds, often surprising those who think that their size makes them slow and plodding.

The raw power locked in Wookiee muscles can be released with furious precision, making them exceedingly proficient combatants. There is no obvious style or technique to Wookiee hand-to-hand fighting. They seem to simply charge forward like massive engines of war, their great arms swinging, their huge fists shattering whatever they hit. Wookiees will not use their claws in combat, however. They believe that to do so would be a breach of honor, and honor is very important to the Wookiee race. It is one of the

most important concepts in Wookiee culture, and to lose one's honor is equivalent to death.

The most sacred Wookiee practice is the "life debt." Wookiees pledge life debts to those who have saved their lives, forming an allegiance that can never be broken. A life debt morally binds a Wookiee to his savior, often causing the Wookiee to take up with the savior and travel wherever he goes. A life debt is not slavery — it is a personal act of Wookiee honor to repay that which is without measure. A Wookiee will never break a life debt, for to do so would be to break a sacred honor.

Wookiees also follow a custom called the "honor family." This special bond of friendship joins a Wookiee with a group of other Wookiees or even with those from other alien species. An honor family comprises a Wookiee's true friends and boon companions. Members of an honor family will gladly lay down their lives for each other. This concept is demonstrated by a living example — the unique property of wroshyr branches. Like the trees which twist and grow together, the Wookiee people possess a unity and strength unmatched in the galaxy.

Wookiee language is comprised of a series of grunts and growls, but their limited vocal apparatus makes it impossible for them to speak most other galactic languages, including Basic. They quickly learn new languages they are exposed to, however, so they can understand most other species.

While these giants appear primitive to those who do not know them, they are, in fact, quite comfortable with high technology. They combine the best of technological conveniences with the natural beauty of their world, creating a paradise among the highest branches of their beloved wroshyr trees.

### Wookiee

#### Roleplaying Game Statistics

**Template Type:** Typical Wookiee

**Height:** 2.2 meters

**Homeworld:** Kashyyyk

**Quote:** "Arru grraagh ooo!"

**DEXTERITY 2D**

Bowcaster 3D, brawling parry 3D, dodge 3D, melee 2D+2, melee parry 2D+2

**KNOWLEDGE 1D**

Languages 2D, streetwise 2D, survival 3D, technology 2D+1

**MECHANICAL 2D**

Repulsorlift operation 3D, starship piloting 3D

**PERCEPTION 1D**

Command 2D, hide/sneak 2D+2

**STRENGTH 4D+1**

Brawling 5D+1, climbing/jumping 5D+1,

Allen Nunis/Paul Daly



lifting 5D+1, stamina 5D+1

**TECHNICAL 1D+2**Computer programming/repair 2D+2,  
Droid programming/repair 2D+2,  
repulsorlift repair 2D+2, starship repair  
2D+2**Natural Tools:** Claws: Add +1D to  
climbing.**Ralrra and Salporin**

The two Wookiees charged with protecting Princess Leia Organa Solo during her recent visit to Kashyyyk were Ralrra and Salporin. Salporin, a childhood friend of Chewbacca, offered his own home for the Princess to stay in, while Ralrra was chosen for his ability to speak in a manner more understandable to the human ear.

Ralrra is a tall, powerfully-built Wookiee. He wears a gold-threaded tan baldric. His ability to speak so that humans can understand him does not stem from some talent. Rather, Ralrra is hampered by a speech impediment. In ages past, Ralrra was an ambassador to the Old Republic. More recently, he was a slave — as were almost all Wookiees. His Imperial masters found him useful for communicating with the rest of his species. This only added to the guilt he felt, for he considered his cooperation with the Imperials tantamount to treason. He had no choice but to do their bidding, however. The lesson they taught him when he first refused was etched into his memory — he was forced to watch as a dozen women and children from his family unit were executed. He accepted his role after that, but his mind recorded all of the information it could.

When the Alliance came, that information helped defeat the Empire's forces. Ralrra, like most Wookiees, feels he owes a life debt to the Republic for their efforts. Without them, he believes that most Wookiees would still be dead or enslaved to the Empire.

Salporin grew up with Chewbacca, but remained behind on Kashyyyk even after his friend caught the wanderlust and headed into the stars. He had found something of his own — the love of the Wookiee maiden Gorrlyn. Unfortunately, that meant he was on Kashyyyk when the Empire's ships and stormtroopers arrived. He was forced into slavery, working for cruel Imperial masters even as he dreamed of retribution. He found a way to strike back when the first Alliance commandos secreted themselves in Kashyyyk's lower jungles. Salporin escaped his captors' chains and joined the commandos. Through his efforts, and those of others like him, the Alliance was able to release the Wookiee people and add their great strength and courage to the cause of the Rebellion.

Salporin was a master of the wicked-looking knives called ryyyk blades. Though he survived slavery and the war for freedom, he died protecting Princess Leia from a Noghri commando attack.

**Ralrra****Roleplaying Game Statistics****Template Type:** Wookiee Hero**Loyalty:** To the Wookiee people**Height:** 2.27 meters**Species:** Wookiee**Sex:** Male**Homeworld:** Kashyyyk**Age:** 250+**Quote:** [I am Ralrracheen. You may find it easier to call me Ralrra.]**DEXTERITY 3D**Bowcaster 5D+1, brawling parry 6D,  
dodge 6D, melee 6D+1, melee parry 5D**KNOWLEDGE 3D**Bureaucracy 4D, languages 4D, streetwise  
5D, survival 6D, technology 6D**MECHANICAL 3D**Repulsorlift operation 5D, starship  
piloting 5D**PERCEPTION 2D+2**

Bargain 5D+2, command 6D+2

**STRENGTH 4D+1**Brawling 8D+1, climbing/jumping 7D+1,  
lifting 8D+1, stamina 8D+1**TECHNICAL 2D**Computer programming/repair 4D, Droid  
programming/repair 5D, repulsorlift  
repair 5D, security 6D, starship repair  
5D+1

**Salporin****Roleplaying Game Statistics****Template Type:** Wookiee Hero**Loyalty:** To the Wookiee people and Chewbacca**Height:** 2.21 meters**Species:** Wookiee**Sex:** Male**Homeworld:** Kashyyyk**Age:** 210+**Quote:** "Gorrorr rroooarrgh urr rroo."**DEXTERITY 3D**

Bowcaster 4D, brawling parry 7D, dodge 6D, melee 8D, melee parry 6D

**KNOWLEDGE 3D**

Streetwise 6D, survival 6D+2, technology 5D+2

**MECHANICAL 3D**

Repulsorlift operation 5D

**PERCEPTION 2D+2**

Bargain 3D+2, command 4D+2, hide/sneak 6D+2, search 5D+2

**STRENGTH 4D+1**

Brawling 8D+1, climbing/jumping 7D+1, lifting 9D+1, stamina 7D

**TECHNICAL 2D**

Computer programming/repair 5D, Droid programming/repair 4D, repulsorlift repair 7D



# Chapter Seven Equipment

## Overview: A Lived-In Galaxy

*Star Wars* presented a unique look as far as science fiction was concerned. Up until that time, science fiction movies presented high technology in a sterile, pristine light. Everything, from spaceships to weapons to locations, had a brand new, never-before-used look and feel to it. The future, as presented on film, was immaculately scrubbed and permanently pressed. There was no dirt, no scratches, no wrinkles. *Star Wars* changed all of that forever.

A long time ago, in a galaxy far, far away, high technology is a way of life. Items of fantastic purpose, at least by Earth standards, are so commonplace as to be taken for granted. In fact, most pieces of equipment have a battered, well-used look to them. This civilization has had its high-tech wonders for so long that they show the signs of heavy wear and tear. Ships are patched and repaired over and over. Equipment is jury-rigged, taped, and temperamental. Things are built to last, and people use them long past the life of their manufacturer's warranties. Why throw away a perfectly good blaster just because the sight pulls a little to the left and the power cell cover has a habit of popping open? If it still works, use it. After all, new equipment is expensive, and who has the credits to spend frivolously in these difficult times?

It is in the ranks of the New Republic, the fringe society and the general public that this view holds particularly true. Wherever credits are tight and necessity forces invention you will find people making do with whatever they have. As the Alliance, the Rebels had no manufacturing centers and no regular income from taxes. They learned to improvise. That's why Rebel forces had a rag-tag look about them. Their supplies and equipment were often begged, borrowed or stolen from the Empire. The common soldier treated his equipment well, because that was probably all he would be given. They learned to conserve.

The Empire had a different approach. It saw the galaxy as disposable. Equipment, ships, and even people were in constant supply, so the Empire found it cheaper to use things up and then replace them with new items. The war machine was designed with this in mind. TIE fighters were built for speed and power, but had no shields. The great manufacturing centers turned out ship after ship after ship, pressing them from the same molds in an unending line. In fact, all of the Empire's machinery followed a modular approach. The bridge of a Star Destroyer was the same modular unit that fit into star cruisers and the Death Star. This concept meant training was more efficient, repair times faster, and construction time far quicker than ever before.

Much of this philosophy has changed with the death of the Emperor and the shrinking size of the Empire. The Imperials have lost most of their manufacturing centers and sources of slave labor. Now, like the Rebellion once did, the Imperials have to make do with what they have. No longer are TIE fighters sent on suicide missions, and more and more often equipment is being repaired instead of replaced. Perhaps this is best demonstrated in the Empire's constant attempts to hijack Republic ships — a reversal of positions if ever there was one!

Now let's take a look at some of the more common pieces of equipment used throughout the galaxy.

## Blasters

Blasters are the most commonly used weapons in the galaxy. They come in a variety of styles, shapes and sizes, from small hold-out pistols to large capital ship cannons. Blasters fire coherent packets of intense light. Most blasters have at least two settings. The regular setting fires a packet of light at the weapon's full intensity. The second setting allows the user to reduce the weapon's output to stun level, which is capable

of rendering most human-sized beings unconscious without permanent or life threatening injury.

Any weapon which employs intense-light-packet technology is called a blaster. In comparison to other weapons, such as projectile weapons, they provide superior range and damage in a lightweight, reliable package. Small personal blasters are common throughout any civilized regions. Larger blasters require a full crew to operate, and come with their own shield generators and fire control computers.

Energy for personal blasters (either pistols or rifles) is provided by power cells or power packs. The weapons also require small quantities of excitable gases called "blaster gases." The power packs excite the gas to the point that it releases its dangerous energy, normally accompanied by a beam of light. The weapons uses a surprisingly small amount of gas and energy when firing, and some weapons can fire hundreds of shots before requiring additional gas or new power packs. Larger artillery weapons require portable power generators or energy spectrum converters to operate.

The New Republic does not have standard-issue blasters like the Empire does. Instead, individuals use whatever they can get their hands on. Some prefer powerful, modified pistols. Others carry long-barrelled rifles with good range and a powerful punch. The Imperials use either a standard-issue pistol or short-range assault rifles.

## Blaster Types

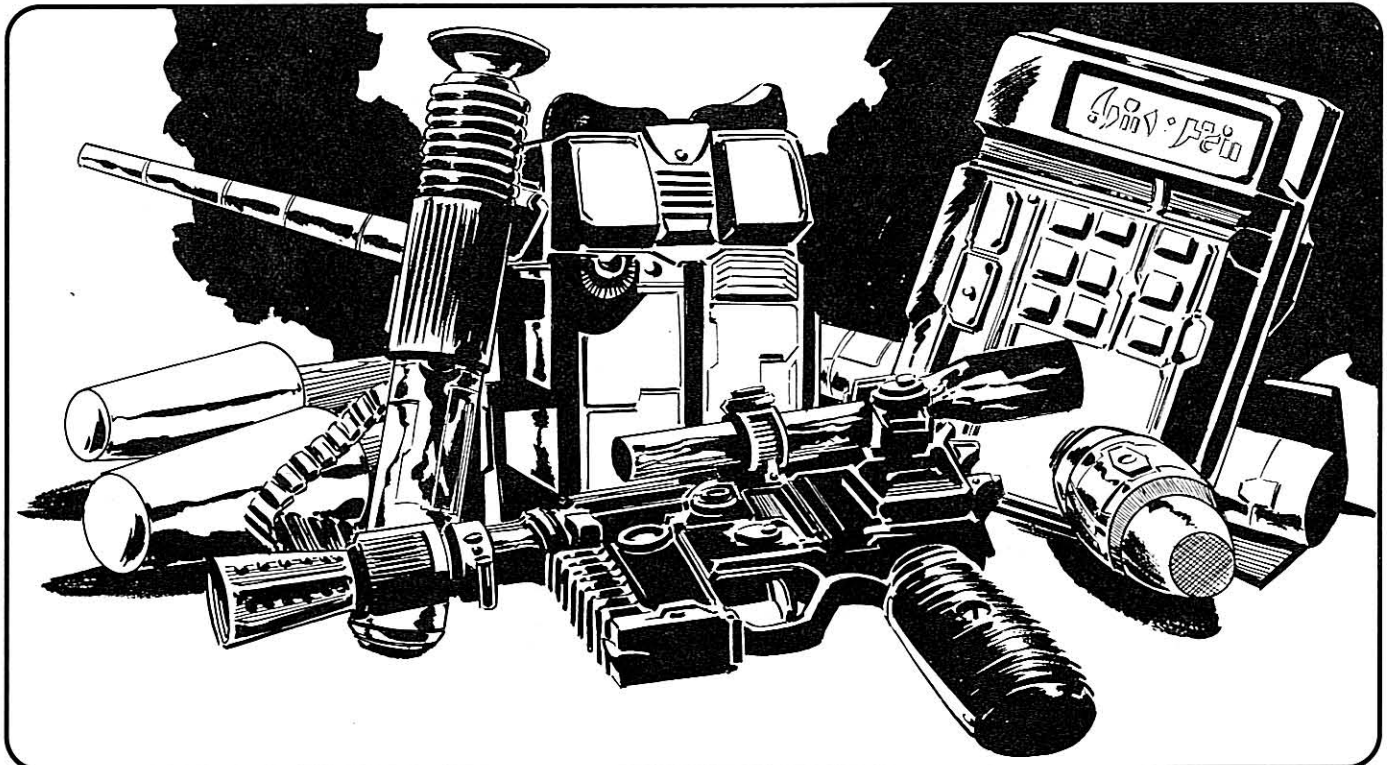
There are several distinct kinds of blaster hand weapons, ranging from small hold-out blasters to weapons that are one step short of field artillery.

Hold-out blasters are very small (only slightly larger than a Human's fist), have a short range and do much less damage than other weapons. They are also limited by a small gas chamber, so they can only fire a small number of shots. They are most useful for up-close combat, and are inadequate when matched up against blaster pistols and other larger weapons. They are used by spies, undercover agents and those who need a weapon but can't openly carry one. They are illegal on many planets.

Sporting blasters are slightly larger than hold-out blasters, and pack a bit more punch. They are often used as a personal defense weapon, and are powerful enough to give most criminals pause, but lack the lethality of a regular blaster pistol. They are smaller and more easily concealed than blaster pistols. Princess Leia Organa Solo was known to carry a sporting blaster.

Blaster pistols are the weapon of choice in the galaxy. Portable, light and deadly, they are used by troops, criminals and anyone else who might find themselves in a dangerous position. They are extremely durable, and easy to repair. There are many different models available throughout the galaxy.

Heavy blaster pistols lack the range of standard



blaster pistols, but they are much more powerful. They are quite common among members of the Fringesociety, and it is Han Solo's preferred weapon. They are illegal in many systems.

Blaster rifles do more damage and have longer ranges than blaster pistols, although they are still quite compact and portable. Blaster rifles are used in many military services, and are well suited for long range combat.

Blaster carbines fit neatly between blaster rifles and pistols. While more powerful and with longer ranges than a blaster pistol, they aren't quite up to the level of the rifles. They are smaller than rifles, enabling them to be used while piloting a vehicle or riding an animal.

The various field guns are big enough to be unwieldy without a tripod or other mount. They are ideal for use on infantry since the blasts can easily penetrate almost all field armor. They are less useful on vehicles, but still capable of inflicting significant damage.

#### Blaster RPG Statistics

| Blaster Pistols          | Damage |
|--------------------------|--------|
| BlasTech DL-44           | 5D     |
| Merr-Sonn Flash 4        | 4D+2   |
| BlasTech DL-18           | 4D     |
| Merr-Sonn Quick 6        | 3D+2   |
| Czerka 411               | 3D+1   |
| Blaster Rifles           | Damage |
| BlasTech A280            | 5D+2   |
| Merr-Sonn G8             | 5D+1   |
| SoroSuub Heavy Tracker   | 5D     |
| Blaster Field Guns       | Damage |
| SoroSuub Heavy Repeater  | 8D     |
| BlasTech Medium Repeater | 7D     |
| Merr-Sonn Repeater 3Z    | 6D     |

### Cloaking Shield

Cloaking shields have long been the dream of starship technicians and designers. Throughout the history of the Old Republic and the Empire, scientists struggled to come up with a working, cost-effective and practical cloaking field system. While rumors spread and model after model failed to live up to expectations, starship captains and fleet commanders waited in vain for the technology that would win the galaxy. It never materialized.

Most problems with those cloaking shield models which worked fell into two categories — cost and efficiency. The credits needed to outfit one ship, let alone a fleet of ships, with working cloaks was astronomical. And the research costs were staggering as well. Originally, scientists sought a method for turning whole ships invisible to all sensory apparatus — both visual and

other spectrums. The prototypes which came closest to actually working required more energy than a ship could produce. The bigger the ship, the more energy that was needed. If a ship was cut down to minimum functions and fitted with extra generators it could be cloaked, but this left it without power for engines, weapons, shields or even more than minimal life support. This avenue proved to be a dead end, so scientists searched for methods to simply hide ships from sensor scans. But as breakthroughs in cloaking technology became available, new sensor systems were introduced which made the cloaks obsolete before they could even come to market. It seemed to be a lost cause.

Then the Empire made cloak technology a priority effort. The Emperor diverted vast sums of money and resources to the cloaking project, ordering the scientists and technicians to succeed by the time the second Death Star was completed — or else. Calling upon the best engineers in the service of the Empire, and in some cases, soliciting private companies to work on small portions of the cloaking systems, the project commenced.

The test model combined a number of interrelated systems and technologies to provide a “null field cape” which would hide vessels from sensors by absorbing the sensor beams. The key was hiding the cloaked ship from other ships' active sensors (ships also have passive sensors, but they provide much less information). Active sensors require “feedback” to work: the sensors project sensor radiation into the void of space. Most such energy is lost, but if it strikes an object, it bounces back to the computers on the source ship, providing valuable data on the nature of objects nearby. Sensors can give a complete profile of any detected ship by analyzing energy use patterns, heat, electromagnetic energy, motion, gravitational disturbances and other indicators. By absorbing this sensor radiation, the cloak disguises itself and anything under its protection as empty space.

Just before the Battle of Endor, the Imperial technicians announced that they had developed a working, cost-effective cloak prototype. The Emperor immediately ordered the prototype to be stored in one of his hidden treasuries, while the plans for the device were locked away on Wayland. With the Emperor's death, that might have been the last the galaxy ever heard of cloaking shields if Grand Admiral Thrawn hadn't wanted the technology to use against the New Republic.

Thrawn's plans centered upon the use of a battered freighter and the mole miners captured on Nkllon. Even with the breakthroughs, the cost of modifying a freighter to handle a cloaking





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shield large enough to shield its bays from sensors was extremely expensive. The system still has its drawbacks. Nothing gets into a cloak field, and nothing gets out. No sensors, no communications — the cloaked ship is instrument blind as well as instrument hidden. It must rely upon visual navigation. Fortunately, Thrawn's plan required only to cloak the cargo bays of the ship instead of the entire vessel.

By installing the cloak in a freighter, Thrawn made a decoy vessel. It appeared as nothing more than an ordinary, empty freighter as it silently traveled into the Sluis Van Shipyards. And that's what sensor scans showed as well — the freighter was empty. With a stolen Republic identification (the freighter *Nartissteu* out of Nellac Kram) and a cloaked bay full of TIEs and mole miners, the ship was ready to go. The ship was to attack the Sluis Van Shipyards, and the mole miners would attack the New Republic cruisers in dock — Thrawn counted on quickly and easily stealing an entire fleet for the Empire. The freighter handled as if it had a full cargo bay, but Thrawn concocted a cover story concerning damage suffered in a pirate attack.

The plan probably would have worked if Wedge Antilles and Rogue Squadron hadn't been on the scene. Even so, the cloaked bay allowed the Empire to get its hijack teams dangerously deep into the Republic fleet, and the soldiers almost got away with close to fifty capital ships. Only the actions of Rogue Squadron, Luke Skywalker, Han

Solo and other Republic heroes prevented a complete rout of the Fleet, and a potentially devastating loss. It is unknown where and how Thrawn plans on using the cloaking shield next.

## Comlinks

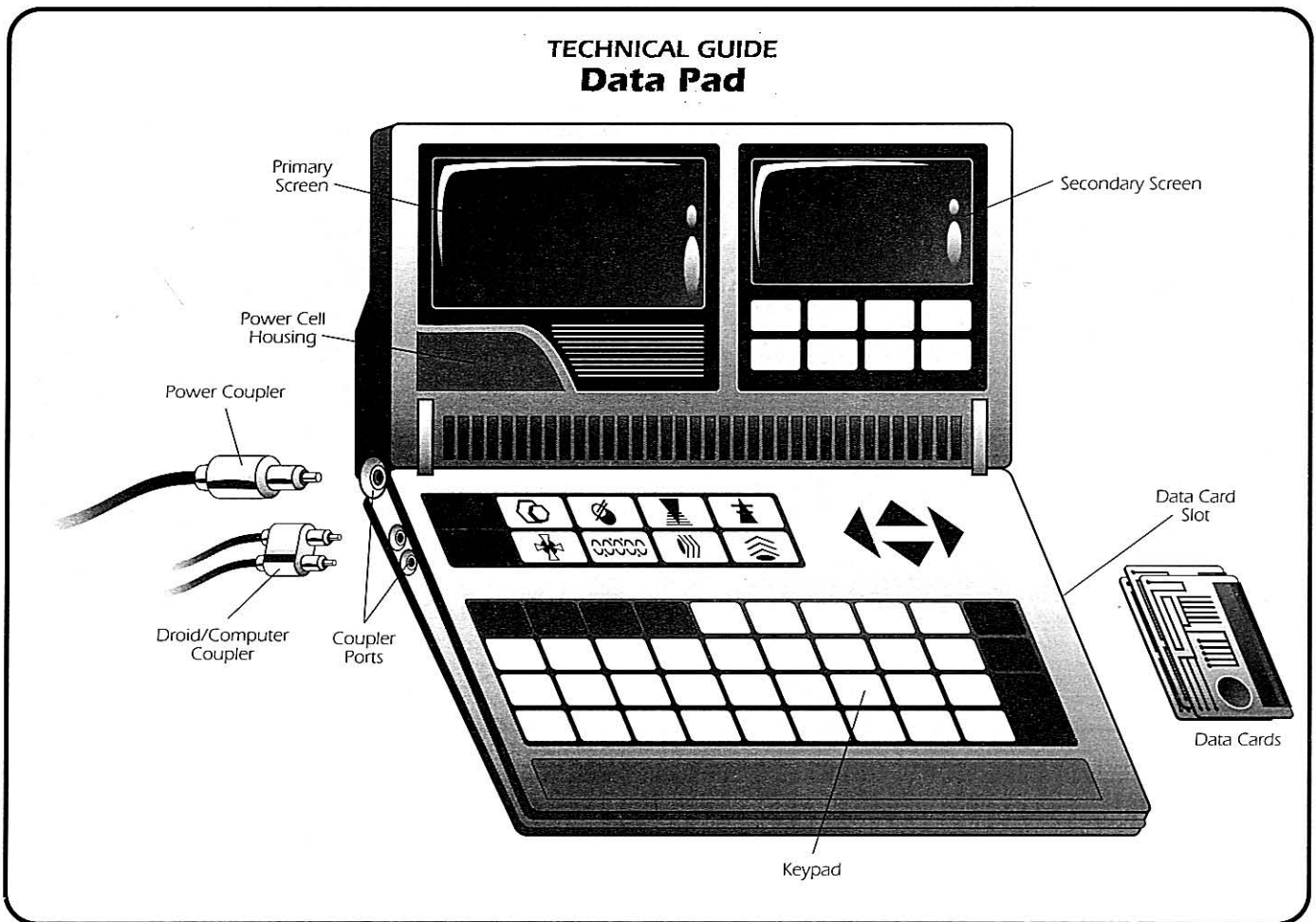
Comlinks come in all styles and sizes, but all serve the same purpose — they provide the ability to communicate between two or more remote locations.

Imperial stormtroopers use comlinks that are built directly into their helmets. With the flick of a tongue switch, the trooper can speak with his commanding officer or fellow troopers while keeping his hands firmly on his weapon.

The most common comlink design, and the model preferred by the New Republic, is a small cylinder that hangs on the belt or fits in a pocket or pouch. The cylinder has a hand grip, a call button, and a speaker grill to talk into. A beeper alerts the user to an incoming communication.

There are several thousand different comlink frequencies, so it is extremely difficult to find signals without specific knowledge of the particular frequency. Many military comlinks have built in scramblers and descramblers to further hide transmissions from enemy forces. Comlinks run on micro power cells that work for several months before requiring recharging.

Most individual comlinks have a horizontal range of fifty kilometers or less. The range can be



affected by weather conditions, terrain, and jamming devices. Most also provide a vertical range to low planet orbit, so it is possible to communicate with ships.

Comlinks also come in larger, more powerful models. These are either designed to be carried in a backpack or mounted on a vehicle. These models can have an effective horizontal range of more than five hundred kilometers and can even be equipped with jamming breakers or directional punches. However, the power output needed for these devices makes them highly visible to enemy sensor sweeps. If secrecy is a main concern of a mission, large comlinks are not employed.

Comlinks, with correspondingly large power consumption and range, are used for inter-system starship communication.

### Data Pads

In the automated and computerized galaxy, the high-tech data pad is an essential tool used by almost everyone who needs to read and write information. Data pads are small computers consisting of a readout screen, input keypad, special

function keys, a data card drive, an internal power source, and ports for coupling the unit to either a Droid or ship-board computer system.

Data pads serve as personal secretaries, information organizers, input/output devices, map or data displays, and portable data banks. Even the least-powerful models can process information, store and display memos, and tell time with their built-in chronometers. All data pads share a common operating mode with full-fledged computers and Droids: artificial intelligence. Data pads have much more limited storage and reasoning abilities than the larger, more expensive machines. The majority of users, though, depend upon data pads for pure storage capacity and data handling.

A typical data pad model weighs less than a kilogram and fits easily into a pocket or carry pouch, or snaps onto a belt. In addition to the internal memory, data pads can store information and programs on data cards. These thin plastic cards can record huge amounts of data to be passed on to another data pad user or for use at a later date for those who don't want to clog the unit's memory with material they won't be

using immediately. Data cards are extremely durable and can be bent, dropped, and exposed to weather without suffering significant damage.

Most data pads, Droids, and computers have compatible operating systems. Those that do not can communicate with others through the use of simple recognizer programs. Ship officers store astrogation data, schedules, and other information on data cards, which can be passed along to their subordinates as orders or to higher-ranking officers as status reports.

Data pads run on small power cells. A typical cell provides enough energy for two weeks of continuous processing. They can also connect to an external power source which saves power cell energy. Some units have internal charge cells which can be recharged from an external power source.

A data pad wired to a computer or Droid can dump data from its memory into theirs, or it can pull a dump from the computer or Droid to add data to its own storage areas. In addition, a Droid can communicate via a data pad's screen if it is attached with a coupler cable or through its input/output retrieval jack.

The data pad screen offers a superior holo crystal display. Even when connected for a sensor array dump, the display provides clean, crisp graphic images of terrain or space features with little distortion or image blurring. Most data pads can be operated in Basic or any number of other languages.

A data pad fits comfortably in one hand, allowing the user to manipulate the keypad controls with the other. It does not replace a Droid or full-size ship computer, but it does offer a portable workstation for those who cannot spend all of their time at a terminal. For ease of use, data pads can be hooked up to audio or retinal controllers so that the user can control the machine with voice or eye motion, leaving the hands free for other duties.

While not the most powerful machines, data pads have sufficient capabilities to handle the majority of field calculations and functions. They are portable, cheap and easy to use, and are a fine complement to Droids and full-fledged computers.

## **Glow Rods**

Glow rods is the general term for personal light sources. Most come in the form of long, thin tubes which throw off bright spheres of light. Illumination is usually produced by chemical phosphorescents and activated by a switch on the rods, although some glow rods are simple power cells attached to lamps or bulbs. Some have regulators which control the amount of light produced. Glow rods can be carried, attached to clothing or equipment, or left on a

stationary surface to serve as a lamp. Some starfighter pilots prefer the light of a glow rod to that produced by their cockpit illuminators.

## **Lightsabers**

No ancient artifact evokes such mystery as the lightsaber. This energy blade has been called an elegant weapon, and once it served as the personal symbol of the Jedi Knights. It represented the Jedi's authority, great skill, and the honor of the Jedi Code. Until recently, the weapon was considered old-fashioned and useless against such ranged armaments as blasters. In the hands of the New Republic's Jedi, Luke Skywalker, the lightsaber has been demonstrated to be even more lethal than blasters — at least when used by a skilled master.

Even with its long history, the lightsaber exists as little more than legend in many minds. Few can say they have seen a saber's brilliant flash of light first hand, or heard its distinctive pulsing hum. Jedi seldom drew their sabers, preferring to deal with opponents in less lethal manners. When forced to fight, a Jedi struck quickly. He rarely needed to strike a second time.

The lightsaber is at once a simple weapon and difficult to wield and master. It is a sword with a blade of purest energy, powerful enough to cut through almost any material except another lightsaber blade. These blades have no weight or heft like a metal sword blade has, so its balance cannot be felt through normal means. An unskilled user is just as likely to slice himself with a lightsaber as he is to slice a foe. The Jedi master the weapons only through the use of the Force. They can sense the energy blade, feel its presence, and they can control it — making it an extension of themselves when employing its lethal dance.

Watching Luke Skywalker use his lightsaber is to see something out of galactic myth. He can deflect blaster bolts, cut down numerous opponents in the blink of an eye, manipulate the glowing blade with delicate precision and even control it with only the power of his mind and the Force.

Jedi construct their personal lightsabers with their own hands, with varying styles to suit their own personalities. Still, the lightsaber remains a simple design: a long handle with a number of controls on its gripped surface, a mirror-like concave metal disk on top, and a narrow beam of light. Controls ignite the energy blade, control its length, and can lock it on for throwing attacks. Blade lengths can be shortened for close fighting or lengthened to keep opponents at bay. The design is based on an ancient technology that has been carefully guarded by the Jedi through the ages. Some say a working model cannot be



### Leia's Lightsaber

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

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

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

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

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

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

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

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

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

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

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

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

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

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

*You're never alone.*

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

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

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

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

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

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

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

built without access to the Force, though it is known that non-Jedi can use the weapons — although not well.

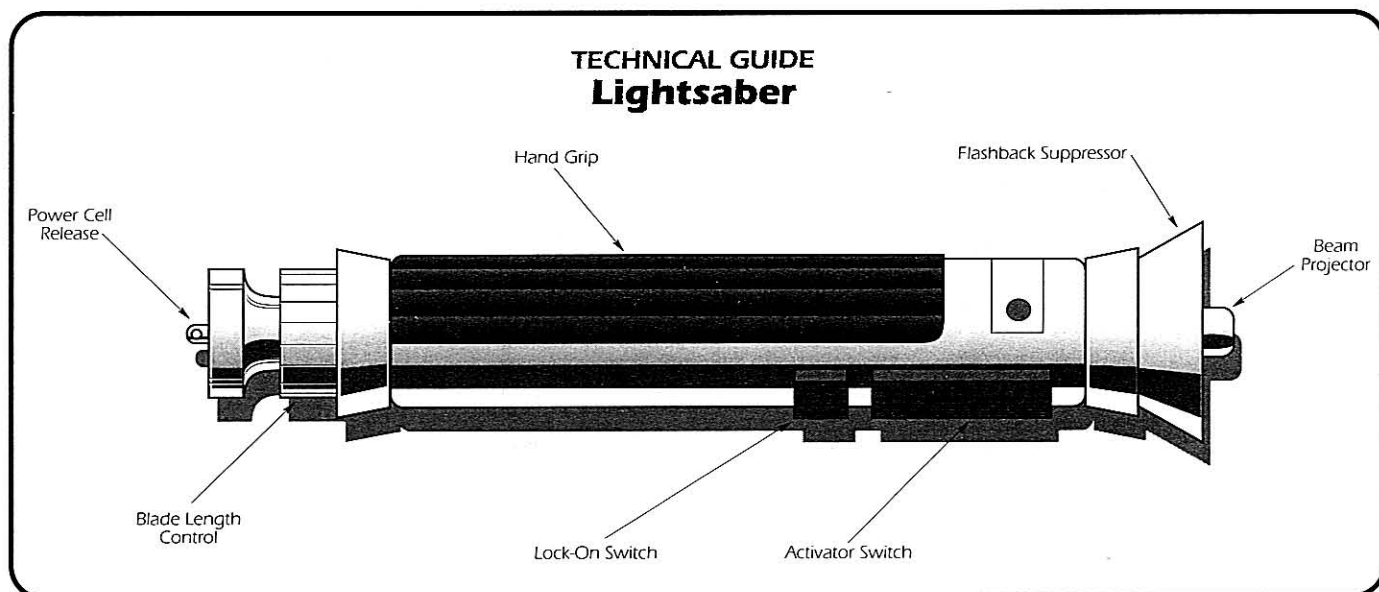
The construction of a lightsaber was part of a Jedi's training. Some teachers required it as a final test, others made it one of the first lessons. It was said that Jedi in ages past spent months carefully, lovingly constructing their sabers, though during the Clone Wars it was reported that a Jedi could build one in as little as two days.

All of the controls and components needed to construct a lightsaber fit into a compact handle from twenty-four to thirty centimeters long. A power cell in the handle produces a tremendous charge of pure energy which flows through a series of multifaceted jewels. The jewels focus the energy into a

tight beam which is emitted through the concave disk. Natural or synthetic jewels may be used for the weapon, although some believe that synthetic jewels are far inferior.

The frequency of a saber blade is determined by the number of jewels used to construct it — usually from one to three. Sabers with a single jewel have a fixed amplitude and blade length. Sabers with multiple jewels can alter their amplitude, and thus change the blade length. This is accomplished by rotating or varying the distance between the jewels.

The beam is emitted from a positively-charged continuous energy lens at the center of the handle. The beam arcs back circumferentially to a negatively-charged high-energy flux aperture set



in the disk at the top of the handle. The power amplitude determines the point at which the beam arcs back, setting the blade's length. A superconductor transfers energy from the flux aperture to the power cell with no appreciable energy loss. The blade radiates almost no heat, though it does fluoresce and hum. The lightsaber uses rechargeable power cells.

## Macrobinoculars

Macrobinoculars are electronic image-enhancing devices for viewing objects at great distances. Also referred to as electrobinoculars, they utilize specialized electronics and optical sensors for incredible magnification. They are most often built for easy hand-held use, although some smaller units are available. A combination sensor and telescopic lens unit, macrobinoculars magnify distant objects through stereoscopic sights. With the aid of sensors, the viewing devices provide both day and night vision, have zoom capability, and give the range and elevation of the object being viewed. The sensor data is displayed within the viewfinder, and can be accessed while viewing the subject.

## Medpacs

The medpac is the standard field first aid kit used throughout the galaxy. The small, compact package contains a limited diagnostic computer for evaluating illness and injury, synthe flesh healing agents and applicators, pain-relieving and anti-infection drugs, coagulant agents, and antiseptics. Medpacs are usually sufficient for dealing with light wounds and for dressing some serious wounds in order to prevent further injury and infection. While certainly not as good as full

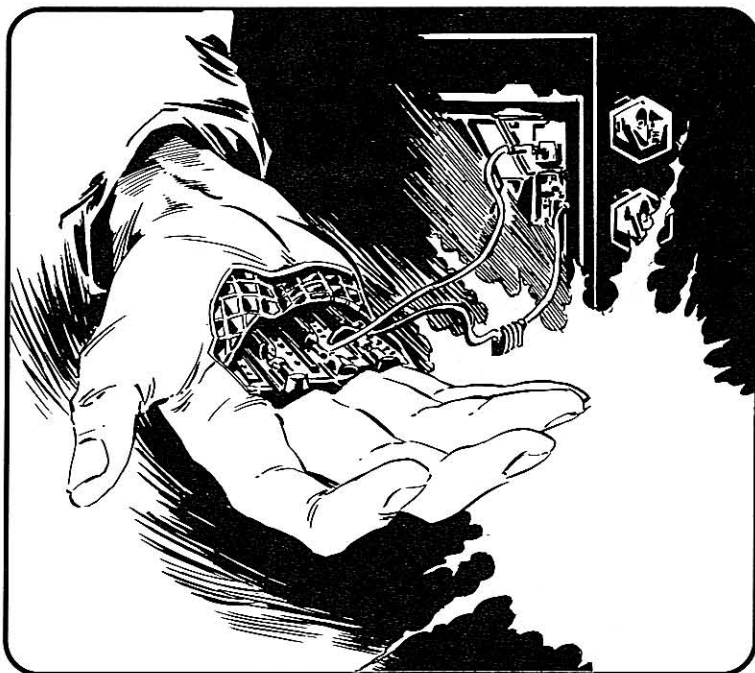
medical treatment, they are normally sufficient to keep a patient alive until he can be transported to complete medical facilities. Most medics carry several of the pacs with them in the field, and many regular soldiers carry a medpac with them for emergencies.

## Prosthetic Replacements

Perhaps the greatest advances in medical science since the Clone Wars have been in the area of prosthetics. Through the development of biotechnology, microsurgery and robotic techniques, advanced medicine can replace lost limbs and organs with remarkably effective and very lifelike prosthetic parts. Doctors and medical Droids can install virtually undetectable mechanical and biomechanical substitutes that perform almost as well as the original parts.

Recipients of biomechanical prosthetics can see through artificial eyes, feel and grip with artificial hands, and run and jump with artificial legs. Most prosthetics — especially legal ones — do not enhance bodily functions. Prosthetics use synthe-net neural interfaces to provide a recipient with full control of the replaced limb or organ. Synthe flesh covers biomechanical parts, and prosthetics even have a complete range of tactile sensations.

Most prosthetic replacements contain two separate power sources, usually in the form of micrel power supplies. By installing two sources there are fewer chances of a limb or organ failing due to power depletion or power cell breakdown. Micrel power supplies offer low-draw energy on the same scale as the body's own electrical current. This is very important as neural interfaces connect the body's nerve network to the elec-



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tronics within the replacement parts.

While the technology is widely available, it is seldom discussed in polite company. Many people have a strong bias against Droids and other mechanical intelligences. They tend to view people with prosthetic replacements as more akin to machine than living being and therefore less deserving of full rights and equal treatment. Many people with prosthetics hide this fact from all but their closest friends.

### Stokhli Spray Sticks

Stokhli spray sticks are effective long range stun weapons developed by the Stokhli people of the planet Manress. The weapons work by shooting a spraynet mist up to two hundred meters. The spraynets are charged with enough shock-stun juice to take down a good-sized gundark or other large game animal. The sticks come equipped with a thumb trigger and spray nozzle. The controls are simple, providing the spray profile, pressure levels, and triggering pin.

### The Reminder

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

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

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

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

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

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

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

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





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When fired, a fine spray mist shoots from the nozzle. The mist appears as semisolid tendrils of thin, translucent material. When exposed to air, the spray hardens around its target. The spraynet delivers a huge stun and wraps the target in confining tendrils, completely immobilizing the creature or person.

Used mostly by big-game hunters on more primitive planets, stokhli spray sticks can be effective capture weapons. They were used by Noghri commandos who attacked Luke and Leia on Bimmisaari; fortunately for the Skywalkers, the Noghri attack failed.

### Stokhli Spray Sticks

#### Roleplaying Game Statistics

**Item:** Stokhli Spray Stick

**Scale:** Character/Creature

**Skill Code:** Stokhli Spray Stick (*Dexterity* skill)

**Range:**

*Point Blank:* 2-10 Meters

*Short:* 11-50 Meters

*Medium:* 51-100 Meters

*Long:* 101-200 Meters

**Damage:** 6D stun damage. Entangled characters must make opposed *Strength* roll to break free (6D *Strength*).

### Wookiee Bowcasters

The bowcaster is the ranged weapon of choice among the Wookiees of Kashyyyk. It features an unusual combination of archaic and modern technology, requiring a combination of keen eye-hand coordination and a high level of strength for mastery.

The bowcaster fires explosive projectile quarrels encased in an energy cocoon. When fired, the projectile appears to be a standard blaster bolt. Like many primitive weapons, it does moderate damage (comparable to a standard blaster pistol),

but its range is limited. The weapon is also limited in its ability to store ammunition. Bowcaster quarrels come in clips of six; each weapon can only hold one clip at a time. The loading springs which lock the clipped quarrels into place require great strength to accurately set.

The weapon is unusually expensive considering its offensive capabilities, again a reflection of its unique nature. The weapon is extremely powerful, and is difficult for non-Wookiees to use with any degree of accuracy. The force of launching the energy projectiles has been known to throw some people to the ground; only through constant practice are Wookiees able to fire successive shots on target.

### Wookiee Bowcaster

#### Roleplaying Game Statistics

**Item:** Wookiee Bowcaster

**Scale:** Character/Creature

**Skill Code:** Bowcaster (*Dexterity* skill)

**Range:**

*Point-Blank:* 0-2 Meters

*Short:* 3-10 Meters

*Medium:* 11-30 Meters

*Long:* 31-50 Meters

**Damage:** 4D damage

**Cost:** 900 credits

**Notes:**

**Reloading:** A Moderate *Strength* roll must be made to reload a Wookiee bowcaster.

**Repeating Fire:** The great "kick" of a Wookiee bowcaster requires *Strength* rolls in order to make more than one shot per round. For a character with any skill dice in the *bowcaster* skill, following each shot, a character must make an Easy *Strength* roll or additional shots cannot be made. If a character has no skill dice in the *bowcaster* skill, the difficulty of the *Strength* roll is increased to Difficult.

# Chapter Eight

## Vehicles

The *Star Wars* galaxy is driven by advanced technologies. Despite the millions of settled worlds and the thousands of different alien species, there are a few technological conventions that are in use almost everywhere. The key to fast, efficient planet-bound travel in the *Star Wars* galaxy is an unusual technology called “repulsorlift.”

Repulsorlift technology has replaced most other forms of atmospheric propulsion. Repulsorlift is a clean, quiet, and highly-efficient mode of energy conversion. Some manufacturers claim that repulsorlifts have made all other “primitive” engines obsolete, although in some backwater systems other engines are still in use, including combustible, atomic, nuclear, and even live animal power. However, barring incredibly hostile terrain or inaccessibility to replacement parts, repulsorlift is normally the clear choice for transportation. The vast majority of atmosphere-capable craft (and even spacecraft) use repulsorlifts at least part of the time.

Repulsorlifts levitate surface vehicles and lightweight atmospheric craft on an invisible pillow of antigravitational emanations. These emanations are called “repulsor fields,” and they propel vehicles by forming a field of negative gravity which pushes against the natural gravitational field of a planet or other body. Repulsorlift technology can be fueled by many different sources, the most common being energy cells or convertors. On worlds without readily available cells, repulsorlift engines can be refitted to use solar power, hydrocarbons, fission or fusion, although these methods are less efficient. With these primitive power sources, the prime difference between repulsorlift and more primitive engines is that repulsorlift produces almost no pollutants or waste products — it is a very “clean” reaction.

Vehicles designed for ground transportation, normally with a flight ceiling of less than two meters, fall under the category of landspeeders. Vehicles designed for atmospheric flight are called airspeeders. There are also unusual vari-

ations of speeder technology, including speeder bikes, swoops, cloud cars, which are designed for pure performance under certain specialized circumstances. Other vehicles, including sail barges and skiffs, are designed for cargo movement or luxury travel, sacrificing speed for utility or comfort.

Using just repulsorlift engines, these vehicles can maintain particular flight ceilings and maximum speed (specifics vary by vehicle and engine type). By adding turbothrust ion engines for additional power, land and airspeeders perform amazing maneuvers while reaching excessive speeds. Many of these vehicles are readily converted for military service on the part of the New Republic, the Empire or any number of local and non-aligned military forces.

### Airspeeders

Airspeeders are small repulsorlift vehicles designed for high-speed travel at altitudes ranging from ground level to the upper reaches of planetary atmospheres. The T-47 Airspeeder and the T-16 Skyhopper are two of the more popular airspeeder models.

The fast vehicles are easy to control, yet provide valuable training for more complicated vehicles (many X-wing pilots learned the basics of combat maneuvers behind the controls of a T-16). Almost all speeders are designed for one pilot, with hand and foot pedals within easy reach. Speeders achieve their superior maneuverability through mechanical control flaps, which allow braking and directional change without any loss in speed. Many airspeeders come equipped with ion engine afterburners for greater speed. The vehicles are so quick and maneuverable that flight-predictor sensors are frequently rendered useless when the speeder has a good pilot.

Airspeeders have a huge market, ranging from private consumers (who purchase the slower, safer models) to the forces of the Empire and the





New Republic. Private airspeeders are often used for sport vehicles or family transportation, and the number of manufacturers and models available to the general public is staggering. Young people in particular enjoy the freedom and mobility provided by these type of craft.

The more expensive, performance-oriented speeders are popular with local militia, law enforcement groups, and planetary governments for patrol and defense duties. The conversion from civilian to military service is neither cheap nor quick, but the resulting increase in performance is worth the effort. Eager technicians must recalibrate the repulsor modulators, add enhanced power convertors and power point breakers, adjust the repulsor coils, and perform a number of other tasks. The ion engine is often overhauled and enhanced for even greater top end performance. Once the process is complete, the airspeeder is able to withstand greater punishment, and outperform any comparable "stock" speeder.

### MT-16

**Craft:** New Republic "MT-16"  
**Type:** Combat Modified Incom T-16 Skyhopper  
**Scale:** Speeder  
**Crew:** 1  
**Passengers:** 1  
**Cargo Capacity:** 10 kilograms  
**Speed Code:** 4D

**Maneuverability:** 3D+1

**Body Strength:** 2D+1

**Weapons:**

**Blaster Cannon**

*Fire Control:* 1D

*Damage:* 3D

**Shields:** None

**Flight Ceiling:** 200 kilometers

### Chariot LAVs

The Chariot Light Assault Vehicle (LAV) is a modified military landspeeder used by Imperial command personnel during routine occupations and assignments where heavy combat is not likely. It is more heavily armored than a normal landspeeder, but it is slower and more lightly armed than many other military landspeeders. In these days of shortages, these vehicles have been pressed into service as mobile cover platforms even though they are often outgunned and at risk of destruction.

Most of the Chariots in the service of Grand Admiral Thrawn have been further modified, with the forward-firing laser cannon being replaced by a more versatile but still under-powered swivel laser cannon.

To help fulfill its role as a command vehicle, the Chariots are equipped with battle-assistance computers, providing complete holographic schematics and constant data updates to on-board officers. The vehicle has a dedicated sensor and

communications array to enable commanders and Droids to simultaneously coordinate the actions of nearly a dozen units. The vehicle also has a full up-link comm unit for communicating with orbiting command ships. While originally equipped with back-up units, these units are increasingly being scavenged for use in other command vehicles.

Chariot LAVs usually carry three crew — a unit commander, his driver, and a personal bodyguard, who also serves as an aide to the commander.

### **Chariot LAV**

**Craft:** Uulshos LAVr QH-7 Chariot  
**Type:** Military Command Speeder  
**Scale:** Speeder  
**Crew:** 3  
**Passengers:** None  
**Cargo Capacity:** 75 kilograms  
**Speed Code:** 1D  
**Maneuverability:** 0D  
**Body Strength:** 4D  
**Weapons:**  
     **One Laser Cannon**  
         *Fire Control:* 1D  
         *Damage:* 3D  
**Shields:** 0D

### **Mole Miners**

Mole miners are specialized craft designed to work in space, asteroid belts or on atmosphere-deprived worlds. However, despite their ability to function in no atmosphere, they lack adequate range or cargo capacity to be truly independent vehicles. They are two-man vehicles which look like small cones with the points chopped off. They can be operated by crewmembers or by remote comm control using their integrated slave circuits.

Superbly designed for mining valuable deposits of rare minerals and metal, they are inadequate for bulk mining operations which depend on uncovering large quantities of ore. A mole miner has a set of bottom-mounted plasma jets to slice through solid rock. The plasma jets are mounted in one of a series of concentric rings at the bottom of the mole miner. When the miner is in position, the rings are retracted, forming a concave work area under the miner and bringing the plasma jets to bear. On-board ore sensors allow the operators to carefully filter out the most valuable deposits for collection after the plasma jets are finished, with the precious minerals being collected into storage bins through a series of vacuum shafts and grinders.

The craft were once in common use, but as Droid miners have become more reliable and efficient, mole miners became harder and harder to find. Lando Calrissian used mole miners as a major part of his Nkllon operation. However, the

Empire recently put them to another use. Grand Admiral Thrawn stole over fifty of the units from Nkllon, then used them to board New Republic ships at the recent Battle of Sluis Van. The technique was simple but quite effective, as the miner would land on the side of a ship, directly over an emergency access hatch near the bridge. Firing its plasma jets, the mole miner would burrow into the ship's command area. Then the miner's crew would disembark, easily taking command of the ships, which were equipped with only skeleton crews. Only quick action by Luke Skywalker, Han Solo and other Republic heroes of the Galactic Civil War prevented a complete rout and capture of the New Republic warships.

### **Mole Miner**

**Craft:** Slayn & Korpil Plasma-Jet Mole Miner  
**Type:** Mole Miner  
**Scale:** Speeder  
**Crew:** 2  
**Passengers:** None  
**Cargo Capacity:** 1000 kilograms  
**Speed Code:** 1D+2  
**Maneuverability:** 1D+1  
**Body Strength:** 3D  
**Weapons:**  
     **Plasma Jet** (Starfighter scale)  
         *Fire Control:* 4D  
         *Damage:* 8D (Limited to a range of 2 meters)

### **Speeder Bikes**

Speeder bikes were originally designed to serve as cheap, fast ground transportation. They are one- or two-rider repulsorlift vehicles capable of traveling at high speeds across a planet's surface, normally with a flight ceiling of less than 30 meters. Brands are numerous and models range from small recreational craft to armored military bikes.

Aimed at the consumer who didn't need the roominess of an airspeeder, the first marketing campaigns appealed to the romantic notion of "going off by yourself, alone, independent, ready to take on the galaxy." The first speeder bike models were little more than a seat strapped to a scaled-down landspeeder engine. Despite the derivative ad campaigns and the lack of sophisticated engineering, the concept caught on with young people around the Core. Soon, the fascination with the over-powered vehicles spread, and speeder bikes took over a significant share of the repulsorlift market. Now, speeder bikes have come into their own, with sophisticated engineering, high performance and dedication to durability. The philosophy toward the vehicles has changed—they have become bigger, flashier, and more expensive, but their popularity re-

Allen Nunis/Xeno Beckwith



mains and they are still more affordable than the cheapest land or airspeeders. They are particularly popular on highly congested urban worlds, or planets with very rough terrain, as these conditions are a severe hindrance to the performance of other speeder vehicles.

The basic speeder bike design features a rear-mounted engine with front-extended outriggers for balance and control. The driver and any passenger sit above the engine on a saddle. The saddle comes complete with safety harnesses and secondary operation controls. Primary controls are built into the handlebar grips and foot pedals. Small directional vanes protrude from the outriggers. Through manipulation of the hand grips and pedals, the driver controls the bike's speed and direction.

Bikes run on battery cells which must be recharged after six hundred kilometers of use. Military versions have self-charging cells, although it is often easier to modify the bikes to accept "quick change" rechargeable cells, rather than wait for charging.

Speeder bikes, in addition to their use as pleasure vehicles, are extremely useful for long range military reconnaissance, exploration and scout missions because of their small size and their reliability. Internally, a speeder bike's engine and running gear is much simpler than comparable

equipment on land or airspeeders. While originally perceived as a sacrifice to save weight, and thus get better speed with a smaller power plant, this engineering choice has also made speeder bikes more reliable, as there are fewer parts to wear and break. In fact, speeder bikes are so simple that most individuals can repair most major breakdowns in the field with only the small tool kit which is normally stashed below the seat.

The Empire uses Aratech 74-Z speeder bikes for scout troopers. Military speeder bikes are often armed with a small blaster cannon and have some armor for protection.

### Speeder Bike

**Craft:** Aratech 74-Z Military Speeder Bike

**Type:** Military Speeder Bike

**Scale:** Speeder

**Crew:** 1

**Passengers:** 1

**Cargo Capacity:** 3 kilograms

**Speed Code:** 4D

**Maneuverability:** 3D+2

**Body Strength:** 2D

**Weapons:**

**Laser Cannon**

*Fire Control:* 2D

*Damage:* 3D

**Flight Ceiling:** 25 meters



# Chapter Nine

# Starships

The galaxy is a mobile one. People routinely travel to strange and distant planets with not even a second thought to the miracles of hyperdrive and advanced starship sensors. The galactic community uses starships to carry goods and people from planet to planet. These same ships defend the oft-traveled routes from danger, whether it be in the form of hostile aliens, pirates, smugglers or the remnants of the Empire.

Starships are built to every conceivable mission profile and taste. A starship reflects the beliefs and attitude of its engineer, and given enough modification, its owners. The variety of ships ranges from one-man starfighters to huge Super Star Destroyers, with crews numbering half a million and enough fire power to level whole continents. Ships are designed to meet the needs of military units, passenger liners, cargo haulers, and even pirates and smugglers.

However, no matter how much the ship's themselves differ, there are certain key technologies that are almost universal. Most ships, no matter how old or alien in design, use some form of repulsorlift, sublight and hyperspace drive systems.

## Sublight Drives

Repulsorlift technology is used in any starship that will someday have to land at a planet's starport. The powerful ion engines that propel a ship through the void of space are perfectly suited for traveling huge distances, but for delicate maneuvers or docking sequences, only repulsorlifts will do.

Sublight drives move spacecraft through realspace. These drives produce more energy and thrust than repulsorlifts, and do not require a large gravity mass to operate. While many models and types of sublight drives exist, the most common form used in the known galaxy is the ion engine, particularly Hoersch-Kessel ion drive types. Ion engines move ships through realspace through a fusion-reaction process which breaks

fuel into charged particles and hurls it into space. The resulting energy provides thrust, usually rocketing the craft through a star system.

Because of the simplicity and versatility of its design, ion engines are found in everything from starfighters to some planetary craft (including competition air speeders, swoops and cloud cars) to the huge Imperial and Super Star Destroyers. While designs vary from manufacturer to manufacturer, and century to century, the basic design elements of the ion engine remain universal. The fact that the engines are so universally used also makes acquisition of spare parts relatively easy, and mechanics throughout the galaxy can easily repair most major systems on the engines.

## Hyperdrive

The hyperdrive is the true miracle of galactic technology. Without it, galactic civilization would not have been possible. Hyperdrive engines hurl ships into hyperspace, allowing the vehicles to cross the galaxy as easily as airspeeders cross the terrain of a world. Hyperdrive allows ships to fly to many different star systems with relative ease, often within the span of only a few hours.

While the dimension called hyperspace isn't fully understood by even the most learned hyperspace astrophysicists, a few basic principles are universally known. Hyperspace is a dimension of space-time that can be entered only at faster-than-light speeds. Hyperspace is coterminous with realspace: each point in realspace is associated with a unique point in hyperspace. If a ship follows a particular vector as it jumps into hyperspace, it follows that same vector as it travels through the neighboring dimension. Objects in realspace form hyperspace shadows. Stars and planets located in realspace project gravitational shadows into the hyperspace dimension, and ships must navigate around these shadows. If a ship travels through a shadow of a star, it is like traveling through the star itself — destruction is instantaneous.

Luckily, most ships come equipped with advanced astrogation computers and hyperdrive cutoffs which scan routes for gravity shadows. Before a jump into hyperspace is made, careful astrogation calculations must be made to insure a safe journey. The astrogator must consult the most current astrogation charts in order to make sure that he isn't plotting a course through a star, planet, rogue asteroid or other body between the stars. While most larger ships have their own navigational computers to assist in such calculations, small ships, such as starfighters, must often carry an R-2 astromech Droid or similar model to prepare for hyperspace jumps.

However, no matter the care that is taken in preparation, the natural hazards of space are so numerous that unsafe courses are sometimes plotted. There are millions of known rogue bodies and gas giants, and it is believed that for every such known body there are thousands that remain undiscovered. Plotting a course through any body of this type, be it an asteroid field, stellar gas cloud, or any other stellar mass body, is a recipe for disaster. The danger of such an incident is greatly reduced by using standard hyperspace routes, although it is possible that a small stellar body could drift into a star lane. The danger is greatest, however, for those who are pioneering their own star routes, for they are travelling along pathways that have never been explored before.

Fortunately, all ships have back-up systems for just such an incident. When a shadow is detected by the astrogation computers on a ship's route, the hyperspace cutoff kicks in and dumps the ship back into realspace. The ship is stranded in real space, and the astrogator must now plot a new hyperspace jump to get to a civilized system. Even with cutoff safeguards, a gravitational shadow can cause massive damage to a ship that flies too close to a stellar body at the unimaginable speeds attainable in hyperspace.

While the hazards of hyperspace travel cannot be emphasized enough, this is primarily for the benefit of those who would recklessly travel the star lanes without careful planning and forethought. Despite the dangers, millions of safe, routine hyperspace journeys are completed every standard day.

The hyperdrive opened the galaxy to exploration, trade and colonization. It connected the million member worlds of the Old Republic as though they were nations on the same planet. No other bit of technology has had such a profound and far-reaching influence as the hyperdrive engine and the discovery of hyperspace.

Of course, hyperspace physicists have been searching for other dimensions, seeking even faster routes across the galaxy. Some have pro-

posed theories concerning a dimension existing between realspace and hyperspace. They refer to this theorized area as "otherspace," but so far have not been able to prove or disprove its existence.

## **Ship Types**

There are several distinct ship classifications used in the galaxy. While individual ship models are very diverse, the classifications are a quick and easy way to qualify the bewildering variety of ships in use.

### **Combat Starships**

The classification "combat starship" covers a huge variety of ships, ranging from the small Skipray Blastboat patrol craft, which seems only a step or two removed from heavy duty starfighters, to the awe-inspiring Super Star Destroyers. Combat starships serve a variety of roles, including inter-system patrol, convoy escort, and outright fleet battles. They are designed to handle simple freighters, pirates and smugglers, and even take on entire squadrons of starfighters.

Combat starships use their size to tremendous advantage. While they sacrifice the speed and maneuverability of starfighters, they are equipped with power plants and engines capable of enormous output. They are mounted with heavy weapon batteries with staggering destructive capabilities. Crews can number in the thousands, and often these ships have complete complements of starfighters, ground combat vehicles and troops. While combat starfighters are dependent upon large support bases for any extended service, combat starships can travel for years between service overhauls and supply replenishment. Starfighters fight many skirmishes; combat starships fight the true battles to determine the fate of the galaxy.

A specific sub-division of the classification combat starship is that of cruiser. Cruisers were once the backbone of the Old Republic Fleet. The original designation was for the largest class of ships in service, and as a general guideline, they were equipped with heavy weapons, tractor beam projectors and at least one squadron of starfighters. Now, as the Imperial Star Destroyers completely outclass the cruisers, the definition has been loosened to accommodate any combat-oriented ship over 400 meters long and emphasizing heavy weaponry over starfighters (Star Destroyers technically fit within this definition, but due to their enormous firepower, they are considered their own sub-category). Still, some cruisers are quite large, and many types fill important roles in both the Imperial Fleet and the New Republic.



Allen Nurnis



### Assault Frigates

New Republic assault frigates, fully capable combat starships, are highly-modified Imperial Dreadnaughts. To economize fuel consumption and increase engine capacity, techs strip away huge portions of the superstructure. Then they add two solar dorsal fins to increase ship maneuverability. To further accommodate the needs of the Republic and the Alliance before it, much of the vessel is retooled to replace human work stations with computer or Droid controlled stations. When the process is complete, the crew needs are reduced from 16,000 for the Imperial ship to 5,000 crew when in the hands of the New Republic, without much loss in performance.

The modified New Republic assault frigate has been stripped of docking bays or landing platforms for carried ships. However, there are twenty umbilical docking fixtures on the ship's surface. A few of these docks can accommodate standard transports, but the majority are designed for light freighters or starfighters. The starfighters are often used for patrol and defense duty. While these open docks expose the ships to greater risk, the power and resource requirements are much lower, and the ships still can be carried through hyperspace.

Today, assault frigates patrol the Borderland Regions as the New Republic's first line of defense against Imperial forays into Republic space. However, with the desperate shortage of transport vehicles, some have even been taken off the line to use as cargo ships until regular galactic trade is resumed.

#### Assault Frigate

**Craft:** New Republic Assault Frigate  
**Type:** Modified Imperial Dreadnaught  
**Length:** 700 meters  
**Scale:** Capital Ship  
**Crew:** 5,000  
**Troops:** 100  
**Cargo Capacity:** 7,500 metric tons  
**Consumables:** 1.5 years  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Hyperdrive Backup:** Yes  
**Sublight Speed:** 3D  
**Maneuverability:** 1D+2  
**Hull:** 5D  
**Weapons:**  
     **15 Laser Cannon** (fire separately)  
         **Fire Control:** 3D  
         **Damage:** 2D  
     **20 Quad Laser Cannon** (fire separately)  
         **Fire Control:** 2D  
         **Damage:** 4D  
     **15 Turbolaser Batteries** (fire separately)  
         **Fire Control:** 1D  
         **Damage:** 7D  
**Shields:** 3D

### Carrack-class Cruiser

An old, yet reliable ship finding its way back into the Imperial Fleet is the *Carrack*-class Light Cruiser. The vessel is among the smallest ships classified as a cruiser (in fact, it only falls into the classification due to its high proportion of weaponry compared to its size). Its armament is formidable enough to give it a chance when engaging larger vessels, although its primary mission is to handle smaller capital ships such as corvettes. It utilizes several banks of laser cannons for handling starfighters, as it can only carry four TIE fighters, and even that paltry sum of fighters must be mounted using an external rack. In accordance with the *Carrack*'s prior mission designation, the TIE's are used for patrol and recon missions instead of outright defense. Many of the cruisers have been refitted with tractor beam projectors.

Layered bulkheads and compartmentalized design, combined with modular life support systems, assures maximum crew survival rates during hull breaching attacks. The bulkhead honeycombs also add strength to the overall ship design, and this is reflected in the high hull integrity rating for a ship of this size. Of course, all of this compartmentalization means the light cruisers have no internal hangar bays.

To compensate for the lack of starfighter support, Carracks contain powerful sublight engines for added speed. They are among the fastest cruisers in either fleet.

The ships were typically designated for patrol in areas that were believed to be relatively docile, or they were appointed for the personal transportation of planetary governors. They were also called upon for courier missions, and when coupled with other ships, for scouting duties. As the Empire steadily loses more and more ships, more Carracks are seeing front line duty, with disastrous results when sent against slower but heavily armed cruisers.

#### Carrack-class Cruiser

**Craft:** Damorian Manufacturing's  
*Carrack*-class Light Cruiser  
**Type:** Light Cruiser  
**Length:** 350 meters  
**Scale:** Capital Ship  
**Crew:** 1,092  
**Troops:** 142  
**Cargo Capacity:** 3,500 metric tons  
**Consumables:** 1 years  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Yes  
**Hyperdrive Backup:** Yes  
**Sublight Speed:** 4D  
**Maneuverability:** 2D  
**Hull:** 5D

**Weapons:**

**10 Heavy Turbolasers** (fire separately)

*Fire Control:* 1D

*Damage:* 7D

**20 Laser Cannon** (fire separately)

*Fire Control:* 3D

*Damage:* 2D

**Five Tractor Beam Projectors**

*Fire Control:* 2D

*Damage:* 4D

**Shields:** 2D+2

**Corellian Corvettes**

Old multi-purpose vessels from the Corellian star system, corvettes can function as anything from troop carriers to light escort vessels, from cargo transports to passenger liners. They can serve a variety of mission profiles with little retooling and their versatility endeared them to the Alliance long before the Civil War was over. These ships are the most commonly found combat starship in the New Republic, and in this time of necessary flexibility, their practicality is once again being recognized throughout the galaxy.

Corellian corvettes are mid-sized capital ships built by the old Corellian Engineering Corporation. The interior of the corvette has a modular design which can be reconfigured with a minimum of work. While a corvette cannot compete with newer, dedicated-duty vessels, its versatility more than makes up for its weaknesses.

While the ships have become the hallmark of the New Republic, the ships were designed by Corellians for Corellians. The fact that the designers matched the needs of the Alliance was purely coincidental. Corellian pilots like their ships fast. They want vessels that move very quickly through realspace and can jump to light-speed with minimal warm-up time. The Corellian taste also runs toward roomy interiors, creature comforts, and state-of-the-art weapons systems. The corvette met all of these specifications and more.

Most corvettes in New Republic and Imperial service use a military configuration, containing little cargo space and few amenities. Instead, the interior is taken up by larger engines, more powerful shield generators, top-of-the-line fire control computers, fuel containers and troop berths. Ships in other fleets, including independent and planetary governments, generally aren't as well equipped as their Republic and Imperial counterparts, but they are still more than adequate for the majority of space combat actions.

The corvette is also extremely popular in the private sector (a factor which caused no end of trouble for Imperial officials as they tried to weed out Alliance-sympathetic corvette owners from legitimate businessmen). Private corvettes, especially those of pirates, privateers and smugglers, appear older and more beat up, but most are equipped for speed.

As a transport, corvettes can be reconfigured to haul a wide variety of cargo. They can be modified to carry bulk goods, compartmentalized to haul different classes of goods at the same time, or outfitted with passenger berths for consular duty or passenger movement. Depending upon the owner's desire (and wallet size), corvettes may be slow and well armed, fast and poorly armed, or if the owner is rich, fast and well armed.

**Corellian Corvette**

**Craft:** Corellian Engineering Corporation  
Corvette

**Type:** Mid-sized multi-purpose starship

**Length:** 150 meters

**Scale:** Capital Ship

**Crew:** 45 to 165, depending on configuration

**Passengers:** Up to 600, depending on configuration

**Cargo Capacity:** 3,000 metric tons

**Consumables:** 1 year

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Hyperdrive Backup:** No

**Sublight Speed:** 3D

**Maneuverability:** 2D

**Hull:** 4D

**Weapons:**

**Six Double Turbolaser Cannon** (fire separately)

*Fire Control:* 3D

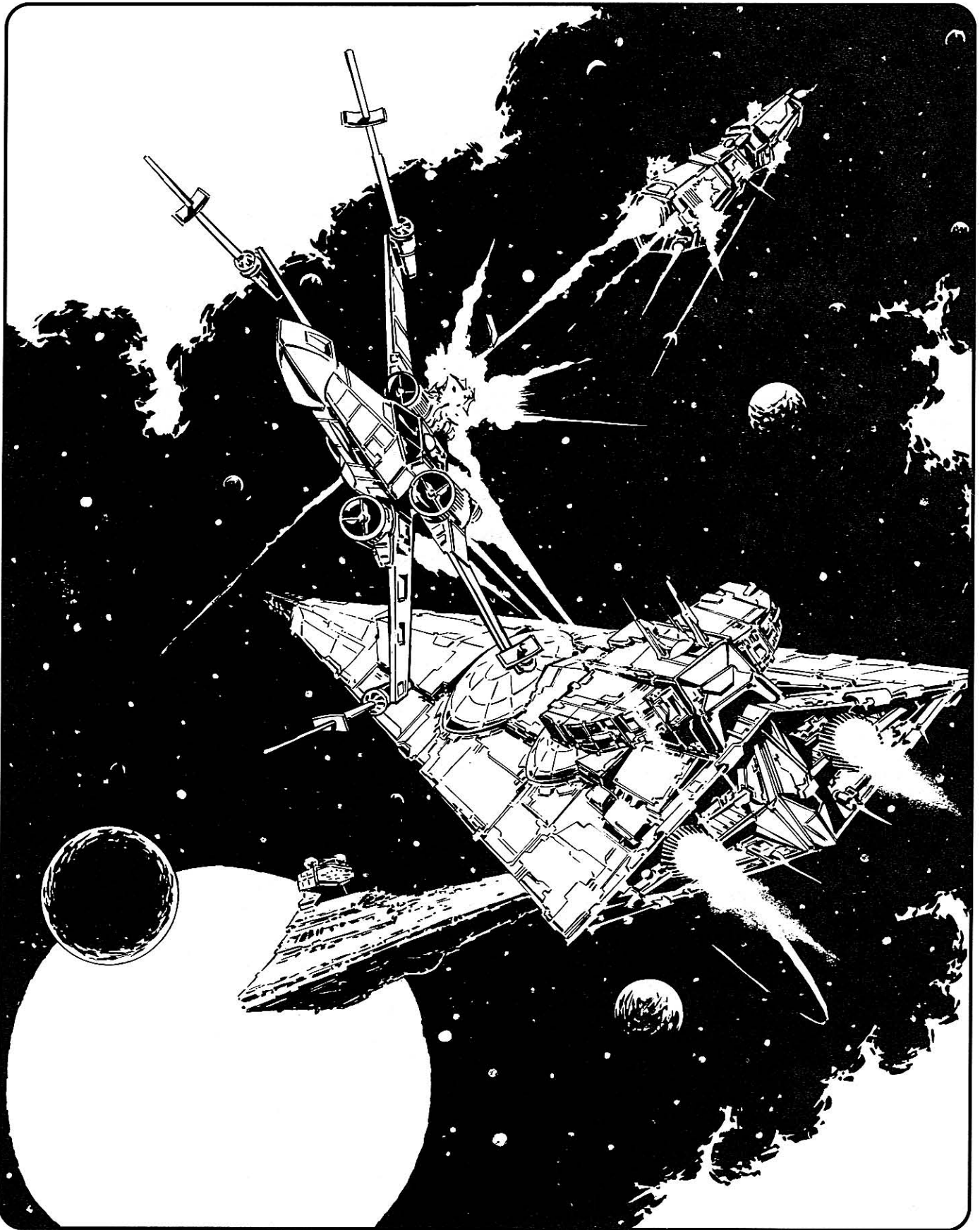
*Damage:* 8D

**Shields:** 2D

**Dreadnaught**

Prior to the Imperial Star Destroyer, the largest star cruiser in action was the dreaded Imperial Dreadnaught. The Dreadnaughts are among the oldest ships seeing regular action, as they were introduced before the Clone Wars.

Although superior for the time of its introduction, the ships are slow, poorly shielded and not adequately armed by today's standards. However, they more than fill the New Republic's need for combat starships, even if they aren't the most sophisticated craft available. The original ships relied heavily on crewmen, with little thought given to Droid or computer assistance — a fully equipped Dreadnaught required 16,000 crew members. As the ships have been refitted by the New Republic into assault frigates, they have been sufficiently automated so that only 5,000 crewmen are needed, and with these tough times, Republic commanders have learned to get by on much smaller skeleton crews.



Allen Nunis



### Dreadnaught Cruiser

**Craft:** Rendili StarDrive's Dreadnaught

**Type:** Heavy Cruiser

**Length:** 600 meters

**Scale:** Capital Ship

**Crew:** 16,204

**Troops:** 3,000

**Cargo Capacity:** 5,500 metric tons

**Consumables:** 2 years

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Hyperdrive Backup:** Yes

**Sublight Speed:** 2D

**Maneuverability:** 1D

**Hull:** 5D+2

**Weapons:**

**10 Laser Cannon** (fire separately)

*Fire Control:* 3D

*Damage:* 2D

**20 Quad Laser Cannon** (fire separately)

*Fire Control:* 2D

*Damage:* 4D

**10 Turbolaser Batteries** (fire separately)

*Fire Control:* 1D

*Damage:* 7D

**Shields:** 2D+1

### Escort Frigate

Kuat Drive Yards' Nebulon-B escort frigates are among the Alliance's most useful multi-purpose vessels. The ship has an excellent combination of on-board weaponry, starfighter complement, and excellent shielding capacity. While the ship lacks great speed, it is tough enough to take a battering from all but cruiser class ships, while being able to dish out enough abuse to trouble even fully armed star cruisers. In addition, the ship's design lends it to diverse mission profiles, including modification to serve as a medical frigate, command vessel, or even cargo transport. In fact, the New Republic has turned over many of its frigates to cargo hauling, at least until galactic trade is fully restarted.

### Escort Frigate

**Craft:** KDY's Nebulon-B Frigate

**Type:** Escort starship

**Length:** 300 meters

**Scale:** Capital Ship

**Crew:** 920

**Troops:** 75

**Cargo Capacity:** 6,000 metric tons

**Consumables:** 2 years

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Hyperdrive Backup:** Yes

**Sublight Speed:** 2D

**Maneuverability:** 1D

**Hull:** 5D

**Weapons:**

**12 Turbolaser Batteries** (fire separately)

*Fire Control:* 3D

*Damage:* 4D

**12 Laser Cannons** (fire separately)

*Fire Control:* 2D

*Damage:* 2D

**Two Tractor Beam Projectors**

*Fire Control:* 2D

*Damage:* None; target captured if hit

**Shields:** 2D

### Interdictor-class Cruiser

Designed by Sienar Fleet Systems, designers of the infamous TIE fighter, the *Interdictor*-class cruiser is a powerful single-use cruiser. Built on the shell of a standard heavy cruiser, extensive design modifications were necessary to accommodate the huge gravity well generators and their power source. In the process, many of the standard weapons of the cruiser were gutted to accommodate the incredibly expensive and fickle generator.

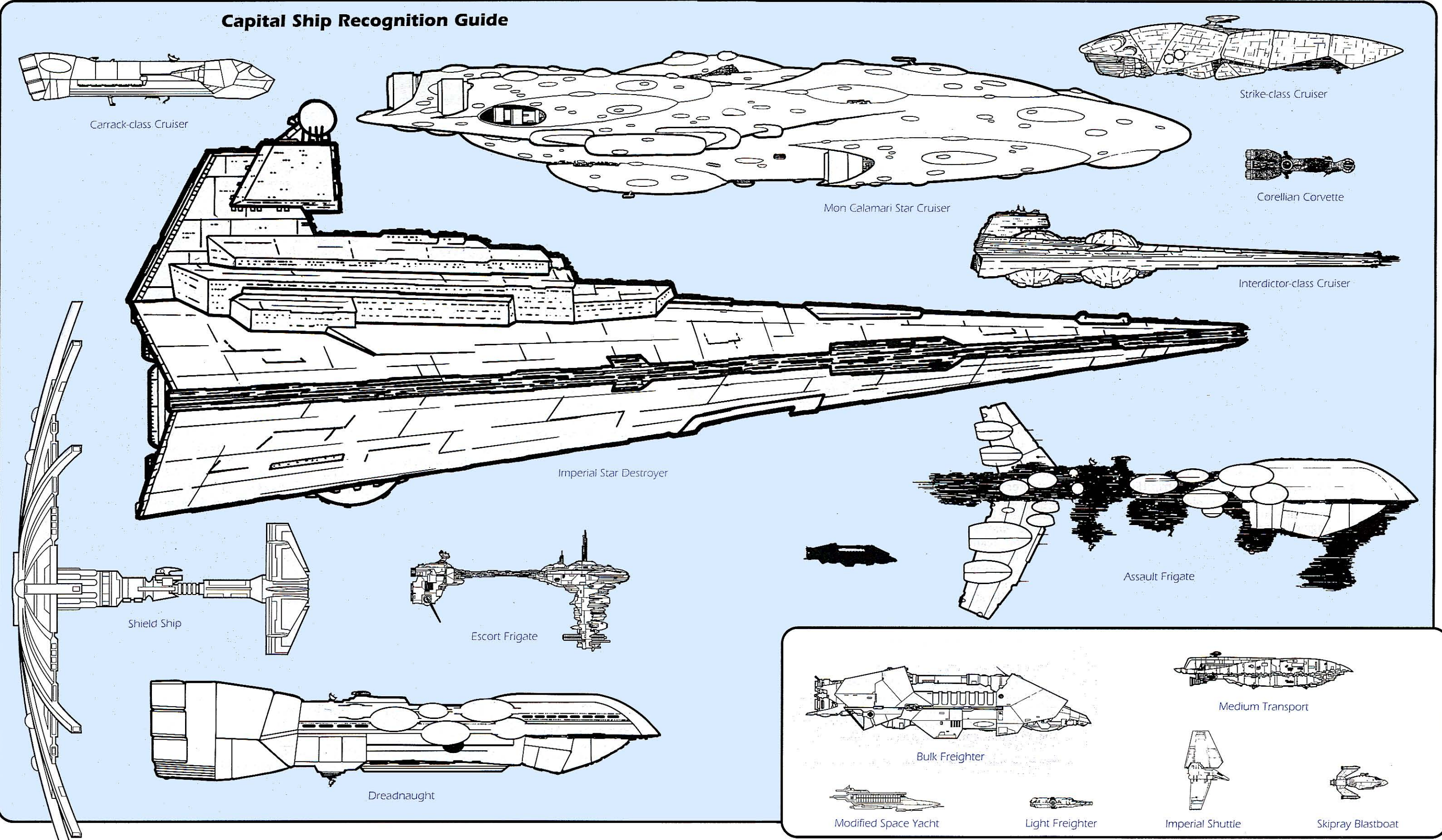
The core of the ship is the gravity well generator and its four companion gravity well projectors. When in operation, the gravity well generator emits waves of energy which disrupt mass lines in realspace, thus simulating the presence of a large stellar body. The presence of so much mass prevents ships from engaging hyperdrive engines. Any ship unfortunate enough to pass close to such a gravity shadow is forced to cut to realspace, occasionally suffering severe damage.

The mission profile of the *Interdictor* cruiser, even in these days of less specialization, is to serve as an escape cutoff. By waiting outside an area of combat, the *Interdictor* positions itself to fire its gravity waves so that it can disrupt escape attempts of enemy craft. After it is positioned, the cruiser projects fields of gravity throughout a battle zone, rendering all hyperspace-capable ships impotent when trying to jump to lightspeed.

Prior to the fall of the Empire, the cruisers were used to disrupt pirates and smugglers. They were also extremely effective in preventing Rebel ships from succeeding at their patented hit-and-fade assaults, which were instrumental in disrupting Imperial shipping. Now, these heavy cruisers perform as ambush vehicles. They hide along known hyperspace lanes and project mass shadows into the super-fast dimension. Any ships traveling along the hyper lane must slip back into realspace, and once in realspace, the vessel is helpless before other Imperial ships and boarding parties.

This tactic was used against Luke Skywalker's X-wing starfighter. The *Interdictor* dumped his craft from hyperspace and into the path of a waiting Star Destroyer. Only Luke's quick think-







### Serving from the Bridge Pit

Pit Lieutenant Dezon watched his monitors carefully. He had calculated the exact entry vector more than a dozen times, but he wanted to be sure he was right. No, he had to be right. He was an Imperial officer now, and mistakes were something he could not afford to make. The ship's captain was not a forgiving sort, and he had seen more than one crewman suffer for the slightest error. He had no intention of joining those ranks.

Dezon had been conscripted into the Imperial Navy from his home world. He hadn't wanted to serve the Empire, but he had no choice. His world was one of those still held by the Empire, and if he wanted his family to remain safe, he had to serve out his term willingly and to the best of his ability. He was one of the many young men serving on Imperial capital ships. His training had been brief but intensive, and it was still going on. But he had proved himself enough to gain an officer's rank and a position in the Bridge Pit of the Interdictor Cruiser *Constrainer*.

The ship had received the call from the Star Destroyer *Stormhawk*, asking for assistance in catching a smuggling ship that had jumped to lightspeed three sectors away. *Stormhawk* provided its jump vector, and *Constrainer* had moved into a likely intercept position. As duty officer at the gravity well projection station, it was up to Dezon to calculate the proper placement of the mass shadows to interrupt the smuggling ship's hyperspace trip. He had done that, and he had also calculated the approximate time of arrival based upon the ship's engine type and vector. All he had to do was order the projection gunners to initiate the mass shadow sequence at the appropriate moment.

The theory was simple. Realspace gravity masses were reflected into hyperspace, allowing navigation and codimensional travel. They also made hyperspace dangerous. An uncharted gravity mass in the path of a ship traveling at lightspeed can be disastrous — like flying a ship at full speed into a solid wall. Fortunately, hyperspace drives come equipped with emergency cut-offs which turn off engines and drop ships back into realspace before they smash into whatever is producing the mass shadow.

With huge gravity well generators, Interdictor Cruisers can produce artificial mass shadows wherever they need to. Dezon was about to do just that, knocking the smuggling ship into realspace and keeping it there until the *Stormhawk* arrived. He checked his calculations, then glanced at the ship chrono. Almost time, he noted, and his mouth turned dry. He was about to put his training to the test — for real this time.

"Now," Dezon said evenly, speaking directly into his comm unit. The gunners stationed at the four gravity well projectors acknowledged the order. Dezon watched the four gravity-wave cones spread out across his viewscreen. "Come on, where are you?" he whispered to himself, checking his calculations once again.

"There it is," one of the pit crewmen announced. Dezon breathed a sigh of relief as the modified freighter popped out of hyperspace. He knew it would only be disoriented for a second. Then it would try to run. He couldn't allow that.

"Hit it with two wave cones, port and aft" Dezon ordered, "and keep the other two ready in case it makes a break for it." As long as they kept the freighter within the mass shadows, it would not be able to jump to lightspeed. Even then, the astrogator would need several minutes to calculate a new hyperspace route. By then, it would be all over.

A moment later, *Stormhawk* appeared without fanfare or warning. It immediately hit the freighter with a barrage of tractor beams and began hauling it toward the open maw of its underside hangar. "We've got it, *Constrainer*," the *Stormhawk* sent. "Thanks for the assist."

Dezon acknowledged the message as he heard heavy foot falls approaching from the command deck. He spun around and stood at attention, restraining the urge to look up at the captain. He stood that way for several long seconds, his head level, his eyes fixed upon the polished black boots of the *Constrainer's* commander. Finally, the captain spoke.

"Good work, Lieutenant," he said gruffly. "We'll make an Imperial out of you yet."

"Yes sir, thank you sir," Dezon responded as the captain turned and walked away. He had performed well and had avoided awakening the captain's wrath — this time. He only hoped the next time things would go as smoothly.



ing and the subsequent involvement of Talon Karrde saved Luke from the Imperial trap.

### **Interdictor-class Cruiser**

**Craft:** Sienar Fleet Systems' Immobilizer

**Type:** *Interdictor*-class Heavy Cruiser

**Length:** 600 meters

**Scale:** Capital Ship

**Crew:** 2,807

**Troops:** 80

**Cargo Capacity:** 5,500 metric tons

**Consumables:** 1.2 years

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Hyperdrive Backup:** Yes

**Sublight Speed:** 3D

**Maneuverability:** 1D

**Hull:** 5D

**Weapons:**

**20 Quad Laser Cannons** (fire separately)

*Fire Control:* 2D

*Damage:* 4D

**Four Gravity Well Projectors**

*Fire Control:* 6D

*Damage:* Prohibits Hyperspace Travel

**Shields:** 3D

### **Mon Calamari Star Cruisers**

Mon Calamari Star Cruisers are virtually the only cruisers in the New Republic arsenal. They are the backbone of the Republic Fleet. These impressive vessels combine remarkable durability with excellent speed and maneuverability. Originally, these ships were produced as pleasure and exploration vessels by the Mon Calamari. Even within the same class of ship, no two vessels are exactly alike, demonstrating the Mon Cals' desire to make each ship an individual work of art. When these ships were first introduced by the Rebel Alliance, the Imperials underestimated their potency. The Imperials were unable to believe that their mighty ships could be menaced by "converted pleasure craft."

Admiral Ackbar brought the cruisers and his people into the Alliance, and they have remained a vital part of the New Republic. Of course, since the ships were first designed for deep space exploration, they had to be overhauled to make them battleworthy. Even now, the unique design aspects of each ship, while wonderful for aesthetic qualities, have given Republic technicians major headaches since each ship has customized components and systems — in short, maintenance time that could be better spent repairing other ships is often devoted to figuring out the

Mon Cals' unusual systems.

Though members of all Republic species make up crew complements on these massive ships, the command crew is almost exclusively Mon Calamari in make-up. This is because the controls and displays are calibrated for Mon Calamari physiology, and to change them would require totally retooling the star cruisers. Additionally, Mon Cals work well together, forming a bond that makes them particularly courageous and effective in combat situations.

The MC80 cruiser appears almost organic in nature, as though it was grown instead of built. It is covered with pods, bumps and bulges arranged in a seemingly haphazard pattern. These pods contain sensor arrays, recessed weapons batteries, shield generators and observation decks. Originally, the ship was covered with transparent viewports which opened to the stars. These have been covered over by pieces of hull in the war retooling. This hurts the designers' artistic integrity, but makes more sense when preparing for battle.

The star cruisers stay near the inner Republic worlds. They are sent to the front only in extreme emergencies or as part of an attack force to combat Imperial Star Destroyers. A task force of six star cruisers remains in orbit around Coruscant at all times as a symbol of the new unity and strength that drives on the New Republic.

### **Mon Calamari Star Cruiser**

**Craft:** Mon Calamari MC80a

**Type:** Star Cruiser

**Length:** 1,200 meters

**Scale:** Capital Ship

**Crew:** 5,402

**Troops:** 1,200

**Cargo Capacity:** 20,000 metric tons

**Consumables:** 2 years

**Hyperdrive Multiplier:** x1

**Nav Computer:** Yes

**Hyperdrive Backup:** Yes

**Sublight Speed:** 3D

**Maneuverability:** 2D

**Hull:** 6D

**Weapons:**

**48 Turbolaser Batteries** (fire separately)

*Fire Control:* 2D

*Damage:* 4D

**20 Ion Cannon Batteries** (fire separately)

*Fire Control:* 3D

*Damage:* 3D

**Six Tractor Beam Projectors** (fire separately)

*Fire Control:* 2D+2  
*Strength:* 4D  
**Shields:** 3D

### Strike-class Cruiser

Loronar's *Strike*-class cruiser was once the Imperial Fleet's best-kept secret. It was an unknown quality near the end of the war, but has been one of the main vessels in the Imperial's remnant Fleet.

The *Strike* cruiser was designed to be mass produced in a limited amount of time. It was a triumph of Imperial modular technology, a prefabricated starship made up of component sections. The design cut back greatly on construction time and dramatically cut the cost of each vessel. As capital ship shortages plague the Empire, the *Strike* cruiser remains one vessel it can still turn out on a semi-regular basis from one of its remaining manufacturing centers.

*Strike* cruisers are designed to forge into almost any combat situation. When planetary landings are necessary, they have room to carry a company of troops, two AT-STs and one AT-AT. Its hangar bay can handle a full squadron of twelve TIE fighters. However, as shortages rock the remaining portion of the Empire, it is rare for these vessels to carry a full complement unless their particular mission calls for it. *Strike* cruisers made up part of Grand Admiral Thrawn's armada in the Battle of Sluis Van.

Because of its modular design, *Strike* cruisers can be modified for specific mission profiles. Some specialized vessels still in service include prefab garrison deployers, troop transports, and planet assault vessels that carry up to five AT-AT walkers.

For all of its benefits to the Imperial Fleet, the *Strike* cruisers has some glaring defects. The most obvious and costly problem concerns the vessel's modular design. Well-placed hits during combat can knock out whole systems or weapons batteries as the modular connections fail. At the time of its design, this was considered only a minor flaw — after all, the Empire was fixated upon the concept of disposable components. Now that resources are rare, prior wasteful policies have truly hampered efforts to make the vessels truly useful in combat.

### Strike-class Cruiser

**Craft:** Loronar *Strike* Cruiser  
**Type:** *Strike*-class Medium Cruiser  
**Length:** 450 meters  
**Scale:** Capital Ship  
**Crew:** 2,112  
**Troops:** 340  
**Cargo Capacity:** 6,000 metric tons  
**Consumables:** 1.5 years  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes

**Hyperdrive Backup:** Yes  
**Sublight Speed:** 3D  
**Maneuverability:** 2D  
**Hull:** 6D  
**Weapons:**

**20 Turbolasers** (fire separately)

*Fire Control:* 2D

*Damage:* 5D

**10 Turbolaser Batteries** (fire separately)

*Fire Control:* 1D

*Damage:* 7D

**10 Ion Cannons** (fire separately)

*Fire Control:* 4D

*Damage:* 4D

**10 Tractor Beam Projectors**

*Fire Control:* 2D

*Damage:* 4D

**Shields:** 2D+2

### Star Destroyers

Imperial Star Destroyers are the pride of the Imperial Fleet — and its most potent weapon. The Imperial Star Destroyer has enough fire power to reduce a civilized world to slag or take on a fleet of lesser enemy vessels. The resources and energy used up by such a vessel is often greater than what a system can produce in a year — no wonder whole planets quaked in fear at the thought of a Star Destroyer entering their system.

In the days when the Empire was supreme, each Star Destroyer carried a full stormtrooper division, complete with assault craft and ablative heat shields for orbital drops, twenty AT-AT and thirty AT-ST walkers, and six TIE fighter squadrons. Today, with the shortages plaguing the Empire, a Star Destroyer has whatever it can accumulate. Star Destroyers, while not designed to enter an atmosphere, carry shuttles and landing barges for planet drops.

No new Star Destroyers have been constructed since the death of the Emperor. Grand Admiral Thrawn uses the ones he has left selectively, and refusing to risk losing even one to a poorly-planned mission.

A Star Destroyer is more than a weapons platform. It can engage in planetary defense, planetary assault, and ship-to-ship combat. It is a space station, repair dock, and heavy transport all rolled into one. The ships are self-sufficient in many ways.

### Imperial Star Destroyer

**Craft:** Kuat Drive Yards Imperial I  
**Type:** Star Destroyer  
**Length:** 1,600 meters  
**Scale:** Capital Ship  
**Crew:** 37,085  
**Troops:** 9,700  
**Cargo Capacity:** 36,000 metric tons

**Consumables:** 6 years  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Hyperdrive Backup:** Yes  
**Sublight Speed:** 3D  
**Maneuverability:** 1D  
**Hull:** 4D  
**Weapons:**  
**10 Quad Turbolaser Batteries** (fire separately)  
*Fire Control:* 4D  
*Damage:* 5D  
**40 Double Turbolaser Batteries** (fire separately)  
*Fire Control:* 3D  
*Damage:* 2D+2  
**Concussion Missile Launchers**  
*Fire Control:* 2D  
*Damage:* 9D  
**10 Tractor Beam Projectors**  
*Fire Control:* 3D  
*Damage:* 5D  
**Shields:** 3D+1

## Freighters

While the great ships of war roaming the galaxy receive much attention, the most common vessels by far are the space freighters. Freighters come in a wide variety of shapes and sizes — anything that can be loaded with cargo and sent hurtling into space can be classified as a freighter, but there are a few guidelines. Whatever the specifics, there is no denying that freighters are the core of the galactic economy and community. Freighters not only haul goods from world to world, but in a galaxy where only a few systems can afford the expense of instantaneous HoloNet transmission, they are often the most affordable means of communication.

The men who crew freighters are an especially hardy and independent lot. The economics of running from system to system, with nothing but deadly vacuum in-between, are unforgiving. Freighters, affectionately called tramp freighters, are seldom profit-making operations, but for those with skill and more than their share of luck, riches are to be had. Working on a freighter is demanding, hard, and even occasionally, honest work.

Freighters are integral to the underground “fringe” economy of the galaxy. For each honest trader, there are just as many, and probably more, con men, smugglers, and others who bend the laws to their own advantage. Among spacers there is a certain code of honor — breaking the law is fine as long as it hurts the big, impersonal corporations and governments. Most of the “fringe” runners subscribe to this theory, al-

though there are some who will lower themselves to engage in piracy and slaving.

## Light Freighters

Light freighters are among the smallest deep space transports in operation. These vessels are usually owned by those who can barely afford their upkeep and maintenance, and probably owe more on an outstanding loan than the ship is worth. Often the owner is also the full-time mechanic. Sometimes a mechanic on board can mean the difference between finishing a run at all. These ships are known for their precarious profit margins, and few light-freighter captains will ever get rich carrying standard loads.

Light freighters are too small to be used to replenish either the New Republic or Imperial Fleets. They are usually employed to supply individual ships deep behind enemy lines because these types of missions make the most of the ship’s small size and speed.

Smugglers make wide use of light freighters because of their stealth capabilities, speed, and common appearance. Everyone, it seems, owns at least one light freighter.

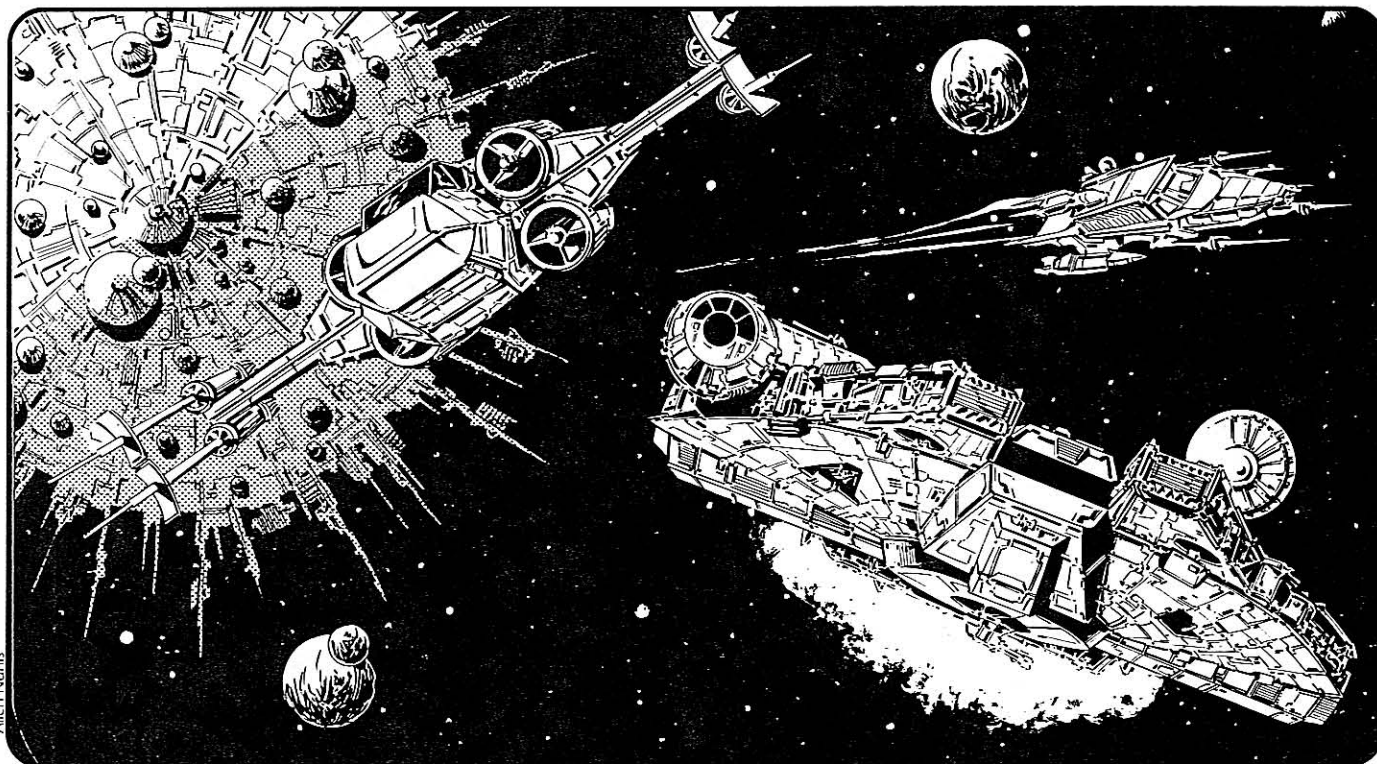
### Light Freighter

**Craft:** Corellian YT-1300  
**Type:** Stock Light Freighter  
**Length:** 26.7 meters  
**Scale:** Starfighter  
**Crew:** 2  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Hyperdrive Backup:** Yes  
**Sublight Speed:** 2D  
**Maneuverability:** 0D  
**Hull:** 4D  
**Weapons:**  
**One Laser Cannon**  
*Fire Control:* 2D  
*Damage:* 4D  
**Shields:** 0D

## Medium Transports

Medium transports are capable of moving larger amounts of goods than the small “tramp” style freighters, and serve as an excellent vessel for moving moderate cargos. They are also used by the New Republic as fleet supply stores. By assigning a number of medium transports to the Republic Fleet, the Fleet gains a great deal of mobility and extended mission times between resupply stops. In essence, the presence of a few of these ships makes a military task force much





more independent (although the ships, being quite vulnerable, must leave the area when combat breaks out). These ships are most useful for transportation of small goods, such as clothing, medicine, and spare parts.

A medium transport is basically an engine and shell which is filled with small cargo containers. These containers are magnetically sealed into the shell's underside until unloaded. The transport uses both sublight and hyperdrives, and it even has repulsorlifts for landing directly on a planet.

During the height of the Alliance-Empire war, these transports saw a lot of action because they were all the Alliance had to move supplies from one base to another. Now, as the Republic attempts to jump-start galactic trade, the medium transports are beginning to show their inadequacies. They are slow, unwieldy, virtually defenseless, and they cannot carry enough cargo to make defending them worthwhile.

The New Republic has tentatively assembled fleets of fifty of the medium transports. In such a large group, protected by a small number of escorts, the cost per haul becomes much more reasonable. Unfortunately, at least one of these medium transport fleets has been captured by the Empire and another one is missing. As the New Republic grows, it finds itself facing many of the same problems that once faced the Empire. Once the Republic was the one raiding cargo ships. Now they find themselves defending them

from the remnants of the Empire.

### Medium Transport

**Craft:** Gallofree Yards Transport

**Type:** Medium Transport

**Length:** 90 meters

**Scale:** Capital Ship

**Crew:** 6

**Passengers:** None

**Cargo Capacity:** 19,000 metric tons

**Consumables:** 6 months

**Hyperdrive Multiplier:** x4

**Nav Computer:** No, uses Droid interface

**Hyperdrive Backup:** No

**Sublight Speed:** 1D

**Maneuverability:** 0

**Hull:** 2D

**Weapons:**

**Four Twin Laser Cannons** (fire linked)

*Fire Control:* 1D

*Damage:* 4D

**Shields:** 1D

### Bulk Freighters

Bulk freighters aren't much larger than medium transports, but they are designed with economy in mind, and can carry a significantly larger amount of cargo. They are faster, better armored, and more reliable, and therefore much more useful to the Republic. This is the class of freighter that hauls the vast majority of cargo throughout the galaxy. No matter the model or manufacturer, most bulk freighters can be clas-

sified as boxes with hyperdrives attached.

The size of a bulk freighter keeps fuel costs low and makes docking at most ports easy. The interior of a bulk freighter consists mainly of a large hold that can be partitioned to separate cargo. The best vessels provide sophisticated gravitational, atmospheric and temperature controls for the holds to accommodate a variety of cargo.

There is little else on the ship besides the hold. The most significant sections are the engines and fuel storage areas. There is little room for weapons and shield systems, and the ships must often count on a quick escape into hyperspace. A small bridge, command deck, and crew quarters takes up the rest of the interior. Crews are often made up of people willing to work for passage. Officers usually work for percentages instead of salaries.

Bulk freighters employ low-level computers, limited sensor arrays, and course-holding autopilots. These freighters normally stick to well-marked trade routes, and thus an astromech Droid is more than adequate for its purposes.

### **Bulk Freighter**

**Craft:** Corellian Action VI Transport

**Type:** Medium Bulk Freightier

**Length:** 110 meters

**Scale:** Capital Ship

**Crew:** 8

**Passengers:** none

**Cargo Capacity:** 80,000 metric tons

**Consumables:** 3 months

**Hyperdrive Multiplier:** x3

**Nav Computer:** No

**Hyperdrive Backup:** No

**Sublight Speed:** 1D+1

**Maneuverability:** 0

**Hull:** 3D

**Weapons:**

None

**Shields:** 1D

### **Millennium Falcon, Lady Luck, Wild Karrde**

Three special freighters are Han Solo's *Millennium Falcon*, Lando Calrissian's *Lady Luck*, and Talon Karrde's *Wild Karrde*. Of the three, the *Falcon* is the most famous.

Han Solo obtained his stock light freighter from Lando Calrissian, winning the *Falcon* in a friendly game of sabacc. Since that time, he and his copilot Chewbacca have extensively modified the vessel, making it one of the fastest ships in the galaxy. It has primarily been used for smuggling, making the Kessel Run and other black market routes on numerous occasions. The ship's armament exceeds legal limits throughout the galaxy, and its heavy duty shields are designed to absorb more punishment than some

star cruisers. The ship's improvements have come from a man with a true genius for pushing the limits of machinery and a resourcefulness matched by few. The ship's modifications are a combination of kit-bashed and jury-rigged machinery, and any "sane" technician who has taken a look at the *Falcon* has wandered away shaking his head, muttering, "That's not *possible*." Indeed, as Solo routinely proves, not only is it possible, but his modifications make his ship superior to most others it encounters. Under Solo's command, the ship was routinely pushed beyond its performance specs, and time and time again, the ship brought the flamboyant spacer out of predicaments in one piece. Of course, the ship's unusual modifications are a source of constant maintenance and expense, as Solo has to continually replace temperamental and custom designed parts to guarantee reliable performance. In fact, the modifications to the *Falcon* were so expensive that Solo had to resort to the money from illegal operations to keep his ship running, but the strain from these operations required more expensive modifications — it was a truly vicious circle that forced Solo into taking on the huge debt he owed Jabba the Hutt.

More recently, the *Falcon* has been used extensively in the service of the Rebel Alliance and the New Republic. Among its most notable system upgrades are its underbelly laser, its improved lift/mass ratio, and its souped-up drive units. Even moreso than when Solo first commented to an impressionable Luke Skywalker, "The *Falcon* may not look like much, but she's got it where it counts."

### **Millennium Falcon**

**Craft:** *Millennium Falcon*

**Type:** Modified Corellian Stock Light  
Freighter

**Length:** 26.7 meters

**Scale:** Starfighter

**Crew:** 2

**Passengers:** 6

**Cargo Capacity:** 200 metric tons

**Consumables:** 2 months

**Hyperdrive Multiplier:** x1/2

**Nav Computer:** Yes

**Hyperdrive Backup:** Yes

**Sublight Speed:** 4D

**Maneuverability:** 1D

**Hull:** 6D

**Weapons:**

**Two Quad Laser Cannons** (fire  
separately)

*Fire Control:* 3D

*Damage:* 6D

**Two Concussion Missile Tubes** (fire-  
linked)

*Fire Control:* 3D

*Damage:* 9D  
**One Light Laser Cannon**  
*Fire Control:* 4D  
*Damage:* 2D  
**Shields:** 3D

### The Lady Luck

Lando Calrissian's *Lady Luck* is a modified pleasure yacht. While not as fast, well-armed or heavily armored as the *Falcon*, the *Lady Luck* far exceeds manufacturer's standards for space yachts. Lando is still working on his ship as he attempts to coax maximum performance from the flimsy-appearing ship. However, his work on Nkllon takes up so much of his time that the *Lady Luck* has not received all of the improvements he has planned.

### Lady Luck

**Craft:** *Lady Luck*  
**Type:** Converted Private Space Yacht  
**Length:** 50 meters  
**Scale:** Starfighter  
**Crew:** 1  
**Passengers:** 10  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Hyperdrive Backup:** Yes  
**Sublight Speed:** 3D+2  
**Maneuverability:** 1D  
**Hull:** 2D+2  
**Weapons:**  
**One Laser Cannon**  
*Fire Control:* 2D  
*Damage:* 2D+2  
**Shields:** 1D

### Wild Karrde

Talon Karrde's *Wild Karrde* is a mid-sized, slightly dilapidated-looking Corellian bulk freighter. Its normal-looking drive system has undergone a complete and massive upgrade, and other ship's modifications, undisclosed by Karrde, give the ship more impressive performance than its appearance would indicate. The freighter serves as Karrde's base of operations when he is aboard, and it has armaments designed to protect him and his command staff from other smugglers, pirates, and local law enforcement ships.

### Wild Karrde

**Craft:** *Wild Karrde*  
**Type:** Modified Corellian Action VI Transport  
**Length:** 125 meters  
**Scale:** Capital Ship  
**Crew:** 10

**Passengers:** None  
**Cargo Capacity:** 50,000 metric tons  
**Consumables:** 6 months  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Yes  
**Hyperdrive Backup:** Yes  
**Sublight Speed:** 3D  
**Maneuverability:** 2D  
**Hull:** 4D  
**Weapons:**  
**Three Turbolasers** (fire separately)  
*Fire Control:* 2D  
*Damage:* 5D  
**Shields:** 3D

### Shuttles

Shuttles are small ships which ferry passengers or cargo between capital ships, space docks, and planets. They usually do not have hyperdrive engines, although some Imperial models do. Most have only light armaments and are clearly not intended for combat.

One particular type of shuttle in common use, and integral to the Battle of Endor, is the Imperial *Lambda*-class shuttle. This Imperial shuttle can carry a twenty-man squad of soldiers and their supplies, or the equivalent. The shuttle is easily identified by its inverted Y shape, formed by three extended wings during flight. The two lower wings fold upward for landing.

The sleek cockpit has a bottom hatch which drops down to discharge personnel and cargo. It has a hyperdrive engine, as well as sublight and repulsorlift drives. The Imperial shuttle is also more heavily armed than most, with five double laser cannons.

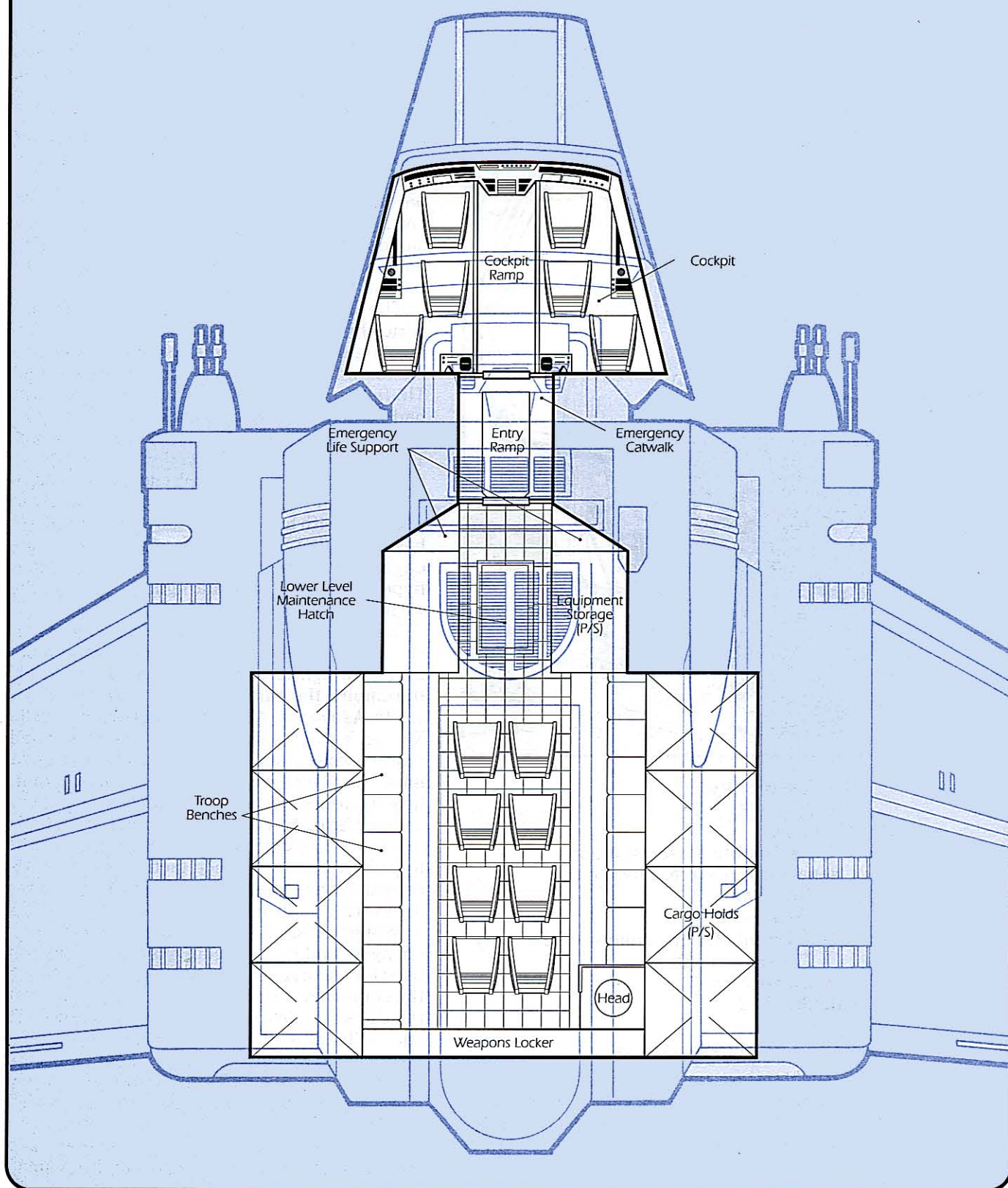
Though these vehicles are still primarily used by the Empire, the New Republic does have a number of captured Imperial shuttles in service, especially in Imperial City. The ships are normally used to ferry important ambassadors, although they have been pressed into hauling small, but important cargos.

### Imperial Shuttle

**Craft:** Sienar Fleet Systems Imperial Shuttle  
**Type:** *Lambda*-class Shuttle  
**Length:** 20 meters  
**Scale:** Starfighter  
**Crew:** 2 to 6  
**Passengers:** 10 (modified to hold up to 20)  
**Cargo Capacity:** 80 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Yes  
**Hyperdrive Backup:** Yes  
**Sublight Speed:** 2D+2



# TECHNICAL DIAGRAM Lambda-Class Shuttle





**Maneuverability:** 1D

**Hull:** 4D

**Weapons:**

**Three Double Blaster Cannons** (fire separately; one rear-mounted)

*Fire Control:* 2D

*Damage:* 4D

**Two Double Laser Cannons** (fire-linked)

*Fire Control:* 3D+1

*Damage:* 4D+1

**Shields:** 1D+2

## Starfighters

Starfighters are perhaps the most romantic ships in use throughout the galaxy. They have a very simple mission profile: to destroy other starfighters or combat starships. Thus, their utility

is limited exclusively to combat and patrol actions. In general, the ships are highly advanced and devastating vehicles, and they were instrumental in the Battles of Yavin and Endor, among thousands of other engagements.

Starfighters are resource intensive vehicles, and can seldom operate without extensive support services provided by a nearby base or larger combat starship.

They are one or two-man assault craft (although some ships, called "drones," are remotely piloted), heavily armed and armored, and normally designed for speed. They can be used as part of a strike force with combat ships, or, under certain circumstances, they are used for stand-alone assaults. As the nature of space warfare has changed, starfighters have become indispensable.

The philosophy behind the design of the ships varies by manufacturer and fighting force. During its heyday, the Empire relied upon superior numbers for combat performance. While their TIE fighters were fast and maneuverable, they had very little armor and thus a ship's or pilot's life expectancy in combat was exceedingly short. The Empire's dogma also called for TIE fighters to perform only short patrol, escort and defense actions, and thus none of the starfighters were equipped with hyperdrives. Now that the Empire has found its position reversed, and now must engage in harassment tactics, the lack of hyperdrive equipped starfighters is a glaring weakness in its combat strategies.

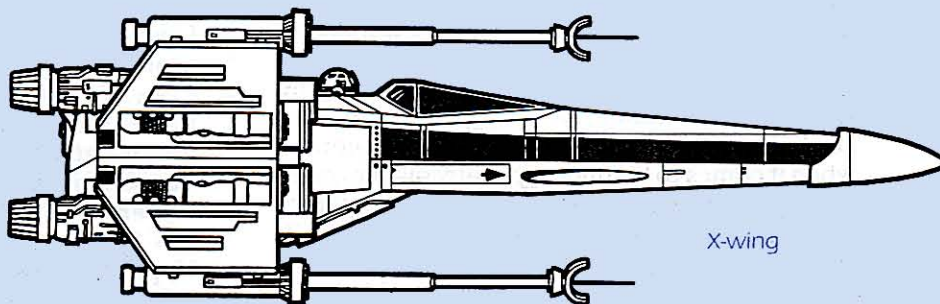
The Rebel Alliance always was fighting a war of resources in addition to one of pure combat. Every starfighter and pilot counted, and unlike the Empire, the Alliance didn't have resources to waste. As a result, Alliance ships, particularly the X-wing, Y-wing and B-wing fighters, were much more capable of supporting themselves on longer missions. They were, in general, much more heavily armed and armored, and shielding was also superior to comparable Imperial craft. Almost all Alliance starfighters were equipped with hyperdrives, and Alliance tactics concentrated on disrupting Imperial shipping rather than trying to truly control sections of space.

While the New Republic's military mission has changed, and its starfighters are now primarily used for escort and patrol duty, the versatility of the ships remains an asset. The fact that most of the ships remain hyperdrive capable allows Alliance military leaders to send ships where they are needed without several resource support ships to keep the fighters operative. No new starfighter models have been introduced since the Battle of Endor.

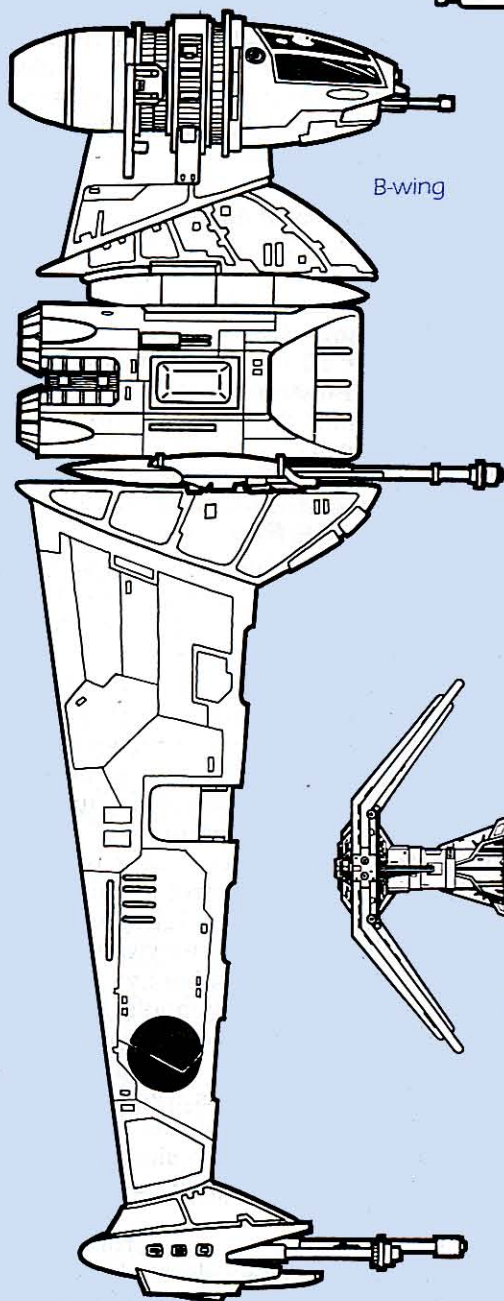
Of course, with all of the dangers of the galaxy, and all of the potential customers, from small,



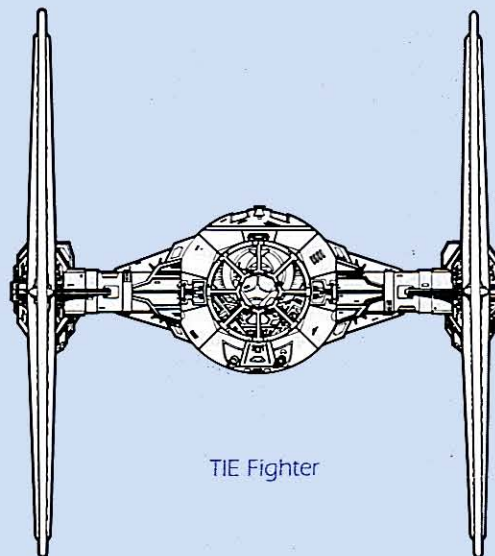
## Starfighter Recognition Guide



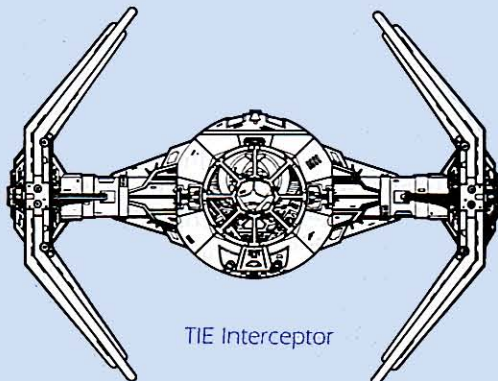
X-wing



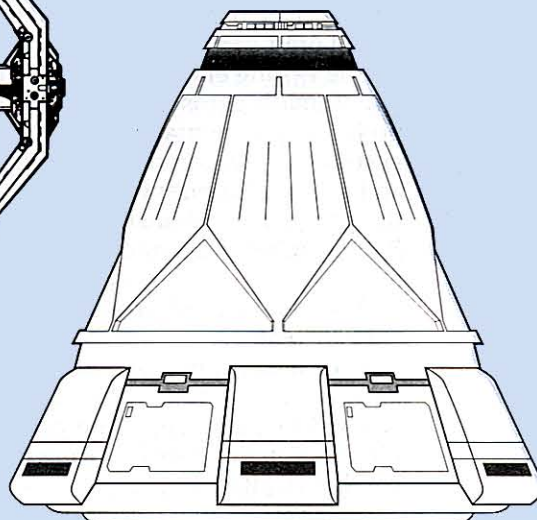
B-wing



TIE Fighter



TIE Interceptor



Mole Miner



local governments, to huge corporations, to shadowy fringe organizations, starfighter design and engineering accommodates almost any mission profile. There are scores of companies currently manufacturing starfighters, with ships ranging from slow, plodding patrol craft, to vehicles that nearly match the speed and firepower of the legendary Alliance/New Republic A-wing starfighter. Of course, as is par for the course when it comes to technology, many owners completely overhaul and customize their starfighters for their particular needs — it is rare that the Z-95 Headhunters or Gauntlet starfighters in service have more than a superficial resemblance to their assembly-line cousins.

### B-wing Starfighters

The B-wing starfighter was conceived and built by Admiral Ackbar's Shantipole Project. Prior to the Battle of Yavin, Alliance starfighters had suffered considerable losses in dogfights with Imperial capital ships such as escort frigates and corvettes. To complete their primary mission of space denial, Alliance starfighters had to be able to cause some amount of damage against escort warships. That's where then-Commander Ackbar came in.

Commander Ackbar was put in charge of a team with the important mission of designing a new starfighter. By combining speed, armor and armaments, the new fighter was to be a fit opponent for anything up to a frigate-sized vessel. Ackbar enlisted the aid of the Verpine, a race of insectoids with ship-building experience and facilities in the Roche asteroid field. The Shantipole Project was set up in the field, and soon the B-wing was born.

B-wings have a triple battery of medium ion cannons, proton torpedo launchers, heavy laser cannons, and twin blasters. It is one of the most heavily-armed starfighters in the galaxy. Most patrol craft carry less raw fire power.

The B-wing employs a radical design feature: an automatic gyroscopically-stabilized command pod. The pod contains the cockpit, life support systems, flight computer, comlink transceivers and sensors. When engaged, the gyro-servos keep the pod in a fixed position while the rest of the fighter spins, rolls and twists to evade enemy fire.

A single Quadex Kyromaster engine drives the ship in realspace. Four cooling vents on each side of a splitter plate dissipates engine and exhaust heat, though the ship still gives off a strong infrared image. The gyro provides a stable cockpit and flexible firing platform while in combat flight mode.

### B-wing Starfighter

**Craft:** Slayn & Korpil B-wing Assault Starfighter

**Type:** Heavy assault starfighter

**Length:** 16.9 meters

**Scale:** Starfighter

**Crew:** 1

**Passengers:** None

**Cargo Capacity:** 45 kilograms

**Consumables:** 1 week

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes, limited to two jumps

**Hyperdrive Backup:** None

**Sublight Speed:** 3D

**Maneuverability:** 1D+1

**Hull:** 3D

**Weapons:**

**Three Medium Ion Cannons** (fire linked)

*Fire Control:* 4D

*Damage:* 4D

**Two Proton Torpedo Launchers**

*Fire Control:* 3D

*Damage:* 9D

**One Laser Cannon**

*Fire Control:* 1D

*Damage:* 7D

**Two Auto Blasters**

*Fire Control:* 2D

*Damage:* 3D

**Shields:** 2D

### TIE Fighters

TIE fighters were the ultimate disposable Imperial starfighters. With the loss of the Imperial war machine and manufacturing facilities, TIEs have become more than suicide fighters. Their mission profiles have been totally redesigned to encourage pilots to return with their fighters intact as well as their missions successful. Some TIEs, like the TIE Interceptor, has even been equipped with shields — something unheard of during the days of the Emperor.

TIE fighters provide escort duty, perform reconnaissance missions, patrol disputed space, and engage in space dogfights with other starfighters. TIEs were once everywhere, as much Imperial symbols as lightsabers were the symbols of Jedi. They are still symbols, but they are no longer ordered into action unless absolutely necessary.

From the beginning, TIEs were produced in mass quantities. Production has slowed to almost nothing in the five years since the Battle of Endor, but TIEs are still plentiful — they just aren't unlimited anymore.

TIE fighters employ a unique propulsion system. Ionized gasses are accelerated to a substantial fraction of lightspeed in microparticle accel-

erators. The fast-moving particles are emitted from rear vents, propelling the craft forward. They carry low fuel supplies, so they must stay close to their base of operations. The twin ion engines achieve high thrust with relatively low mass (due to a lack of shield generators, thick hull plating and hyperdrive equipment), giving a TIE its vaunted speed and maneuverability.

Pilots can direct the ion particles in almost any direction, giving the craft excellent maneuverability. Expert pilots roll, slip, spin and twist their craft through amazing acrobatics with seemingly little effort. Though they can turn very quickly, TIEs are notorious for their inability to slow down in a hurry.

TIEs do not have repulsorlift or hyperdrive engines, just sublight drives. They also have no landing gear (another way to save weight) — ships are held in racks prior to launch, and upon their return, hangar bays use repulsor fields to “catch” the incoming ships. They are armed with two laser cannons.

There are several TIE models in use by the Empire. The most common is the TIE/ln, an upgrade of the underpowered original TIE model. The second most common TIE variant is the TIE Interceptor, which was equipped with enhanced solar fins for greater power, more powerful weapons, and with a powerplant second in speed only to the New Republic A-wing fighter. Those ships equipped with shields have had to sacrifice some speed and maneuverability. Special TIE models engage in specialized missions — TIE bombers drop explosives, TIE/rc models carry improved sensor packages for reconnaissance, and TIE/fc models use laser targeting guns to provide improved fire control for larger ships.

### **TIE Fighter**

**Craft:** Sienar Fleet Systems TIE/ln  
**Type:** Space Superiority Starfighter  
**Length:** 6.3 meters  
**Scale:** Starfighter  
**Crew:** 1  
**Troops:** None  
**Cargo Capacity:** 10 kilograms  
**Consumables:** 2 days  
**Hyperdrive Multiplier:** None  
**Nav Computer:** No  
**Hyperdrive Backup:** No  
**Sublight Speed:** 5D  
**Maneuverability:** 2D  
**Hull:** 2D  
**Weapons:**  
**Two Laser Cannons** (fire linked)  
*Fire Control:* 2D  
*Damage:* 5D  
**Shields:** None

### **TIE Interceptor**

**Craft:** Sienar Fleet Systems TIE Interceptor  
**Type:** Space Superiority Starfighter  
**Length:** 6.6 meters  
**Scale:** Starfighter  
**Crew:** 1  
**Troops:** None  
**Cargo Capacity:** 10 kilograms  
**Consumables:** 2 days  
**Hyperdrive Multiplier:** None  
**Nav Computer:** No  
**Hyperdrive Backup:** No  
**Sublight Speed:** 5D+2  
**Maneuverability:** 3D+2  
**Hull:** 3D  
**Weapons:**  
**Four Laser Cannons** (fire linked)  
*Fire Control:* 3D  
*Damage:* 6D  
**Shields:** 2D

### **X-wings**

The pride of the New Republic starfighter fleet and the ship that won the Battle of Yavin is the X-wing space superiority starfighter. Incom built the X-wing to be the cutting edge of starfighter performance. It features good shields, powerful weapons, and a hyperdrive engine which allows it to operate without a nearby base of operations.

The Alliance first acquired the X-wings when the design staff of Incom Corporation joined the Rebellion with their new starfighter design. Even though newer, flashier ships, such as the A-wing, outperform the X-wing in certain areas, the Incom design remains the most well-rounded, reliable and practical starfighter design in use. Still, the number of X-wings in service is limited, and those that work require constant repair simply because the stresses on a starfighter in combat are so intense.

The X-wing is an impressive war machine. The pilot is sealed in a compact but comfortable cockpit, from which he controls the craft through the powerful flight computer. The cockpit includes a full life-support system and a crash-worthy ejection seat.

Four wing-tip lasers are the primary armament. It has two proton torpedo launchers for additional punch. Shields can be angled forward or back to provide maximum protection.

Sensors and long-range comm gear allow X-wings to operate independently for long periods. The innovative twin split S-foils give the X-wing improved performance during atmospheric flight. The wings deploy into an “x” position in combat, hence the craft’s name. Its repulsorlift, sublight and hyperdrive engines give it far-reaching range and flight ability.



Although the ship is equipped with a hyperdrive, it requires an astromech Droid, such as an R2 unit, to calculate all hyperspace journeys because the X-wing lacks a nav computer. The Droid sits in a special socket behind the cockpit, becoming a part of the overall ship systems. It monitors all ship functions and serves as a sort of copilot for its human master. The astromech can even initiate repairs while in space, extending the life of the craft and its human occupant.

### **X-wing Starfighter**

**Craft:** Incom T-65B X-wing  
**Type:** Space superiority starfighter  
**Length:** 12.5 meters  
**Scale:** Starfighter  
**Crew:** 1

**Passengers:** None  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 1 week, can be extended  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** None, uses astromech Droid  
**Hyperdrive Backup:** No  
**Sublight Speed:** 4D  
**Maneuverability:** 3D  
**Hull:** 4D  
**Weapons:**  
**Four Laser Cannons** (fire linked)  
*Fire Control:* 3D  
*Damage:* 6D  
**Two Proton Torpedo Launchers**  
*Fire Control:* 2D  
*Damage:* 9D  
**Shields:** 1D

## **Special Utility Vehicles**

Despite the broad nature of the various starship classifications, there are many vehicles which defy standard classification methods. Often they are a hybrid of several types of starships, or they are so unusual and unique that they are truly a class unto themselves.

### **Shieldships**

Shieldships are unique vessels, conceived by Lando Calrissian and built to his specifications for use in the Atheга star system. Lando Calrissian came up with the design while planning his mining operation on the planet Nkllon. Nkllon is a world of vast riches, but any ship approaching the world would have it shielding, hull and sensors burned out by its sun's intense rays. Lando designed the shieldships to provide protection to incoming ships so the world could safely be settled and mined. He gave his design to the engineers at the newly-created Republic Engineering Corporation and commissioned them to build the vessels.

Shieldships resemble monstrous flying umbrellas. A curved dish, fully half as big across as an Imperial Star Destroyer, provides protection from the sun's rays. The underside of the dish is ridged with tubes, fins and cooling gear. The pumping and storage equipment circulates coolant that keeps the dish from burning up during the shieldship's trip inward. They start their journeys on the outer rim of the system at shieldship depots. Here they meet incoming freighters. Once the shieldship pilot takes command of the freighter's slave circuits, he makes a short jump into the heart of the system, safely towing the freighter in the cool of its artificial shadow.



Beneath the dish is a thick cylindrical pylon. The pylon reaches back half as far as the dish is wide. Its far end bristles with huge radiator fins. In the center of the pylon sits the tug that drives the whole contraption. The ships are maintenance-intensive, and require constant replacement of coolant and cooling gear. The shield generators also require constant overhauls to be kept at maximum efficiency.

Lando has twelve shieldships currently operating in Athega system, although due to the maintenance schedule, seldom are more than three in service at any given time.

### Shieldship

**Craft:** Republic Engineering Corporation  
Heat-Resistant Escort Vehicle

**Type:** Shieldship

**Length:** 800 meters wide (dish), 400 meters long (tug pylon)

**Scale:** Capital Ship

**Crew:** 1

**Cargo Capacity:** 25 kilograms

**Consumables:** 1 month

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Hyperdrive Backup:** Yes

**Sublight Speed:** 2D

**Maneuverability:** 0

**Hull:** 4D

**Weapons:**

**One Turbolaser** (starfighter scale)

*Fire Control:* 2D

*Damage:* 4D

**Shields:** 2D

### Skipray Blastboats

Blastboats are a combination of fast starfighters and heavily-armed capital ships. They are swift enough to overtake most system intruders, and come equipped with powerful ship-board armaments. They operate equally well in atmosphere, on patrol duty in the far reaches of a solar system, or performing fleet point duties with or without starfighter support.

Sienar's GAT Blastboat series was the Empire's standard gunship for demanding point missions and patrol assignments. It never became popular with the Fleet, although some are in use; Sienar dumped the excess ships on the open market, and many have found their way into local militias, smuggler camps and other small military and paramilitary forces.

To take advantage of its exceptional armament, blastboats are deployed in areas where combat is likely. The GAT was the smallest Imperial Naval vessel to be equipped with hyperdrives. Although these craft are usually planet- or space-station-bound, they routinely patrol entire sectors.



Allen Nunis

The most popular model in use these days is the GAT-12j "Skipray," a power-booster, combat-oriented blastboat slightly modified over the original 12h. The blastboat is considered a capital ship not because of its size, but because of its mission profile. It also has the armament to take on smaller capital ships.

Talon Karrde's smuggling organization used Skiprays as planetary defense ships. The aerodynamic Skipray performs exceptionally well in atmosphere, easily executing maneuvers normally only possible by high-performance airspeeders. In space combat it suffers in the maneuverability department, relying on speed and surprise to deliver devastating first attacks.

The Skipray has two stabilizer fins, one located dorsally and one ventrally. They are attached to the main body of the Skipray by a

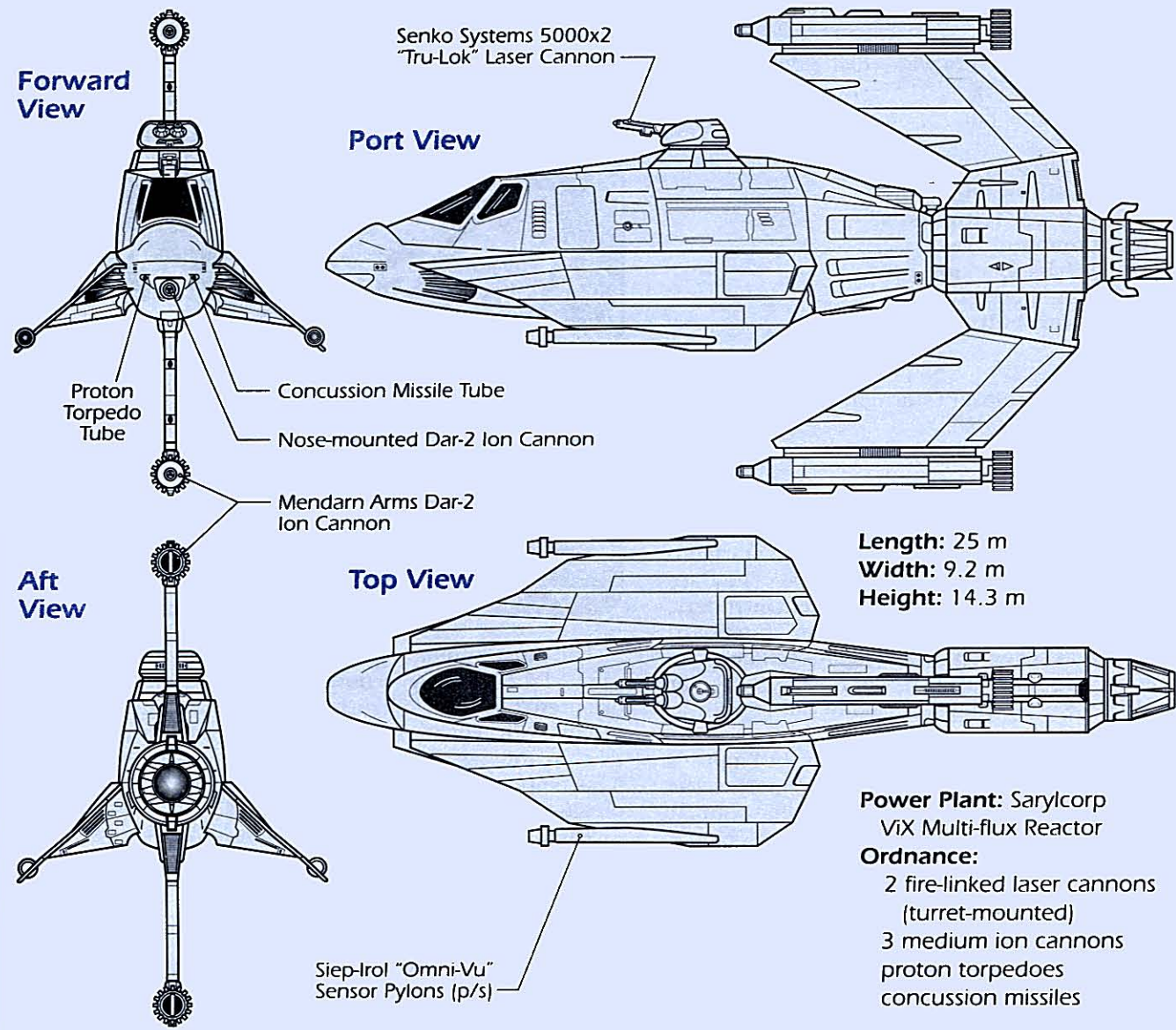




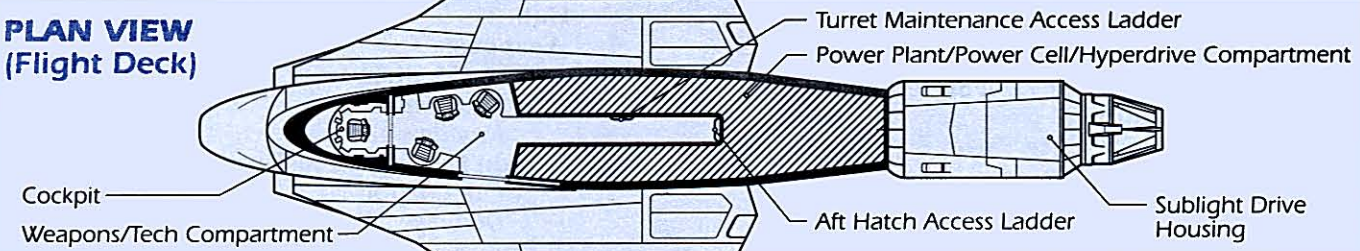
# GAT-12j "Skipray"

## Defense/Patrol Blastboat General Specifications

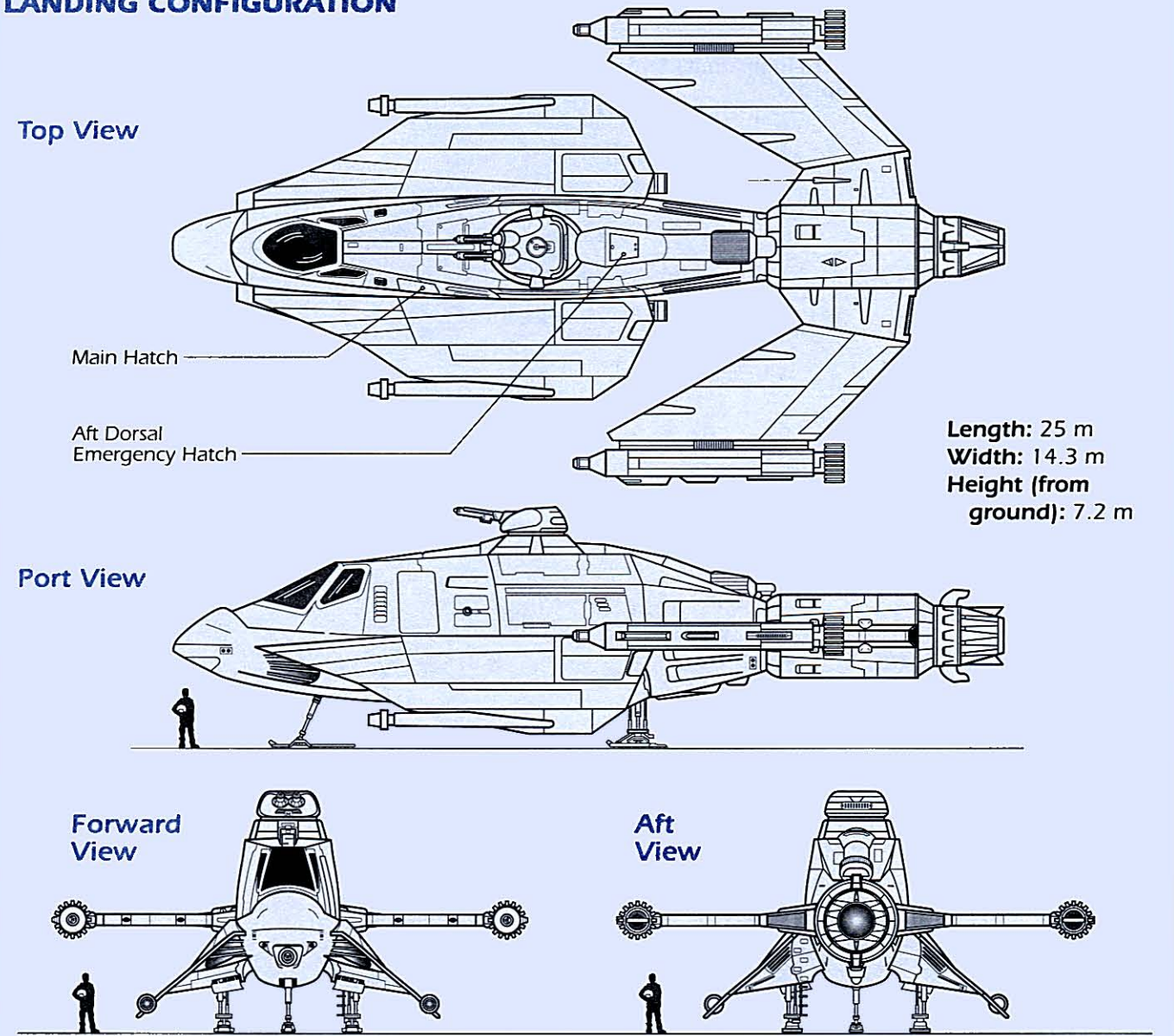
### FLIGHT CONFIGURATION



### PLAN VIEW (Flight Deck)



### LANDING CONFIGURATION





rotating sleeve around the sublight engine. The fins are rotated to the horizontal plane for landing, although they lock in the vertical for combat and flight.

### **Skipray Blastboat**

**Craft:** Sienar Fleet Systems GAT-12j

Skipray

**Type:** Defense/Patrol Blastboat

**Length:** 25 meters

**Scale:** Capital Ship (due to armament power)

**Crew:** 4

**Troops:** None

**Cargo Capacity:** 20 metric tons

**Consumables:** 1 month

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes (4-jump limit)

**Hyperdrive Backup:** No

**Sublight Speed:** 4D

**Maneuverability:** 1D+2 (2D+2 in atmosphere)

**Hull:** 2D+1

**Weapons:**

**Three Medium Ion Cannon** (fire linked)

*Fire Control:* 3D

*Damage:* 4D

**Twin Laser Cannon Turret**

*Fire Control:* 1D

*Damage:* 5D

**Proton Torpedo Launcher**

*Fire Control:* 2D

*Damage:* 9D

**Concussion Missile Launcher**

*Fire Control:* 1D

*Damage:* 6D

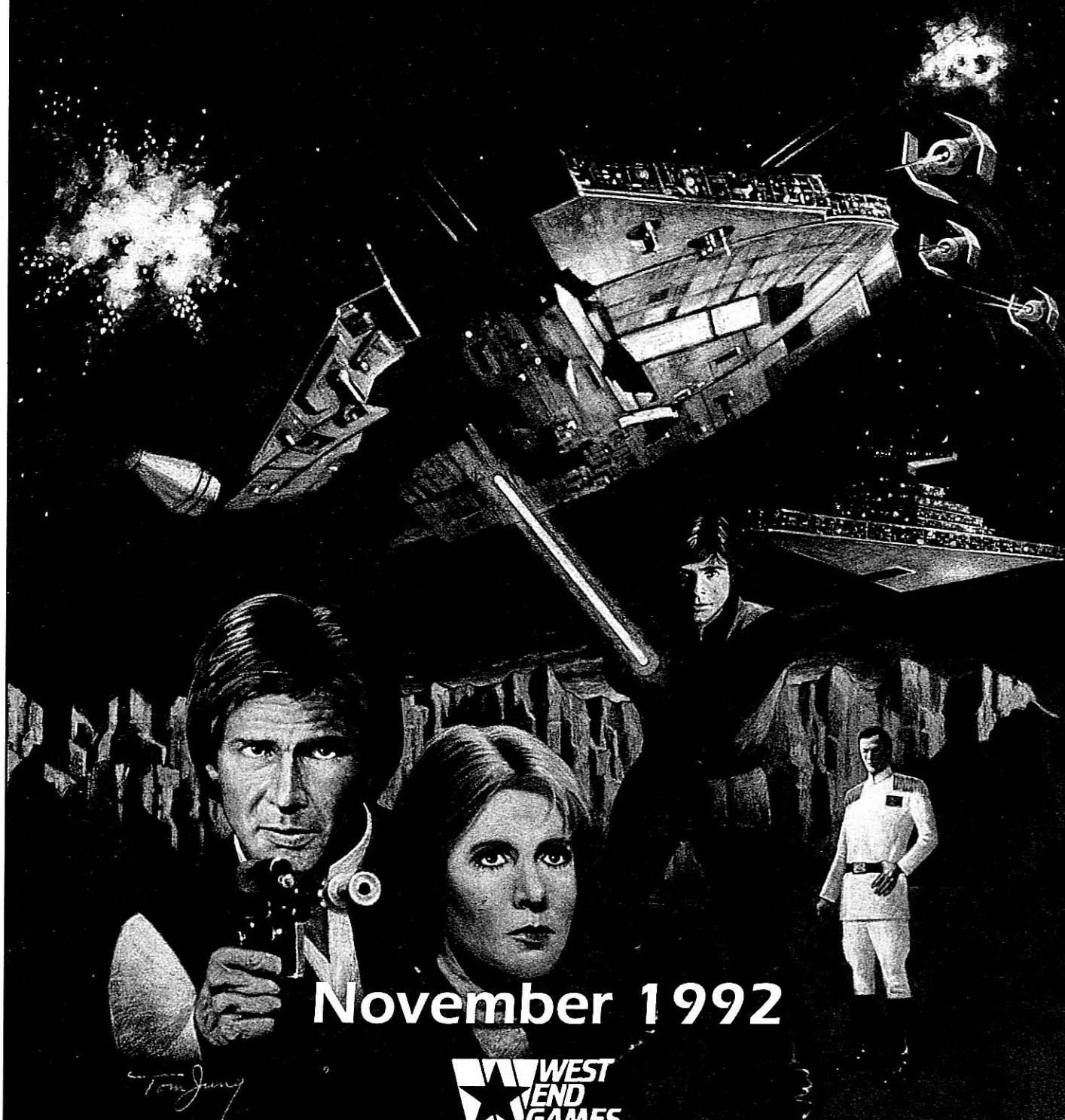
**Shields:** 2D



The Saga Continues!

# DARK FORCE RISING

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