

# STAR WARS REBELS™



SEASON TWO  
SOURCEBOOK

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

# STAR WARS REBELS

*It is a time of change. Pursued by Darth Vader, and his sinister agents, the Inquisitorius, the crew of the Ghost face their darkest and most daunting days yet.*

*Driven from Lothal by the Empire, the Rebels begin a desperate search for a new base of operations, with the guidance of valiant heroes from the Clone War, and the aid of unlikely allies.*

*The Spectres must confront secrets from the past, while battling foes both old and new – all as an uncertain future for the Force and the very survival of the burgeoning Rebel Alliance hang in the balance....*



## CREDITS

I want to thank everyone who helped with this project. There were many people who helped with suggestions and editing and so many other things. To those I am grateful. Special recognition goes out to +Pietre Valbuena who did nearly all the editing, helped work out some mechanics as needed and even has a number of entries to his credit. This book would not be anywhere near as good as it presently is without his involvement. The appearance of this book is credited to the skill of Francesc (Meriba). I hope you enjoy this sourcebook and that it inspires many hours of fun for you and your group.

May the Force be With You,  
Oliver Queen

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# INTRODUCTION

Welcome! For those who are already familiar with *Star Wars Rebels Season One Sourcebook* you will notice this book is quite a bit larger. Granted, there was a lot of new information during season two, but that is only part of the reason this book is bigger.

I made an editorial decision that I would include stats for everything that appears in season two, even if it already appeared in the Season One Sourcebook. Why? Quite simply, I wanted to cut down on flipping between books.

There is new equipment to be sure, as well as character backgrounds being updated. I have also included information from the United Kingdom monthly offering, “*Star Wars Rebels Monthly*”, which is currently being reprinted in the United States.

This sourcebook does not include information from *Rebel Dawn*, which, when I get around to it, will have its own smaller book. Maybe when *Star Wars Rebels* runs its course I will combine everything into one sourcebook like, “*The Star Wars Movie Trilogy Sourcebook Deluxe Edition*”.





**HEROES, ROGUES & VIL-LAINS**

# CHAPTER 1: HEROES OF THE REBELLION

## THE SPECTRES

Also known as the Lothal rebels and the Ghost team, the Spectres are a cell of resistance fighters who primarily operate on the Outer Rim planet Lothal. The group is headquartered on their ship, the Ghost, and carry out operations on other nearby worlds.

The Spectres are led by Kanan Jarrus, a Jedi survivor of Order 66, and Hera Syndulla, the owner and pilot of the Ghost. The others are Lothal orphan-turned-Jedi apprentice Ezra Bridger; the Mandalorian explosives expert Sabine Wren; Garazeb Orrelios, the former captain of the Lasan High Honor Guard; and the astromech droid C1-10P, nicknamed “Chopper.” Their operations eventually attract the attention of Agent Kallus of the Imperial Security Bureau, the Grand Inquisitor, and even Darth Vader, all of whom pursue the rebels in an attempt to destroy them.

### “SPECTRE 1” KANAN JARRUS

A Force-sensitive human male Jedi Knight who survived Order 66, thanks to the sacrifice of his master, Depa Billaba. On Kaller, he met the smuggler Janus Kasmir, who taught him how to survive as a fugitive. Going into hiding, he forsook the Jedi ways for some time, swapping his blue-bladed lightsaber for a blaster.

Eventually, Jarrus would wind up as a freighter pilot for the corporation Moonglow Polychemical in the Gorse system, piloting Moonglow-72. After getting caught up with a ragtag rebellious group consisting of Twi’lek pilot, Hera Syndulla, the conspiracy theorist Skelly, and the Sullustan shift leader Zaluna Myder, Kanan helped prevent Count Denetrius Vidian from destroying Cynda. During the conflict, Jarrus made the decision to accompany Syndulla on her VCX-100 light freighter, the Ghost—which he eventually would command alongside her. Later on, he would develop a romantic relationship with Syndulla.

While cocky and often sarcastic, Jarrus was eager to fight the Galactic Empire. Five years before the Battle of Yavin, Jarrus met Ezra Bridger, a fourteen-year-old Force-sensitive Human, whom he decided to mentor.

Later Kanan and his apprentice, accompanied by Ahsoka Tano, would travel to the planet Malachor to learn about the Sith. However, this decision would have costly results, as Kanan would be rendered blind by a lightsaber strike from the former Sith Lord Maul, at a Sith Temple on the planet.

Moments after Supreme Chancellor Sheev Palpatine issued Order 66, Clone Trooper allies suddenly attacked and killed Jarrus’ master, Depa Billaba. Escaping, he was forced to hide his Force-sensitivity. Jarrus kept his lightsaber locked away and forsook the Jedi ways for a long time, disguising himself as a freighter pilot, a bounty hunter, and a frontier ranger. Drinking away his problems and attempting to woo university girls, Kanan drifted from planet to planet in order to avoid the watchful eye of the Empire, never staying too long in any one place, and never distinguishing himself from others. Over time, he also found and collected spare lightsaber parts. Eventually, Jarrus emigrated to Gorse, where he met Okadiah Garson at his bar, The Asteroid Belt, when he broke up a brawl there. Through Garson, Jarrus got a job as freighter pilot carrying baradium bisulfate for Moonglow Polychemical between Gorse and its moon, Cynda. For five months, he lived in a flophouse next door to the cantina, worked as a bartender from time to time, drove Garson’s hoverbus, and piloted Expedient with a flight clearance seven.

During one of his work shifts on Cynda, Jarrus met with Lal Grallik and Skelly, but refused to support Skelly’s conspiracy theories over the Empire’s mining operations on the moon. Later, he met Count Denetrius Vidian and convinced him to let Garson live after a tense meeting. Jarrus then continued to Zone Forty-Two, where he had to use the Force to survive an explosion set up by Skelly, and to save Yelkin’s life. Afraid to have revealed his true nature, he decided to leave Cynda—and Gorse—at once. On his return in Expedient, he handed his stowaway, Skelly, to Gord Grallik in Gorse City.

It was then that he met Hera Syndulla, when they got involved in a street fight with Charko’s gang, but she disappeared before he could find out more about her. He returned to The Asteroid Belt, where he met Zaluna Myder, and Jarrus took part of her secret reunion with Syndulla until Skelly’s interruption, when the Twi’lek revealed she was investigating Count Vidian, hoping to find out what he was doing on Gorse.

On Syndulla’s insistence, Jarrus agreed to take her to Moonglow in the next work shift, where he met Rae Sloane face to face during his search for the rebellious Twi’lek. However, the Imperial soon departed to their spaceport after another of Skelly’s bombings. Their borrowing of Garson’s bus, however, prompted Jarrus to chase after them. After recovering the bus, escaping with Syndulla and Skelly, and finding Myder trapped in the restroom, they discarded the now-useless vessel in a junkyard.



After some rest, Jarrus agreed to guide them through town only, unwilling to attract Imperial attention and wanting to leave the system once and for all. Nevertheless, the Imperial-provoked explosion on Cynda prompted him to take Expedient and ask Syndulla to retrieve Garson's team, who were on a work shift at the time—only to discover their demise. Willing to stop Vidian's machinations, Jarrus, Syndulla, Skelly and Myder headed to Calcoraan Depot, where the former Padawan had the idea to intercept Vidian's report to the Emperor. They infiltrated the cyborg's private room, and later confronted him; the Count's cybernetics allowing them to uncover most of his plans. On Jarrus' suggestion, they also warned Sloane about Vidian's plans, with Jarrus himself claiming to Sloane that he was an deep undercover agent for the Emperor.

Then, they headed back to the Gorse system, where they tried to delay Cynda's destruction by targeting the TIE/LN starfighters escorting baradium haulers, and later infiltrating Vidian's Forager so that Myder could tap into its Transcept systems and send a warning to Gorse. Once inside, Jarrus and Myder faced Count Vidian in his chamber, a few minutes before Sloane issued his arrest. Vidian's determination forced Sloane to order the destruction of Forager's transmission tower.

During the Ultimatum's attack, Jarrus saved Syndulla, making use of the Force and revealing his true nature to her. Along with Myder, they escaped the ship's destruction in one of its life pods. Landing on Gorse, it allowed Jarrus time to leave a trail placing him on Gorse during the conflict. After they parted, Jarrus bade farewell to Myder in her new home, and Syndulla accepted his proposal to become a crew member of her ship, the Ghost.

By the age of 28, Jarrus has become the leader of the motley crew of the Ghost, whose members waged a war of resistance against the Empire. Besides Syndulla, his other companions included the astromech droid C1-10P (or "Chopper"), the former Lasat warrior Garazeb Orrelios, and the Mandalorian weapons expert and artist Sabine Wren. Unknown to Kanan, this rebel cell was actually part of larger Rebel network that was fighting against the Galactic Empire.

A secretive man, Jarrus rarely talks about his past, particularly so before meeting Hera Syndulla on Gorse. Before her, Jarrus was reckless, impatient and belligerent, as demonstrated by the lack of care he put in carrying explosives just to meet his schedule, or his tendency to start

fight. Seemingly prickly and detached, Jarrus showed his kindness and commitment to justice only when he thought no one was looking, and his only aim in life was survival, until he met Syndulla. She persuaded him to join her to fight for a lost way of life—to work as a rebel leader, for which he resumed his lost qualities of bravery, honor, and perseverance. The two subsequently develop a romantic relationship.

Having felt adrift since the destruction of the Jedi way of life, he has developed a cynical and cocky personality, and cannot stand "protocol nonsense." He is also known for humorous banter and for having "a thousand one-liners ready to go."

Never having made it past the rank of Padawan until years into Ezra's training, Jarrus has little confidence in his skills as a Jedi and teacher. Because of his incomplete Jedi training, he is self-conscious about it and hesitates to train

Ezra Bridger. Furthermore, Depa Billaba's last words haunt him and, as the Inquisitor once commented, the former Jedi is afraid of his own power, afraid to wear his lightsaber out in the open. However, during a lightsaber duel with the Sentinel, a manifestation of the Grand Inquisitor as a Jedi Temple Guard, Jarrus realizes he should feel content with teaching Ezra all he could, and to his surprise, he was knighted by the Sentinel. Jarrus' experiences during the Clone Wars left him wary of being involved with military affairs. When the Ghost crew is faced with the opportunity to join Phoenix Squadron and become full-fledged members of the Rebel fleet, Jarrus is reluctant to go

along. Citing his distaste for military protocol and the broader consequences of fighting a war, he becomes apprehensive and disdainful.

Jarrus also harbors substantial animosity towards clone troopers for the role they had played in killing Billaba and hunting him down. As a result, Jarrus finds it difficult to trust the retired clones Rex, Gregor and Wolffe, and yet, despite his hard feelings towards them, Kanan decides to rescue them during an Imperial attack on Seelos. After Rex joins the Rebellion and befriends his apprentice Ezra, Jarrus argues with the former Clone Captain on a few occasions about how to train the young Jedi. Despite his issues with clones, Jarrus is able to work with Rex to rescue Ezra and several other Phoenix rebels during a rescue mission aboard the Imperial Interdictor.



Kanan Jarrus has some skill in Form III due to his training under Depa Billaba, who was a master of the style and emphasised its use in close quarter fighting. The Inquisitor noted Jarrus favoured the style “to a ridiculous degree.” During his third duel with the Inquisitor, Jarrus’ skill had improved with practice, something the Inquisitor also acknowledged. In his final duel with the Inquisitor, Kanan demonstrates enough mastery of Jar’Kai to defeat the Jedi hunter. In addition to Form III, Jarrus possesses skill in Form V, which he demonstrated on numerous occasions, to deflect blaster fire effectively.

Kanan is able to use his Force powers to hold onto Fenn Rau’s Fang fighter despite the Mandalorian Protector’s best efforts to shake him off. While he is skilled enough to hold off the Seventh Sister and the Fifth Brother in combat, he was unable to beat them.

Jarrus shows capable skill in telekinesis, such as pinning the Grand Inquisitor to the ceiling, or pulling stormtroopers in before clotheslining them, as well as Force pushing objects and multiple people. Jarrus can also sense things through the Force, such as when he first felt Ezra Bridger’s presence on Lothal, and when he felt Luminara Unduli’s presence on Stygeon Prime. Jarrus also demonstrates an affinity for influencing animals through the Force as he did with a loth-cat in one of Bridger’s lessons, and later to control several fyrnocks alongside his apprentice.

He can also perform Force-enhanced jumps, such as when he escaped Agent Kallus, or when he leapt to slice the left legs of a walker, as well as mind tricks. Through his Master, Caleb Dume was able to receive Force visions, such as when he witnessed the Jedi’s destruction.

Jarrus is a capable pilot, though he recognises that Hera Syndulla is much better than him in this aspect. He also knows how to swim, and was very accurate with the use of firearms, favouring a DL-18 blaster pistol—a gunslinger’s weapon—much of the time, since drawing his lightsaber would attract Imperial attention. He also shows great skill in hand-to-hand combat as shown on their mission to Stygeon Prime: Jarrus easily disarmed and knocked out stormtroopers while unarmed, or knocking Tápusk and all of his men with ease.

A speaker of Basic, Jarrus also understands Binary and Ithorese.

## ☉ KANAN JARRUS

**Type:** Jedi Knight  
**DEXTERITY 3D+2**

*Blaster 6D, brawling parry 4D+2, dodge 5D+2, lightsaber 8D+1, running 5D, vehicle blasters 5D*

**KNOWLEDGE 3D**

*Alien species 3D+2, planetary systems 5D, scholar: Jedi lore 3D+2, streetwise 5D+1, survival 5D, tactics 5D+1, value 5D, willpower 5D+2*

## MECHANICAL 3D

*Astrogation 4D+2, communications 4D, repulsorlift operation 6D+2, sensors 4D, space transports 5D+2, starfighter piloting 5D, starship gunnery 5D+2*

## PERCEPTION 3D

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

## STRENGTH 3D

*Brawling 4D+2, climbing/jumping 4D*

## TECHNICAL 2D+1

*Equipment repair 5D, first aid 4D+2, lightsaber repair 5D, repulsorlift repair 5D+1*

## Special Abilities:

**Force Skills:** Control 8D, sense 7D+2, alter 5D+2

Force Powers (these are the known powers Kanan Jarrus possessed and it is believed that he had access to many other powers):

- **Control:** concentration, control pain, enhance attribute, force of will, resist stun
- **Sense:** combat sense, danger sense, life detection, life sense, sense force
- **Alter:** Force push, telekinesis
- **Control and Sense:** lightsaber combat, projective empathy

Note: *Projective empathy* can be used to project the Force user’s emotions to those around him.

Ezra and Kanan did this with the Loth-cat in “Empire Day”

- **Control and Alter:** Force jump

**Equipment:** DL-18 blaster (4D, 2-10/30/120), modified bounty hunter armor (+1D vs physical and energy), two-piece lightsaber (5D, requires a Very Difficult search or lightsaber repair/engineering skill check to be identified as lightsaber, requires an action to remove from belt and assemble), holocron.

**Force Sensitive?** Yes

**Force Points:** 3

**Dark Side Points:** 0

**Character Points:** 15

**Move:** 10

**Size:** 1.9 meters

**Source:** Star Wars Rebels 100A “The Machine in the Ghost”, 100C “Entanglement” (voice only), 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, 103 “Rise of the Old Masters”, 104 “Breaking Ranks”, 105 “Out of Darkness”, 106 “Empire Day”, 107 “Gathering Forces”, 108 “Path of the Jedi”, 109 “Idiot’s Array”, 110 “Vision of Hope”, 111 “Call to Action”, 112 “Rebel Resolve”, 133 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, 203 “Always Two There Are”, 204 “Brothers of the Broken Horn”, 205 “Wings of the Master”, 209 “Legacy”, 210 “A Princess on Lothal”, 211 “The Protector of Concord Dawn”, 212 “Legends of the Lasat”, 213 “The Call”, 214 “Homecoming”, 215 “The Honorable Ones”, 216 “Shroud of Darkness”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, 219-220 “Twilight of the Apprentice”, wookieepedia, stats by +Oliver Queen.





## **"SPECTRE 2" HERA SYNDULLA**

Born on the planet Ryloth to her father Cham Syndulla, Hera was a little girl during the time of the Clone Wars. She and her mother hid underground while the Separatist Droid Army occupied her homeworld. When the Republic's Clone Army came, Hera looked up at their ships and was moved to become a pilot, prompting her to leave her family and home to pursue what she loved. During her childhood, Hera grew up on tales of how the purrgil, large space-dwelling creatures, had inspired people to develop the hyperdrive. As she grew older however, Syndulla came to regard the purrgil as a menace because they endangered hyperspace travel by crashing into ships. While working as a pilot, she lost more than one friend to collisions with purrgil.

During the Clone Wars, Hera acquired an old astromech droid named Chopper. Following the defeat of the Separatists, the Galactic Republic became the Galactic Empire and refused to leave Ryloth. As a result, the Twi'lek Resistance led by her father Cham launched a resistance struggle against the Empire. During this resistance struggle, Hera's mother was killed and Cham came to prioritize Ryloth's freedom over his own family. As a result, tension developed in the relationship between Hera and her father. Hera was angry at Cham for neglecting her while Cham was upset with his daughter for devoting more attention to Chopper, whom he labeled a "second-rate junk pile". Hera's relationship with Cham was further strained when she joined the wider rebellion against the Empire, rather than taking part in the Twi'lek resistance struggle.

Following the rise of the Galactic Empire, Hera became a first rate starship pilot. Hera met the former Jedi Pad-

awan, Kanan Jarrus on the planet Gorse, where she convinced him to fight against the Empire. She was inspired to become a rebel by her father, the Twi'lek revolutionary Cham Syndulla, who had fought against the Confederacy of Independent Systems in the Clone Wars and the Galactic Empire after the war's end.

After raiding an Imperial supply convoy on Kanan's suggestion, Hera, Kanan, and C1-10P found themselves under attack by Imperial TIE/LN starfighters. When the attack disabled both the Ghost's shields and internal communications system, Hera and Kanan began giving Chopper conflicting orders over what to fix first. A comment from Kanan passed on to Hera by Chopper aggravated her enough to go on the offensive and destroy a TIE fighter herself. Chopper wound up destroying the final starfighter, and his efforts were praised by Hera before she took the Ghost into hyperspace.

Hera's personality is somewhat two-sided; while she exudes a no-nonsense style of command, she is also known for being a very warm and compassionate individual. As a highly capable pilot and captain, Hera takes good care of her ship, as well as her crew. Upon meeting Ezra, Hera develops a sort of motherly bond with the boy as she has with the other crewmembers. She is a true believer in the rebel cause and inspires hope in the rest of the crew. She is also the only other crew member aware of Kanan's test after Ezra stole the latter's holocron. Hera is in love with Kanan and usually confides in him. She is more than capable of putting her foot down when she sees conflict within the crew, such as sending Ezra and Zeb out on an errand together when the two had been fighting. While an adept fighter, Hera is also very diplomatic and knows how to unite her crew to reach a common goal.

A smart, tactful and highly observant individual, Hera can quickly detect a threat. As Lando Calrissian successfully played her crew members off one another to his own ends, Hera caught on to his trickery and put the con-man in his place. Her skills of deduction prove invaluable when her suspicions of Gall Trayvis allowed her to expose the man as an Imperial agent. She also remembers when the Jedi and clones fought in the Clone Wars, at one point being saved from death by them, and encouraged Kanan to trust Captain Rex and put aside his past animosity towards clones.

As with other Twi'lek females, many consider her attractive, particularly Kanan but also less savory characters as well, including Azmorigan, Lando Calrissian, and even Agent Kallus. She knows how to use her natural charm and beauty to her advantage when necessary, as seen when she manipulated the gangster Azmorigan in order to escape his ship.

### HERA SYNDULLA

**Type:** Freedom Fighter  
**DEXTERITY 3D**

*Blaster 5D+2, dodge 6D+2, running 3D+2, vehicle blasters 5D+1*

**KNOWLEDGE 2D**

*Languages 3D, planetary systems 6D, streetwise 5D, survival 4D, tactics 4D+2, value 5D, willpower 5D*

**MECHANICAL 4D**

*Astrogation 6D, communications 4D+1, sensors 5D, space transports 7D, space transports: VCX-100 8D+1, starfighter piloting 6D, starship gunnery 5D+1, starship shields 6D*

**PERCEPTION 3D+1**

*Bargain 5D, command 5D, persuasion 5D+2, search 4D*

**STRENGTH 2D+2**

**TECHNICAL 3D**

*Computer programming/repair 4D+1, droid programming 4D+1, droid repair 5D, space transports repair 5D, starship weapon repair 3D+2*

**Special Abilities:**

- *Head-tails:* Twi'leks can use their head-tails to communicate in secret with each other, even if in a room full of others. The complex movement of the tails is, in a sense, a "secret" language that all Twi'leks are fluent in.

**Equipment:** Blurr-1120 Holdout Blaster (4D, 3-10/20/35, The character may make two shots as a single action. This counts as a single action but increases the task difficulty



### "SPECTRE 3" CHOP "CHOPPER"

by one rank. If shooting at a single target make one roll, if shooting at two targets roll vs each).

**Force Points:** 2

**Dark Side Points:** 0

**Character Points:** 13

**Move:** 10

**Size:** 1.8 meters

**Source:** Star Wars Rebels 100A "The Machine in the Ghost", 100B "Art Attack (voice only)", 100 "Spark of Rebellion", 101 "Droids in Distress", 102 "Fighter Flight", 103 "Rise of the Old Masters", 104 "Breaking Ranks", 105 "Out of Darkness", 106 "Empire Day", 107 "Gathering Forces", 108 "Path of the Jedi", 109 "Idiot's Array", 110 "Vision of Hope", 111 "Call to Action", 112 "Rebel Resolve", 133 "Fire Across the Galaxy", 200 "The Siege of Lothal", 201 "The Lost Commanders", 202 "Relics of the Old Republic", 203 "Always Two There Are", 204 "Brothers of the Broken Horn", 205 "Wings of the Master", 209 "Legacy", 210 "A Princess on Lothal", 211 "The Protector of Concord Dawn", 212 "Legends of the Lasat", 213 "The Call", 214 "Homecoming", 215 "The Honorable Ones", 216 "Shroud of Darkness", 217 "The Forgotten Droid", 218 "The Mystery of Chopper Base", 219-220 "Twilight of the Apprentice", wookieepedia, stats by +Oliver Queen with suggestions by Pietre Valbuena and others in the *Star Wars D6 G+ community*.

Due to his advanced age and lack of consistent maintenance, Chopper has developed a sarcastic, and cranky demeanor. While Chopper gets on well with Hera, Kanan, and Sabine, he has a difficult relationship with Ezra and Zeb; whom he often plays tricks on. Chopper has a respectful relationship with Hera because she rescued him from a wrecked Y-wing starfighter during the Ryloth campaign and adopted him, giving him more attention than her estranged father Cham Syndulla. Unlike other astromech droids such as R2-D2, Chopper did not care about being loved by the organics he worked with and seemed to dislike other astromechs. While he is always cantankerous, stubborn, and irritable, Chopper does have the crew's best interests in mind and will always help them during a problem, prompting his partners to forgive his personality quirks. Though he does not get along with the Ghost's computer, the Phantom follows Chopper's commands without question.

Chopper also has a mischievous and psychopathic streak which leads him to sometimes endanger both sentient beings and other droids. On one occasion, he nearly caused the death of Ezra by knocking him off the Ghost in mid-air. Despite the incident, he shows no remorse and continued tossing jugs at him. Zeb suggested his personality flaws are due to damaged logic circuits. Later, he ejected from an Imperial communications ship, launching himself harmlessly into space but causing a group of stormtroopers to be sucked into the void with him. Chopper appears to particularly dislike other droids and never hesitates to cause them harm, whether his mission called for it or not. On one occasion, he became jealous of the Imperial courier droid 264 and threw him out of the Ghost in mid-air.

Despite his cantankerousness, Chopper is also capable of showing affection when it suits him. Despite their hostile first encounter, he grew fond of C-3PO, after the latter complimented him for his polite “manners.” In addition, Chopper also has a sense of team spirit and loyalty to his fellow Ghost companions. On one occasion, his affection towards Kanan led him to join forces with Sabine, Zeb, and Ezra on a mission to rescue Kanan. On another occasion, he refused to leave Sabine behind and persuaded her estranged friend Ketsu Onyo to rescue her from her derelict shuttle before it exploded.

Despite starting off on the wrong foot with Ezra, Chopper eventually develops a working if somewhat uneasy relationship with the young Jedi rebel. On one occasion, he rescued Ezra and Hondo Ohnaka from being killed by the crime lord Azmorigan. While Chopper does not get on well with Zeb most of the time, Zeb still respects the astromech droid well enough to rescue him during a fraught mission to salvage medical supplies.

At times, Chopper can also be selfish and once allowed his desire for a new ambulatory strut to get him stranded on Horizon Base. While Chopper has no friends due to his selfish and cantankerous personality, he earned a friend in the form of the maltreated RA-7 protocol droid AP-5. AP-5 comes to regard Chopper as a friend after Chopper freed him from his restraining bolt, thus giving him the will to overcome his programming and to rebel against his Imperial superiors. Working together, the two droids hijacked an Imperial cargo ship and managed to find a safe world for the rebellion to establish a base.

By the time of the Siege of Lothal, Chopper is known to have existed for a few decades past his manufacturer’s expiry date. As a result, most of his original components had been replaced by second hand parts. Chopper made himself an invaluable member of the Ghost by customizing the vessel to such a degree that he was the only one who understood its systems well enough to maintain it. Despite his mechanical skills, he preferred mundane activities such as playing dejarik rather than performing his allocated chores aboard the Ghost. His favorite feature was his electroshock prod, which he used to shock enemies on a number of occasions. Chopper communicates in binary,

a common droid language. Unlike R2-D2, Chopper had a retractable wheel instead of a retractable leg.

Chopper is equipped with a rocket booster that allows him to fly for short distances and to outrun foes. As a former military droid who had served during the Clone Wars, Chopper was equipped with a spark projector. Chopper is also known to have a mismatching left ambulatory strut which is green in color. Chopper was dissatisfied with this situation and desired a matching one. Despite his selfish streak, Chopper respected the former analyst droid AP-5 enough to sacrifice a new ambulatory strut to revive his friend.

## ☛ C1-10P “CHOPPER”

**Model:** Modified Industrial Automaton C1-10P Astromech Droid

### DEXTERITY 2D

*Blaster 3D, brawling parry 4D+2, dodge 4D, melee combat: spark projector 4D+1, running 5D, thrown weapons 6D*

### KNOWLEDGE 2D

*Intimidation 4D, willpower 6D*

### MECHANICAL 4D

*Astrogation 7D, rocket pack operation 5D, space transport piloting 5D, starfighter piloting 5D, starship gunnery 5D, starship shields 4D*

### PERCEPTION 3D

*Con 4D+2*

### STRENGTH 3D

*Brawling 4D+2*

### TECHNICAL 4D

*Computer programming/repair 6D, equipment repair 5D, space transports repair 7D, space transports repair: Ghost 8D, starship weapon repair 4D*

### Equipped With:

- Three wheeled legs (one retractable)
- Two heavy grasper arms (retractable, on has a built-in electroshock prod; Easy, 1D stun)
- Small electric arc welder (Easy; 3D damage)
- Small circular saw (Easy; 4D damage)
- Computer probe
- Fire extinguisher
- Imagecaster (1 meter range)
- Spark projector (Easy; 3D stun, up to 1 meter)
- Armored hull (+1D to Strength when resisting damage)
- Booster Rocket: Holds enough fuel for five blasts, which can propel “Chopper” up to 25 meters vertically or 50 meters horizontally.

**Force Points:** 1

**Dark Side Points:** 0

**Character Points:** 8

**Move:** 6

**Size:** 0.99 meters (32 kilograms)

**Cost:** No value (800 credits estimated)

**Availability:** 2

**Personality Matrix:** Masculine, advanced

**Source:** Star Wars Rebels 100A “The Machine in the Ghost”, 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, 103 “Rise of the Old Masters”, 104 “Breaking Ranks”, 105 “Out of Darkness”, 106 “Empire Day”, 107 “Gathering Forces”, 108 “Path of the Jedi”, 109 “Idiot’s Army”, 110 “Vision of Hope”, 111 “Call to Action”, 112 “Rebel Resolve”, 133 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, 203 “Always Two There Are”, 204 “Brothers of the Broken Horn”, 205 “Wings of the Master”, 206 “Blood Sisters”, 207 “Stealth Strike”, 208 “The Future of the Force”, 209 “Legacy”, 210 “A Princess on Lothal”, 211 “The Protector of Concord Dawn”, 212 “Legends of the Lasat”, 213 “The Call”, 214 “Homecoming”, 215 “The Honorable Ones”, 216 “Shroud of Darkness”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, 219-220 “Twilight of the Apprentice”, wookieepedia, stats by +Oliver Queen.

## “SPECTRE 4” GARAZEB “ZEB” ORRELIOS

Early in his life, Zeb was a member of the Honor Guard of Lasan, in which he received combat and military training, as well as his Bo-rifle, the weapon of the Honor Guard. He held the rank of Captain and was charged with protecting the Lasan royal family and his people. All that came to an end when the Galactic Empire devastated Lasan with T-7 ion disruptor rifles and utterly wiped out nearly all of his people including his family, save for his grandmother. Due to these events, Zeb harbors a deep hatred for the Empire. Zeb has nightmares about the Imperials disintegrating his people. By the age of 39, he had joined the rebels of Lothal in fighting for freedom against the Empire.

Haunted by his people’s near extermination, Garazeb Orrelios adopted a gruff and agitated persona, quick to fits of rage and violence. Beneath this outward guise however, Zeb was a compassionate being who cared a great deal for his fellow members of the Ghost, and for people wronged by the Empire. Zeb had a strong sense of morality, and he implored Kanan not to sell disruptor rifles to Cikatro Vizago in order to make some money. However, he kept his Honor Guard medallion and a tiny bag of Lasan dust in his quarters to remind him of his home. He often vented his disgust for the Empire by beating up stormtroopers, an act he relished. He used his considerable combat skills to defend helpless citizens oppressed



by the Empire, and even declined money offered to him for doing so.

Despite his essentially good heart, Zeb is quick to anger and take rash action. Agent Kallus easily goaded him into risking his life needlessly by taunting him about his people’s genocide. Zeb tries to appear stoic and serious minded, but also has a good dry sense of humor and occasionally shows a more childish side. His skills are an asset to the crew, but his impulsiveness occasionally causes trouble. He once bet Chopper in a game of Sabacc and lost, much to his surprise. Ezra and Chopper have also dragged him into their childish antics on a number of occasions.

Hera has a maternal relationship towards Zeb, as she does with most of the crew. Zeb has the utmost respect for her and rarely questions her instructions, referring to her as the “sane one” of the crew. He reluctantly developed a brotherly bond with Ezra, after initially reacting very hostile toward him, even physically threatening him a number of times. After being forced to leave Ezra behind after a botched rescue attempt, he felt a great deal of guilt until the boy’s return. He despises the crew’s droid Chopper, who he sees as useless in all practical situations and little more than a nuisance and liability to the crew. Gradually he comes to accept the droid’s eccentricity and expresses genuine surprise and gratitude when Chopper saves the crew. Despite their tense relationship, Zeb still respects Chopper sufficiently to come to his aid during a fraught mission to recover medical supplies from an abandoned space station.

Due to his experiences during the Fall of Lasan, Zeb believes that he has failed to protect his people and the Lasan royal family. His guilt and shame lead him to hide the fact that he had once been a Captain in the Lasan High Honor Guard even from his fellow rebels. Zeb is also skeptical of the supernatural and initially believes that the Lasat refuge of Lira San is a myth. Zeb is able to overcome his past guilt by fulfilling an ancient Lasat prophecy which involves him fulfilling three different roles: the “Child”, the “Fool”, and the “Warrior.” In the process, Zeb makes a leap of faith by letting the Force guide his bo-rifle to Lira San.

While a ferocious fighter, Zeb still values honor and refuses to fight a wounded opponent. Despite his antagonistic relationship with the Imperial Security Bureau Agent Kallus, Zeb is still able to develop an unlikely friendship with him during a mission to Geonosis. He realizes that Kallus is not

the monster that he had grown to hate and that the Imperial agent also valued honor. Zeb's mutual respect Kallus began to develop when the two nominal adversaries team up to survive the cold and several bonzami monsters, while stranded on the ice moon of Bahryn. Zeb's encounter with Kallus makes him realize that not all Imperials were evil.

As a member of the Lasat Honor Guard, Garazeb Orrelios is a skilled fighter who is trained in the art of the bo-rifle. Due to his large physique and combat skills, Zeb serves as the "muscle" of the small Lothalian rebel cell. He enjoys fighting and beating up stormtroopers. While Zeb is unable to match the Force powers of the two Inquisitors known as the Fifth Brother and the Seventh Sister, he is able to rescue his companions Ezra and Sabine by luring them and their captors to a hangar bay, where they make a quick escape in their shuttle. Zeb is also strong and big enough to carry other sentient beings including Chava and Kallus. Zeb's combat skills lead him to pride himself as a "warrior" and he takes offense at being called a "child" or "fool". While stranded on Bahryn, Zeb demonstrates considerable skill in climbing out of an icy cave.

### ☪ GARAZEB "ZEB" ORRELIOS

**Type:** Former Captain of the Lasat Honor Guard  
**DEXTERITY 2D+2**

*Blaster 5D+2, blaster: bo-rifle 8D, brawling parry 7D, dodge 6D, melee combat 6D, melee combat: bo-rifle 7D, melee parry 4D, melee parry: bo-rifle 6D+2, vehicle blasters 5D+1*

**KNOWLEDGE 2D**

*Cultures 3D+1, intimidation 7D+2, languages 3D, survival 7D*

**MECHANICAL 3D**

*Repulsorlift operation 4D+2, starship gunnery 5D*

**PERCEPTION 2D**

*Command: Lasan High Honor Guardsmen 4D, gambling 3D+1*

**STRENGTH 5D**

*Brawling 10D, climbing/jumping 7D, lifting 6D, stamina 8D*

**TECHNICAL 3D+1**

*Bo-rifle repair 5D+2, first aid 5D, repulsorlift repair 6D*

**Special Abilities:**

- *Prehensile Toes:* due to their unique physiology, Lasat gain a +1D bonus to their climbing rolls. Lasat toes are very strong, allowing them to pick up items equal to their normal carrying capacity, but lack any fine motor control.
- *Darkvision:* Lasat have highly developed night vision allowing them to see in dark without penalty up to 50 meters.

**Equipment:** Bo-rifle (Melee: Difficult, STR+2D stun; Blaster: 4D+1, 3-30/120/350; +5 melee parry because Zeb has specialized in use of the weapon. Can be configured to make use of ancient Lasat technology; this configuration grants access to Lasat star charts and under certain circumstances, allows interface with the Force / Ashla; knowledge of this

configuration is rare and is normally available only to those with specialized knowledge of Lasat culture and ritual\*).

**Force Points:** 1

**Dark Side Points:** 0

**Character Points:** 11

**Move:** 12

**Size:** 2.1 meters (115 kilograms)

**Source:** Star Wars Rebels 100C "Entanglement", 100 "Spark of Rebellion", 101 "Droids in Distress", 102 "Fighter Flight", 103 "Rise of the Old Masters", 104 "Breaking Ranks", 105 "Out of Darkness", 106 "Empire Day", 107 "Gathering Forces", 108 "Path of the Jedi", 109 "Idiot's Array", 110 "Vision of Hope", 111 "Call to Action", 112 "Rebel Resolve", 133 "Fire Across the Galaxy", 200 "The Siege of Lothal", 201 "The Lost Commanders", 202 "Relics of the Old Republic", 203 "Always Two There Are", 204 "Brothers of the Broken Horn", 205 "Wings of the Master", 207 "Stealth Strike", 208 "The Future of the Force", 209 "Legacy", 210 "A Princess on Lothal", 211 "The Protector of Concord Dawn", 212 "Legends of the Lasat", 213 "The Call", 214 "Homecoming", 215 "The Honorable Ones", 216 "Shroud of Darkness", 217 "The Forgotten Droid", 218 "The Mystery of Chopper Base", 219-220 "Twilight of the Apprentice", wookieepedia, stats by +Oliver Queen. \*Force-related capabilities of Bo-rifle are based on conjecture and have not been verified by canon sources.

### "SPECTRE 5"

#### SABINE UREN

A human female, Sabine Wren was born on the planet Mandalore in the waning years of the Galactic Republic, into Clan Wren of House Vizsla. Her mother was a member of Death Watch during a time when Mandalore had fallen into chaos after the collapse of the New Mandalorian government, near the end of the Clone Wars. Trained from an early age in Mandalorian warrior culture, Wren forged her distinctive armor with her family, but also inherited her Nite Owls helmet from someone whose identity she was reluctant to reveal.

After the Clone Wars ended, the Galactic Empire established a presence on Mandalore and opened an Imperial Academy, which Wren attended as a Imperial cadet. As a youth, she believed in the Empire and, even as it put her through difficult times, followed its orders blindly. During her time at the Academy, she studied the tactics of Twi'lek Resistance leader Cham Syndulla and Mandalorian Protector leader Fenn Rau during the Clone Wars. This would eventually put her at odds with the Imperial establishment there, and led to a nightmarish experience when the Empire wronged Wren's family, causing her and fellow cadet, Ketsu Onyo, to desert the Academy. During her escape from Mandalore, Wren received no small amount of help from Wookiees, for which Wren felt she owed them a debt.

Wren and Onyo then became bounty hunting partners; the two were like sisters, though Wren was the less harsh of the two. Together, they dreamed of joining the criminal organization Black Sun, all the while doing things just for money and caring only about themselves in an attempt to survive. Ultimately, they parted on bad terms, due to Onyo getting “greedy” and leaving Wren for dead.

At some point, while on the run from an Imperial attempt to capture her after she had left the Academy, a man named Janard saved her life by knocking over a stack of freight containers to block the Imperials’ path while she escaped. Eventually, the brutal Imperial crackdown on her homeworld and the consequent loss of her family pushed Wren into open rebellion.

By the age of 16, Wren had joined a rebel cell on the planet Lothal consisting of the Twi’lek captain Hera Syndulla, the former Jedi Padawan Kanan Jarrus, the astromech droid C1-10P “Chopper”, and the Lasat warrior Garazeb Orrelios. The Lothal rebels operated from the modified VCX-100 light freighter Ghost. Giving Wren a second chance in life, the Lothal rebels regularly raided the Imperials for supplies, which they distributed to the needy and sabotage missions.

A free-spirited girl with an artistic flair, Sabine Wren is driven by a desire to express herself artistically, and a fundamental distaste for following instructions she disagrees with. Despite her frequent feisty sarcastic quipping, she rarely lets personal feelings get in the way of her job and remains focused on the objective at hand, though she still does her job with her unique artistic panache. She often graffitiies different rebel insignias with her airbrushes every time they attacked the Imperials.

As an artist, Wren appreciates color and saw artistry in her explosives, seeing the galaxy as her canvas — everything from her hair and armor to the walls of the Ghost could be improved with bursts of color and an expressive line, and took particular delight in repainting Imperial gear, armor and vehicles, turning the Empire’s drab equipment into expressions of freedom. Wren has a ‘practice makes perfect’ attitude to her art, and so whenever she is struck by inspiration, she tends to paint on whatever there was at hand, and works on her art aboard the Ghost during her downtime. A major influence in her works was Janyor of Bith. She appreciates compliments and talking about art, though she knows better than to trust Lando Calrissian’s silver tongue.

Although her training in the Mandalorian warrior traditions (like armor restrictions) are often at odds with her artistic sensibilities, she is proud of her riotously colored armor, which was like a second skin to her, and sometimes forgot she had it on and fell asleep in it. Her armor’s breastplate has a starbird painted on it; the legendary creature, which represents her own free spirit and desire to liberate the galaxy from the Empire, has become her symbol and trademark.

She exudes confidence in her combat skills, often facing off against numerous foes with ease. Despite her bravado, she occasionally doubts the possibility of defeating the Empire based on her past as an Imperial cadet. That past, in which a younger Wren had once trusted the Empire implicitly and followed its orders blindly, is marked a nightmarish experience that opened Wren’s eyes to the Empire’s true nature, and has caused her to despise the Imperial regime, and to instinctively rebel when asked to follow orders unquestioningly. As she has grown to distrust secrecy, Wren sometimes lets her more juvenile side cloud her better judgement in these matters. She also develops a somewhat callous streak towards Imperial enemies. During her academy training, Wren also had a few bad experiences with underwater missions that led her to develop a strong dislike for water; it could also wash away art, which she thought should never be allowed to happen.

Because of her resourcefulness and improvisational gifts, Kanan Jarrus and Hera Syndulla defer to Wren whenever an improvised plan or operation is in order, trusting her skills and knowledge. As noted by Ezra Bridger, Wren is something of a loner among the crew of the Ghost, spending a lot of time in her room, showing a tendency to eat and do combat practice on her own.

Though she is first and foremost a free-spirited artist, Wren has been trained as a Mandalorian warrior from an early age, and has extensive expertise and knowledge in weaponry, as well as proficiency in numerous combat skills -- a prodigy of sorts, an accomplished and acrobatic warrior and saboteur. Both Hera Syndulla and Kanan Jarrus have the greatest respect for Wren’s skills and trust her expertise on the inner workings of the Imperial military, a remnant of her past as a cadet at the Imperial Academy on Mandalore. As munitions specialist of the Ghost crew, she maintains and finetunes all weapons but her crewmates’ lightsabers, but also creates many of the explosive devices she and the team use.

As a demolitions expert, Wren can rig anything to explode, and in a fashion that is not only effective but also artistic. She has the knowledge to manufacture her own explosives, and has enough knowledge of how the chemical elements of explosives worked in conjunction with fuels and even other munitions to create explosions infused with her unique touch. Also trained as an electronics and munitions engineer, she has used such skills to tinker with her twin WESTAR-35 blasters effectively, allowing her to increase their power efficiency and adding other features. She demonstrates enough piloting skills to man a Gozanti-class cruiser, the auxiliary starfighter Phantom, a Hammerhead corvette, and an Imperial Troop Transport, most of them in non-combat situations. She usually serves as a gunner for the Ghost as well.

Calling on her skills as a slicer, Wren uses her much-tinkered computer-linked gauntlets to break into the Imperial encryption of Tseebo’s implants, and to help Chopper slice into Imperial transmission system by preparing a data



spike. Wren also has some skills as a mechanic, repairing the Ghost or the Phantom when the need arose.

Fluent in several languages, Wren has the ability to learn new languages quickly. Before she left the Academy, she was the fastest cadet to complete the language unit during espionage training. She spoke Basic, Mando'a, Huttese, Rodese, Aqualish, Binary, and some Shyriiwook.

Wren wears a suit of Mandalorian armor which she heavily customized after leaving Mandalore, no longer being bound by the restrictions placed on armor customization by the Death Watch. She keeps the insulating body glove to which the armor bonded, but stripped away much of the rest to give the greatest amount of mobility possible, keeping only the collar armor, ankle plates, breastplate, knee, elbow and shoulder pads. The only part of her armor that Wren did not reduce or personalize is the Nite Owls helmet she wears, as she inherited it; nevertheless, she did upgrade the com-link-incorporated helmet's interior electronics.

The headwear retains its traditional targeting viewfinder and macrobinocular viewplate and, though it featured a variety of control interfaces, Wren rarely uses them. She does however make use of the helmet's holo-imager, using its video and image recording features to capture her artistic efforts. She also wears a pair of computer-linked gauntlets, but rarely used their weaponized components or her jetpack and rocket pack, equipment used more commonly by the Death Watch.

Wren applied a personalised paint job to each part of her armor based on the color scheme of her inherited helmet.

This consists of a pink color scheme around the time Bridger joined the crew of the Ghost, but changed to include more orange between the Siege of Lothal and her meeting with the clones on Seelos. Consistent throughout both color schemes is an image of an anooba on the left shoulder pad, a black and white dejarik pattern on the left shoulder pad, and a starbird on her breastplate. On top of the custom paint job, Wren's clothes and armor are often splattered with paint from her most recent project.

In battle, Wren uses a pair of WESTAR-35 blaster pistols that are linked to her helmet's targeting systems. During a fight, her helmet will warn her of low ammo to prevent her running out at an inconvenient time, although the handles of the blasters themselves will pulse as warning of low ammo if she is fighting helmetless. When not fighting Wren keeps the pistols in a pair of nerf hide holsters

around her waist. As with her armor, Wren painted her pistols, although they are both sealed to prevent the paint interfering with the internal systems. Along with the holsters, she keeps a backup comlink on her belt.

To make her art, Wren uses airbrushes that release a fine pressurized mist of paint, the width, color and intensity of which she can easily change, and can be configured with her favorite stencils, allowing her to tag things quickly during missions. She also possesses a deluxe paint sprayer she has converted from a fire extinguisher, which she only uses outside due to its large area cover and sensitive trigger. The artist's favourite tools for art though are her explosives, which she personally constructs to release paint or colored explosions, and almost always has detonators on her belt, in her satchel and, sometimes, her pockets. Wren generally finds thermal detonators too overpowered for her tastes, and much prefers detonite tape. Aside from sprayers and explosives, Wren makes use

of color sticks and stencils when creating art, also wearing a respirator if working with paint fumes. Furthermore, using modified thermal detonators, she creates paint bombs that simultaneously destroyed equipment and vehicles but also covered the area with paint.



## ☪ SABINE WREN

**Type:** Explosive Artist

**DEXTERITY 4D**

*Acrobatics 8D+1, blaster 8D+1, dodge 7D+1, grenade 6D, melee combat 5D, melee parry 6D, running 6D, vehicle blasters 5D+1*

**KNOWLEDGE 2D+1**

*Bureaucracy 3D, cultures: Mandalorian 3D+1, languages 4D+2, law enforcement 3D, scholar: art 4D+1, survival 4D, tactics 4D+1*

**MECHANICAL 2D+1**

*Artist: graffiti 6D+2, communications 5D, jetpack operation 3D, repulsorlift operation 5D, space transports 4D+1, starfighter piloting 3D+1, starship gunnery 6D+1*

**PERCEPTION 3D**

*Con 5D, hide 7D, sneak 8D*

**STRENGTH 2D+1**

*Brawling: martial arts 4D+1, climbing/jumping 5D+1, stamina 5D+2*

**TECHNICAL 4D**

*Armor repair 5D+1, blaster repair 6D+2, computer programming/repair 7D+2, demolitions 8D+1, first aid 5D, repulsorlift repair 4D+2, security 6D, space transports repair 5D+2, (A) weapons engineering 4D*

### Special Skills:

Martial Arts: Sabine knows the following hand-to-hand combat techniques:

- *Disarm*: Moderate. If difficulty is met, target is disarmed.
- *Flying Kick*: Difficult. If roll exceeds difficulty, flying kick inflicts STR+2D damage. Failure to beat difficulty results in character being off-balance, allowing opponent to make an additional attack that same round with no multiple action penalty.

**Equipment:** Two Westar-35 blaster pistols (4D+2; 3-10/20/100, drawing this weapon is a free action), Computer-linked Wrist gauntlets (datapad, holographic imagecaster, computer interface, and communications link-up; remote access computer systems 10 meters from signal), APS-1 airbrush, blast vest (+1 vs energy, +1D vs physical), Mandalorian helmet (+1 vs energy, +1D vs physical; internal HUD display; +2D bonus to all Perception checks in low light environments; macrobinoculars 100-250/500/1,000; +3D to Perception or search for 100-500 meters away; atmosphere filter allows operation in toxic-air environments for 1 hour before filter needs replaced; hands-free internal comlink).

### Story Arc:

- *Tag it!*: Sabine is expressive and practical as well. She is constantly creating works of “art” on the bulkheads or the living quarters aboard the Ghost. Her need to express herself through her “art” is so strong that she has created a logo for their group, based on the starbird. Whenever she takes part in an action against the Empire or its allies, she must “tag” something.

**Force Points:** 1

**Dark Side Points:** 0

**Character Points:** 12

**Move:** 10

**Size:** 1.7 meters

**Source:** Star Wars Rebels 100B “Art Attack”, 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, 103 “Rise of the Old Masters”, 104 “Breaking Ranks”, 105 “Out of Darkness”, 106 “Empire Day”, 107 “Gathering Forces”, 108 “Path of the Jedi”, 109 “Idiot’s Array”, 110 “Vision of Hope”, 111 “Call to Action”, 112 “Rebel Resolve”, 133 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, 203 “Always Two There Are”, 204 “Brothers of the Broken Horn”, 205 “Wings of the Master”, 206 “Blood Sisters”, 207 “Stealth Strike”, 208 “The Future of the Force”, 209 “Legacy”, 210 “A Princess on

Lothal”, 211 “The Protector of Concord Dawn”, 212 “Legends of the Lasat”, 213 “The Call”, 214 “Homecoming”, 215 “The Honorable Ones”, 216 “Shroud of Darkness”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, 219-220 “Twilight of the Apprentice”, wookieepedia, stats by +Oliver Queen with suggestions by Pietre Valbuena.

## “SPECTRE 6” EZRA BRIDGER

A human male rebel from the planet Lothal and the Padawan of Kanan Jarrus. Bridger, unknowingly Force-sensitive for years, grew up as an orphan and con artist on Lothal before meeting Jarrus and his rebel crew.

After getting caught up with the rebels during a weapons heist in Capital City and freeing Wookiee slaves, Bridger joined the rebel crew and began training as a Jedi under Jarrus’ direction. Ezra and the crew undertook many missions together in an effort to defeat the Empire.

Born in 3258 LY (19 BBY), on the day of the inception of the Galactic Empire, Ezra grew up on the planet Lothal in the Outer Rim Territories. Hoping to make the galaxy a better place for their son, Mira and Ephraim Bridger, set up public broadcasting transmissions to speak out against the Empire’s harsh rule. By the time Ezra turned 7, his parents were found and taken away by the Empire, leaving him to live largely on his own for the next eight years and find work as a con artist and thief, stealing technology and reselling it on the black market, while unknowingly using the Force to occasionally get himself out of tough situations. Eventually, he came to live in the abandoned LothalNet comm tower E-272, where he kept a collection of stormtrooper helmets.

Ezra has tan skin and black hair. He later obtained scars on his left cheek after the battle aboard an Imperial Star Destroyer. Bridger grew up on his own and worked as a small-time thief and con artist, using his street smarts to steal technology and goods from the forces of the Galactic Empire, though he felt no loyalty to others.

Initially, Ezra only saw the crew of the Ghost as a means to an end, stealing any valuables from the ship he could find, but he soon befriended and developed a strong bond with the crew members. Ezra’s rough upbringing taught him not to trust others, let alone help them. Sometime after meeting the crew of the Ghost, Ezra became a bit more trusting. Ezra was also very charismatic, which helped him get by during his early years. He was thievish, yet easygoing and upbeat, and liked to play pranks and make jokes. He flirted with Sabine and pranked Zeb, but with



his jokey attitude, he hid from the others what he really felt about his parents, as he didn't trust people easily.

Bridger possesses a strong connection to the Force, which prompted Jarrus to offer him the chance to train under him. He can perform Force-enhanced jumps, and can sense things through the Force, even without proper training, such as when he sensed Kanan Jarrus' presence for the first time, or when he was drawn to the former Jedi's lightsaber and holocron. When Valen Rudor tried to kill him with his TIE fighter's laser cannons from behind, Bridger sensed the danger and dodged the shot. He also has an affinity in the use of telekinesis, such as when he instinctively pushed Agent Kallus several feet away to save Garazeb "Zeb" Orrelios.

Under Jarrus' training, Bridger's Force abilities become more refined. He learns how to tame a horde of fyrnock; on the same day, however, he established a connection to the dark side and this power was amplified to the point of being able to summon a giant fyrnock. Bridger has also been known to have Force visions. After building his own lightsaber, Bridger initially struggled to learn how to use Form V, but later proved to have enough proficiency to deflect blaster fire.

As Ezra's Jedi training continues under Kanan, his Force abilities and lightsaber skills improve over time. During a mission to Takobo, Ezra is able to use his Force connection to calm the wailing Ithorian infant Pypey. On a latter occasion, he managed to communicate with the Purrkil King and convince

them to help the Lothal rebels. Later, he used a Jedi mind trick to force an Imperial commander of a fighter carrier to order an evacuation of his ship.

Due to his role in the rebellion, Ezra has had several opportunities to put his lightsaber skills to use. During an escape from an Imperial Interdictor, Ezra used his lightsaber to deflect blaster bolts. By the following year, Ezra had begun to study Form IV via recording of the former Jedi Knight Anakin Skywalker found in Kanan's holocron. By the time the rebellion has discovered Atollon, Ezra is able to duel his master Kanan to a draw in a training exercise.

However, Ezra is prone to the temptations of the dark side of the Force. During a moment of anger, he temporarily gave into the dark side and summoned a fyrnock in an attempt to save Kanan from the Grand Inquisitor. Bridger's encounter with the former Sith apprentice Maul has piqued the young apprentice's interest in the dark side. Following the apparent death of his secondary mentor Ahsoka on Malachor, Ezra is able to open a Sith holocron; a feat that required one to harness the power of the dark side.

Bridger utilizes an old R-series manipulator to pick electronic locks. Before his training at the Lothal Jedi Temple, Bridger had an energy slingshot that he often used to stun his opponents. Bridger's equipment included a blaster, and he frequently stole helmets and technology from the Empire, including a custom-painted stormtrooper cadet helmet to intercept short-range transmissions.

### New Force Power

## PROJECTIVE EMPATHY

Considered by some to be a precursor to the development of projective telepathy, this power allows a Jedi to connect with creatures on an instinctual, emotional level. If successful at using this power, the Jedi is able to sense a creature's emotional state and intentions, as well as project his own, in a mutually understood way. The creature "feels" the projected emotions, with the understanding that what it is experiencing belongs to the user of the power. However, the creature may react according to the nature of the projection.

**Control Difficulty:** Easy, if the animal is domesticated/friendly (such as a bantha); Moderate to Difficult, if the animal is wild, but non-predatory (such as an undomesticated tauntaun); Very Difficult to Heroic, if the animal is ferocious/predatory (such as a wild rancor).

**Sense Difficulty:** Opposed Perception or Orneriness of target creature.

This power may be kept up.

**Required Powers:** Life detection, life sense, sense force.

**Effect:** If the Force user's sense roll exceeds the creature's opposed roll by 5 or more, he gains a +1D modifier to any Perception-based rolls made against the target creature, as long as the power is in effect. If the Force user's sense roll succeeds by 10 or more, he gains a +2D modifier.

If the Force user is friendly, passive or serene, he may also apply this modifier to beast riding. If the Force user is angry, aggressive or hostile, his beast mount's orneriness increases by 2D – however, he may then apply an additional 2D bonus to one intimidation, beast riding, beast handling or Perception-based roll (command, con, persuasion, etc) that incites a creature to attack or otherwise take hostile action. Force users who utilize the darker manifestation of this power immediately gain a Dark Side Point.

**Source:** *Star Wars: Rebels* S1 and S2. Stats by +Oliver Queen and Pietre Valbuena.

After his mission within the Lothal Jedi Temple where he received a Kyber crystal, Ezra assembled his own lightsaber. This lightsaber has a blue colored blade and a guard extending from the top to the bottom of the hilt that protected the main handle of the blade. Ezra's lightsaber is a unique hybrid that featured a fully functional blaster pistol built into the handle, but Darth Vader has since destroyed the weapon.

## ☉ EZRA BRIDGER

**Type:** Jedi Padawan/Former Thief

### DEXTERITY 3D

*Acrobatics 5D, blaster 4D, blaster: energy slingshot 6D, dodge 7D, lightsaber 6D+2, pick pocket 8D, running 6D*

### KNOWLEDGE 2D+1

*Streetwise 5D, survival 4D, value 4D+2*

### MECHANICAL 2D

*Repulsorlift operation 5D, space transports 3D, starship gunnery 4D*

### PERCEPTION 4D

*Bargain 4D+1, con 6D+1, hide 5D+2, sneak 7D*

### STRENGTH 2D

*Climbing/jumping 5D+1*

### TECHNICAL 3D+2

*Equipment repair 5D, lightsaber repair 4D+2, repulsorlift repair 4D+2, security 5D*

### Special Abilities:

*Force Skills:* Control 5D+1, sense 5D, alter 4D+2

Force Powers (these are the known powers Ezra Bridger possessed and it is believed that he had access to many other powers):

- *Control:* concentration, resist stun
- *Sense:* danger sense, life detection, life sense, sense force
- *Alter:* telekinesis
- *Control and Alter:* Force jump
- *Control and Sense:* lightsaber combat, projective empathy

Note: *Projective empathy* is used to project the Force user's emotions to those around him. Ezra is particularly gifted at connecting with creatures on an empathic, instinctual level. Due to this natural talent for communicating with beasts, Ezra gains a +5 modifier to any rolls related to using this power. Ezra and Kanan used this power with the Loth-cat in "Empire Day", while Ezra, inadvertently calling on the Dark Side in "Gathering Forces", used it to summon the alpha fynnock and to have it attack the Grand Inquisitor.

**Equipment:** Lock picking tools, Lightsaber (Difficult, 5D, 5D Stun, 3-10/30/120, 25 shots as pistol), wrist comlink.

*Ezra's Lightsaber:* Ezra spent several weeks building his lightsaber after receiving a kyber crystal in the Jedi Temple on Lothal. The weapon, built from spare parts donated by fellow members of the Ghost's crew, is a lightsaber-blaster hybrid. When in lightsaber mode, the weapon has an adjustable blade and could be used in combat. The stun blaster appears similar to a handguard on a standard sword.

**Force Sensitive?** Yes

**Force Points:** 2

**Dark Side Points:** 1 (2 by end of Star Wars Rebels 220 "Twilight of the Apprentice" Part 2)

**Character Points:** 11

**Move:** 10

**Size:** 1.65 meters (50 kilograms)

**Source:** Star Wars Rebels 100D "Property of Ezra Bridger", 100 "Spark of Rebellion", 101 "Droids in Distress", 102 "Fighter Flight", 103 "Rise of the Old Masters", 104 "Breaking Ranks", 105 "Out of Darkness", 106 "Empire Day", 107 "Gathering Forces", 108 "Path of the Jedi", 109 "Idiot's Array", 110 "Vision of Hope", 111 "Call to Action", 112 "Rebel Resolve", 133 "Fire Across the Galaxy", 200 "The Siege of Lothal", 201 "The Lost Commanders", 202 "Relics of the Old Republic", 203 "Always Two There Are", 204 "Brothers of the Broken Horn", 205 "Wings of the Master", 206 "Blood Sisters", 207 "Stealth Strike", 208 "The Future of the Force", 209 "Legacy", 210 "A Princess on Lothal", 211 "The Protector of Concord Dawn", 212 "Legends of the Lasat", 213 "The Call", 214 "Homecoming", 215 "The Honorable Ones", 216 "Shroud of Darkness", 217 "The Forgotten Droid", 218 "The Mystery of Chopper Base", 219-220 "Twilight of the Apprentice", wookieepedia, stats by +Oliver Queen with suggestions by the *Star Wars D6 G+ community*.

## PHOENIX CELL

A fleet of resistance fighters, the cell is led by Commander Jun Sato and is part of a network of rebel collectives. It has five CR90 corvettes in its fleet, as well as the Pelta-class frigate Phoenix Home. The fleet is defended by Phoenix Squadron, a group of RZ-1 A-wing interceptors. The cell forges an alliance with the rebels of Lothal, known as the "Spectres", after assisting them in the rescue of their leader, Kanan Jarrus.

It was later devastated by the Sith Lord Darth Vader, who destroyed the command ship and nearly wiped out Phoenix Squadron, single-handedly. It was only due to the Dark Lord's distraction with the "Spectres" that they managed to flee. Following Darth Vader's attack, the surviving Phoenix rebels continue their search for a permanent base that will allow them to hide from the Empire. Unable to find such a base, the Phoenix cell temporarily settles down in the spaceports of Garel. However, they are forced to abandon Garel after the Empire discovers their presence and sends a fleet to destroy them. Following a fierce battle, most of the Phoenix rebels manage to escape into hyperspace.

## COMMANDER JUN SATO

Commander of the Phoenix rebel cell, a resistance group that operates against the Galactic Empire in the years prior to the Battle of Yavin. He and his cell, which includes a group of A-wing starfighters known as Phoenix Squadron, are affiliated with the larger rebel movement operated



by Senator Bail Organa. At the recommendation of Senator Organa, Sato welcomed the Lothal rebels into his fleet, and the two cells fought side by side in a number of engagements. Sato lost his command ship, Phoenix Home, after it was destroyed by the Sith Lord Darth Vader, after which Sato transferred his command to the CR90 corvette *Liberator*.

Jun Sato is a human male with brown-but-greying hair and brown eyes. He is a by-the-book commander, operating his cell using military protocols. He is grateful that the Ghost has become part of his fleet and feels that the rebels have proven invaluable to the rebellion's cause, though he also believes that the Lothal rebels lack effective discipline. During Darth Vader's assault on the Phoenix fleet, Sato at first refused to allow his crew to abandon Phoenix Home, as he was unwilling to lose his own command ship. Once he realized that the ship was lost, however, he regretfully agreed with Captain Syndulla's advice and ordered his crew to evacuate the ship.

**Commander Jun Sato:** *All stats are 2D except for: Knowledge 3D, bureaucracy 4D+2, law enforcement 4D, planetary systems 4D+1, tactics 5D, tactics: capital ships 6D+2, Mechanical 3D+2, capital ship repair 4D, capital ship weapon repair 4D, command 5D+1, command: Phoenix fleet 6D+2, persuasion 4D+2. Move: 10. Character Points: 3.*

**Source:** Star Wars Rebels 200 "The Siege of Lothal", 201 "The Lost Commanders" (appears in hologram), 203 "Always Two There Are" (mentioned only), 204 "Brothers of the Broken Horn" (appears in hologram), 205 "Wings of the Master", 207 "Stealth Strike", 209 "Legacy", 211 "The Protector of Concord Dawn", 214 "Homecoming" (appears in hologram), 217 "The Forgotten Droid", 218 "The Mystery of Chopper Base" (voice only), Star Wars Rebels Magazine UK #15 "A Day's Duty", 219-220 "Twilight of the Apprentice", wookieepedia, stats by +Oliver Queen.

## AHSOKA TANO

As the Galactic Empire came to power, Tano becomes an integral figure in a network of rebel cells that she assembles alongside Senator Bail Organa. Under the codename "Fulcrum", she provides intelligence to various insurgent factions, including one cell based on Lothal that is led by Hera Syndulla. Tano takes a particular interest in Syndulla's rebels because one of their members, a former Jedi named Kanan Jarrus, has begun to train his own Padawan, Ezra Bridger. In addition, Tano's efforts against the Empire bring her into contact with Anakin Skywalker, who by now has become the Dark Lord of the Sith Darth Vader, as

well as with Imperial Inquisitors known as the Fifth Brother, the Seventh Sister and the Eighth Brother.

Ahsoka would duel Darth Vader, confirming his identity as her former master, Anakin Skywalker. When she saw part of Anakin's face, she was both mournful and horrified. She decides not to leave him, as she did 15 years ago, to which Vader responds that she would thus die instead. The two engage in combat once again, with the temple locking down and exploding into a burst of energy, allowing Ezra and Kanan to escape. Ahsoka is last seen walking into the remains of the Sith Temple, although her fate unclear.

Ahsoka makes use of the unorthodox reverse grip during lightsaber combat. She is proficient in Form V and capable of using it even in less than ideal positions. Tano's combat skills are quite considerable. At some point during the Clone Wars, Tano began to learn Jar'Kai. By the time of the Galactic Empire, Tano fought proficiently with two lightsabers. During a skirmish at Hammertown, she was able to best two Inquisitors in lightsaber combat and even managed to deactivate the double lightsaber of the Seventh Sister during the duel.

Tano possesses a strong connection to the Force, and often performs Force-enhanced jumps and other acrobatic feats. She is capable of performing extensive telekinetic feats, has a strong ability to sense things in the Force, and has learned how to perform mind tricks.

In addition to her formidable Force powers and lightsaber combat skills, Tano is also a talented pilot, a skilled war strategist and a capable hand-to-hand combatant. Tano was trained by her master to quickly analyze technical scans of enemy ships and has now amassed considerable knowledge of mechanics repair. She understands Shyriiwook, the wookiee language.

## AHSOKA TANO

**Type:** Force Adept/Rebel Operative

**Species/Gender:** Togruta/Female **Age:** 33 **Height:** 1.88 meters **Weight:** 65 kilograms

**Physical Description:** Ahsoka is a tall togruta with white and blue swirled lekku. Her complexion is tannish red with white tattoos on her face. She typically wears a blast vest over lightweight clothes and high boots.

### DEXTERITY 3D+2

*Acrobatics 6D, blaster 5D+2, brawling parry 6D, dodge 7D+1, grenade 4D, lightsaber 9D, melee combat 4D, melee parry 9D, running 5D+2, vehicle blasters 4D*



## KNOWLEDGE 2D+1

*Alien species 3D, bureaucracy: Jedi Order 4D+1, cultures 3D, intimidation 4D+1, languages 3D, planetary systems 5D, planetary systems: Outer Rim Territories 7D, scholar: Jedi Lore 4D+2, streetwise 7D+1, survival 6D, tactics 6D+1, value 2D+1, willpower 4D+2*

## MECHANICAL 2D+2

*Astrogation 5D+1, beast riding 4D+2, communications 4D+2, pod racer operation 3D, repulsorlift operation 6D+1, sensors 4D+2, space transports 5D, starfighter piloting 6D+1, starship gunnery 6D, starship shields 5D+2*

## PERCEPTION 3D+2

*Command 6D, con 4D, hide 4D+2, investigation 5D, persuasion 6D, search 5D, sneak 4D+2*

## STRENGTH 3D

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

## TECHNICAL 2D+2

*Computer programming/repair 3D, droid repair 3D, equipment repair 3D, first aid 4D+2, lightsaber repair/engineering 9D+1, repulsorlift repair 5D+1, security 5D, space transport repair 5D*

### Special Abilities:

*Force Skills:* Control 8D+1, Sense 10D, Alter 8D.

Force Powers (These are the known powers she possessed and it is believed that she has access to many other powers):

- *Control:* Accelerate Healing, Burst of Speed, Concentration, Control Pain, Force of Will, Reduce Injury, Remain Conscious, Remove Fatigue, Resist Stun.
- *Sense:* Combat Sense, Danger Sense, Life Detection, Sense Force.
- *Alter:* Force Push, Telekinesis.
- *Control+Sense:* Farseeing, Lightsaber Combat.
- *Control+Alter:* Force Jump.
- *Sense+Alter:* Lesser Force Shield.
- *Control+Sense+Alter:* Affect Mind.

**Equipment:** Blast vest (+1D vs physical, +1 vs energy), blaster pistol (4D, 3-10/30/120), lightsaber (Difficult, 5D), short lightsaber (Difficult, 4D), encrypted comlink, datapad.

**Force Sensitive?** Yes

**Force Points:** 7

**Dark Side Points:** 0

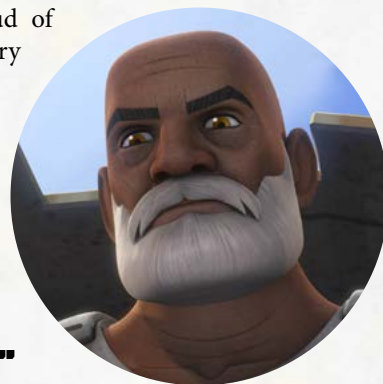
**Character Points:** 17

**Move:** 10

**Size:** 1.88 meters

**Source:** Star Wars Rebels 105 Out of Darkness” (voice only as “Fulcrum”), 107 “Gathering Forces” (voice only as “Fulcrum”), 110 “Vision of Hope” (mentioned only as “Fulcrum”), 112 “Rebel Resolve” (appears in hologram as “Fulcrum”), 113 “Fire Across the Galaxy” (first identified as “Fulcrum”), 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, 203 “Always Two There Are” (mentioned only), 208 “The Future

of the Force”, 216 “Shroud of Darkness”, 218 “The Mystery of Chopper Base”, 219-220 “Twilight of the Apprentice”, wookieepedia, stats by +Oliver Queen with suggestions by Pietre Valbuena and others in the Star Wars D6 G+ community.



## CT-7567 “REX”

Rex served in the Grand Army of the Republic to protect the Republic’s citizens, as a clone loyal to the Republic. Rex was then assigned to Jedi General Anakin Skywalker, as his second in command. He was then given command of Torrent Company of the 501st Legion. Rex was eager to follow orders, but became less tightly wound in time. He also worked alongside Commander Cody, such as at the battle of Tibrin. Rex removed his inhibitor chip before Order 66 was issued, sparing him from being forced to turn on his Jedi allies.

Rex survived the Clone Wars and the Republic’s transformation into the Galactic Empire. Following the Clone Wars, Rex lived with Commander Wolffe, the former commander of Wolf-Pack, and Commander Gregor, an elite Clone commando, in a modified AT-TE on the desert planet of Seelos. Shortly afterwards, Rex would join the rebel cell Phoenix.

### ☉ CT-7567 “REX”

**Type:** Retired Clone Trooper Captain

**Species/Gender:** Human Clone/Male **Age:** 29 **Height:** 6’0” **Weight:** 180 lbs

**Description:** Although twenty-nine, due to his accelerated aging, “Rex” appears as a healthy and spry fifty-something. Surprisingly robust, he has many scars to contrast with his intense brown eyes, white hair and accompanying beard and mustache.

## DEXTERITY 4D

*Blaster 6D+2, blaster: heavy blaster pistol 7D+2, blaster artillery 5D, brawling parry 5D+2, dodge 6D, grenade 5D, melee combat 5D, melee parry 4D+2, missile weapons 5D+2, running 4D+2, vehicle blasters 5D+1*

## KNOWLEDGE 2D+2

*Alien species 4D, bureaucracy: Grand Army of the Republic 5D+2, cultures: Clone Troopers 5D+1, languages 3D, planetary systems 5D+2, scholar: Military Protocol 6D, survival 6D, tactics 6D, tactics: ground assault 6D+2, willpower 6D+1*

## MECHANICAL 3D

*Communications 3D+2, ground vehicle operation 4D, jet pack operation 5D, repulsorlift operation 5D, sensors 4D, space transports 4D+1, starship gunnery 5D+1, walker operation 4D+2*

**PERCEPTION 2D+1**

*Command 5D+1, command: Clone Troopers 8D, con 4D, gambling 2D+1, hide 4D+1, investigation 4D+2, persuasion 3D+1, search 5D, sneak 4D+1*

**STRENGTH 3D+2**

*Brawling 5D+2, climbing/jumping 4D+2, lifting 4D, stamina 6D, swimming 3D+2*

**TECHNICAL 2D+1**

*Armor repair 4D+1, blaster repair 4D, demolitions 4D+1, droid repair 3D, equipment repair 3D+1, first aid 4D, repulsorlift repair 3D, security 5D+1, walker repair 4D*

**Equipment:** Heavily used and worn Phase 2 Clone Armor (+2D physical, +1D energy, -1D penalty Dexterity and related skills; *Combat Helmet:* Integrated voice-activated comlink. HUD display (integrated compass/GPS (if available), time display, map display, rangefinder can measure distance to target up to 350 meters; *Combat Armor and Body Glove:* Highly customizable allowing integration of additional devices and upgrades (+5 modifier to Technical skill rolls to perform upgrades; *Utility Belt:* High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.), E-11 blaster rifle (5D, 3-10/30/120), two DC-17 blaster pistols (5D+2, 3-10/30/120), comlink.

**Story Factors:**

- *Loyalty:* The clones are genetically created to be predisposed towards loyalty. Sheev Palpatine took advantage of this to control the clones during the Clone Wars and immediately after forming the Galactic Empire. Though Rex removed his inhibitor chip, allowing him greater independence, doing so did not remove his disposition for loyalty. After being discarded by the Empire, he felt loyalty towards his clone companions on Seelos and his devotion to past comrades would later lead him to offer his services to the Alliance.
- *Accelerated Growth:* Clones age twice as fast as normal humans.

**Force Points:** 1

**Dark Side Points:** 0

**Character Points:** 18

**Move:** 10

**Source:** Star Wars Rebels 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, 203 “Always Two There Are”, 204 “Brothers of the Broken Horn”, 205 “Wings of the Master”, 207 “Stealth Strike”, 209 “Legacy”, 211 “Protector of Concord Dawn”, 215 “The Honorable Ones”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, 219-220 “Twilight of the Apprentice”, wookieepedia, stats by +Oliver Queen and Pietre Valbuena, with suggestions by others in the *Star Wars D6 G+ community*.

**PHOENIX SQUADRON**

Phoenix Squadron is an elite starfighter unit that pilots A-wing starfighters, carried aboard Commander Jun Sato’s command ship, Phoenix Home, and whose group is part of the wider rebel network operated by Senator Bail Organa and Ahsoka Tano. The squadron can also be carried aboard the fleet’s blockade runners, using docking tubes. Following the destruction of Phoenix Home, the squadron lacked a permanent home and docked with the rest of the Phoenix fleet. After the rebels stole an Imperial fighter carrier from Ryloth, the squadron was housed on that starship.

**Phoenix Squadron Pilots:** *All stats 2D except: communications 3D, sensors 3D, starfighter piloting: A-Wing 5D, starship gunnery 4D+2, starship shields 3D. Move: 10. Blaster pistol (4D, 3-10/30/120), rebel uniform, medpac, flight suit (provides up to 10 hours protection in vacuum, roll Moderate stamina every hour or suffer one wound), RZ-1 A-Wing interceptor.*

**Source:** Star Wars Rebels 200 “The Siege of Lothal”, 205 “Wings of the Master”, 207 “Stealth Strike” 209 “Legacy”, 210 “A Princess on Lothal”, 211 “The Protector of Concord Dawn”, 214 “Homecoming”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, wookieepedia, stats by +Oliver Queen.

**PHOENIX LEADER (IBAAR)**

Human male, Phoenix Leader led the rest of the squadron during a skirmish between a network of rebel cells and the Galactic Empire over the planet Ibaar. Working with the rebels, the squadron’s and the network’s goal was to break the Imperial blockade and deliver food supplies to the starving populace of Ibaar. After the destruction of the supply ship, the rebels attempted to retreat. However, the life of Phoenix Leader was claimed by Imperial fire as he attempted to escape with his men. Rebel pilot Hera Syndulla was later promoted to be this human’s successor as Phoenix Leader.

**Source:** Star Wars Rebels 205 “Wings of the Master”, 207 “Stealth Strike”, 209 “Legacy”, 211 “The Protector of Concord Dawn”, wookieepedia.

**PHOENIX ONE (SIEGE OF LOTHAL)**

A human male member of Phoenix Squadron operating under the command of Jun Sato, Phoenix One led the rest of the squadron during the Siege of Lothal. During the siege, he was killed, along with Phoenix Two, when the Sith Lord Darth Vader launched an attack on the Phoenix fleet.

**Source:** Star Wars Rebels 200 “The Siege of Lothal”, wookieepedia.

**PHOENIX TWO (SIEGE OF LOTHAL)**

Pilot who, along with Phoenix One, was shot down by Darth Vader in his TIE Advanced x1.

**Source:** Star Wars Rebels 200 “The Siege of Lothal”, wookieepedia.

### PHOENIX TWO (IBAAR)

Human male rebel pilot who first flew during the blockade of Ibaar. Presumed dead or removed from Phoenix Squadron.

**Source:** Star Wars Rebels 205 “Wings of the Master”, wookieepedia.

### PHOENIX TWO (CONCORD DAWN)

Pilot who escaped Fenn Rau, during a dogfight over Concord Dawn between Phoenix Squadron and the Mandalorian Protectors.

**Source:** Star Wars Rebels 211 “The Protector of Concord Dawn”, wookieepedia.

### PHOENIX TWO (FEMALE)

Female human pilot. During a mission to protect the Ghost while it transferred cargo into a Hammerhead corvette, Phoenix Two’s A-wing’s hyperdrive was damaged by Imperial fire, forcing her to attempt to dock with a nearby CR90 corvette. However, she could not dock in time and was shot down by a TIE fighter and killed.

**Source:** Star Wars Rebels 214 “Homecoming”, wookieepedia.

### PHOENIX TWO (CHOPPER BASE)

Human male. Reported to Sabine Wren, while at Chopper Base, that all sensors had been placed on the eastern side of the base, but that Lieutenant Dicer had not returned.

**Source:** Star Wars Rebels 218 “The Mystery of Chopper Base”, wookieepedia.

### PHOENIX THREE (SIEGE OF LOTHAL, IBAAR, CONCORD DAWN)

Human male pilot who was present during the attack on the Phoenix fleet, and at a briefing concerning the Blockade of Ibaar. He was killed during a dogfight between Phoenix Squadron and the Mandalorian Protectors of Concord Dawn.

**Source:** Star Wars Rebels 200 “The Siege of Lothal”, 205 “Wings of the Master”, 211 “The Protector of Concord Dawn”, wookieepedia.

### PHOENIX THREE (A DAY’S DUTY)

Pilot shot down and killed by a TIE/LN starfighter, during a battle between the Phoenix rebel cell and the Galactic Empire.

**Source:** Star Wars Rebels Magazine UK #15 “A Day’s Duty”, wookieepedia.

### PHOENIX FOUR (CONCORD DAWN)

Human female pilot who was killed during a dogfight between Phoenix Squadron and the Mandalorian Protectors of Concord Dawn.

**Source:** Star Wars Rebels 211 “The Protector of Concord Dawn”, wookieepedia.

### PHOENIX SIX “DICER”

Human female pilot. She is a lieutenant in Phoenix Squadron. During her deployment at the recently established Chopper Base on the planet Atollon, Dicer was tasked with placing a sensor on the eastern end of the base for protection against any unwelcome visitors. After placing the sensor, Dicer was taken by a krykna, a spider-like creature native to the planet. Dicer’s disappearance was reported to Sabine Wren, who decided to go looking for her with the help of retired clone trooper “Rex”. There is no information known regarding whether or not she was freed from the krykna and returned to Chopper Base.

**Source:** Star Wars Rebels 218 “The Mystery of Chopper Base”, wookieepedia.

### AP-5

A masculine RA-7 protocol droid who served as an analyst droid on a Galactic Republic attack cruiser during the Clone Wars. At the end of the conflict, the Republic was replaced by the Galactic Empire, and AP-5 was relegated to inventory duty aboard the cargo transport 241, an Imperial cargo ship. In 3 BBY, AP-5 encounters the astromech droid Chopper when the latter hides on the cargo ship while evading several pursuing stormtroopers. Tired of being mistreated, the inventory droid befriends Chopper, helping him steal the cargo ship and providing his rebel allies with a suitable location for a secret base.

AP-5 has a grumpy and pessimistic personality, due to his exploitative treatment at the hands of his Imperial superiors. AP-5 took great pride in his service as an analyst droid during the Ryloth campaign, and deeply resents being relegated to inventory work under the Galactic Empire. AP-5 has an antagonistic relationship with his Imperial captain, who believes that he is destined for the scrap heap. AP-5 finds an unlikely friend in the form of Chopper. AP-5 gains Chopper’s trust and friendship after the astromech removes AP-5’s restraining bolt; giving AP-5 the will to defy his master. Despite his friendship with Chopper, AP-5 can still be curt and condescending to his friend.

As an RA-7 protocol droid, AP-5 has an insectoid head and a blue metallic body. He has a masculine programming.

Having served as an analyst droid for the Republic and later as an inventory droid for the Empire, he is aware of Imperial fleet movements and star charts. AP-5 uses this knowledge to help the rebellion to find a safe haven on Atollon.





### AP-5

**Type:** RA-7 Series Protocol Droid

**DEXTERITY 1D**

**KNOWLEDGE 3D**

*Planetary systems 4D, scholar: Imperial inventory and logistics 5D, scholar: military tactics 5D*

**MECHANICAL 1D**

*Astrogation 5D*

**PERCEPTION 2D**

*Investigation: data analysis 8D*

**STRENGTH 2D**

**TECHNICAL 1D**

*Computer programming/repair 2D*

**Equipped With:**

- Visual spectrum scanners
- Vocabulator speech/sound system
- Humanoid appendage configuration

**Move:** 8

**Size:** 1.7 meters

**Cost:** 3,000

**Source:** Star Wars Rebels 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, 219-220 “Twilight of the Apprentice”, wookieepedia, Death Star Technical Companion (p.93), Arms and Equipment Guide (p.52). Tweaks by Pietre Valbuena and +Oliver Queen.

### BG-81

Industrial Automaton R3 astromech droid on the planet Shantipole that assists its master, Quarrie, with the construction of the prototype Starfighter, the B-Wing. BG-81 is present when the rebels arrive on Shantipole to test the new starfighter and later leaves with its master to oversee the production of more B-Wings for the rebel cause.

For stats refer to R3 Astromech Droid page 106.

**Source:** Star Wars Rebels 206 “Wings of the Master”, wookieepedia.

### EG-86

A masculine GNK power droid that serves the rebellion as a courier of vital information. Rebel Hera Syndulla dispatched fellow rebels to find EG-86 and take it to the Havoc Outpost, but their mission was nearly compromised by the bounty hunter Ketsu Onyo, who tried to claim the droid for the criminal organization called Black Sun. Onyo had a change of heart, however, and helped the rebels deliver EG-86 to the Havoc Outpost instead.

For stats refer to GNK Power Droid page 107.

### KETSU ONYO

A human female who was previously a cadet at the Imperial Academy on Mandalore before she and fellow cadet Sabine Wren deserted from the Galactic Empire. The two became bounty hunting partners before she and Wren parted on bad terms, and Wren joined the Lothal rebels. After leaving Sabine for dead, Ketsu joined Black Sun.



Ketsu later resurfaced on Garel, where she accepted a job from Black Sun to steal a GNK power droid called EG-86 who was carrying sensitive information. However, this job brought her into conflict with Wren and her rebel associates. Following a struggle that ended in the space above Garel, Ketsu and Sabine reconciled and the two joined forces to escape an Imperial light cruiser and deliver EG-86 to the rebellion on Havoc Outpost. While Ketsu declined Wren's offer to join the rebellion, the two departed on friendly terms.

Later, Ketsu did join the rebellion and helped the Phoenix rebel cell obtain fuel from Horizon Base. She later aided the Lothal rebels by fighting off Imperial forces during an Imperial attack on the rebel fleet. Ketsu's actions enabled the Ghost to land on the rebel flagship and deliver vital supplies to the rebels. Having refueled, the rebels were able to escape to the planet Atollon.

As a bounty hunter in the service of Black Sun, Ketsu was ruthless, self-centered, and goal-oriented. Despite her mercenary streak, Ketsu still could not bring herself to kill her former friend Sabine, during a mission to obtain the GNK power droid EG-86. When Sabine chose to forgive her, Ketsu responded well to her friend's grace, admiring Sabine's camaraderie and devotion to the rebellion. This is a turning point in Ketsu's life, as she helped her formerly estranged friend to escape the Empire and deliver EG-86 to the rebellion.

Later, Ketsu decided to commit herself to the rebel cause and recommended the Yost system as a prospective location for establishing a rebel base. When the rebels came under attack from Imperial forces, Ketsu sprung to the aid of her rebel friends.

Ketsu Onyo is a formidable fighter who is adept at handling both blasters and close quarters combat. On one occasion, she is able to take on several armed stormtroopers, single-handedly. In addition, Ketsu is a skilled pilot who owns an armed starship called the Shadow Caster that is capable of taking on other similar-sized ships. She also uses the Shadow Caster to engage in starfighter combat.

**Ketsu Onyo:** *All stats 2D except: Dexterity 3D+2, acrobatics 5D, blaster 6D+2, brawling parry 6D+1, dodge 7D+2, grenade 4D, melee combat 6D+2, melee parry 5D+2, running 4D+2, bureaucracy: Imperial military 4D, intimidation 5D, law enforcement 3D, planetary systems 3D+1, streetwise: Black Sun Syndicate 5D, survival 4D+1, tactics 4D, Mechanical 3D+2, artist: graffiti 4D, space transports 5D+2, starship gunnery 5D, Perception 3D, investigation 4D, search 4D+1, Strength 3D+2, Brawling 6D+1, climbing/jumping 5D+2, armor repair 4D+1, blaster repair 4D, security 5D+2. Move: 10. Character Points: 7. Bounty hunter armor: +2D vs physical, +1D vs energy, no negative Dexterity modifier; internal comlink, lowlite enhancement (negates up to 2D environmental modifiers because of low light), breath mask (immune to environmental effects due to airborne toxins, dust, etc, up to 10 hours), wrist chronometer (right gauntlet), remote ship start (left gauntlet), utility belt (blaster pistol: 4D; 3-10/30/120, 3 blaster energy packs, comlink, datapad), custom combat staff (Melee: Moderate, STR+2D, Max: 6D; Blaster: 4D, 1-10/20/30), Shadow Caster.*

**Source:** Star Wars Rebels 206 “Blood Sisters”, 217 “The Forgotten Droid”, wookieepedia, stats by +Oliver Queen with suggestions by Pietre Valbuena and others in the *Star Wars D6 G+ community*.

## MIZEL POMDAK

Born in the year when Sheev Palpatine abolished the democratic Galactic Republic and replaced it with his own Galactic Empire. Although Pomdak’s parents are very pro-Empire, his father used to tell his son tales about the Jedi of old. Hearing the same new story two days in a row, he realized the official state-sanctioned HoloNet News agency spouted lies. He also saw a holo-transmission showing an image of the Spectres, a crew of rebels based on Lothal. One of those rebels, a boy of his age named Ezra Bridger, caught Pomdak’s attention, because of the Jedi lightsaber he was wearing.

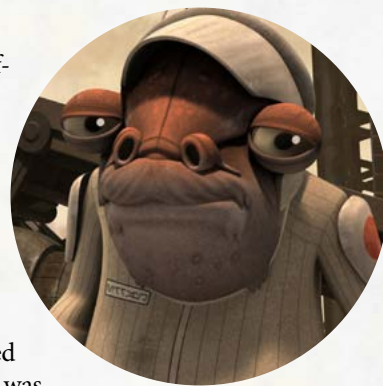
Inspired by Bridger’s example, Pomdak stowed away aboard a freighter and encountered the rebellion. The boy joined the crewmen of Commander Jun Sato’s Phoenix cell. Under Sato’s wing, Pomdak starts learning how to operate and maintain the different types of starships used by the rebellion. Despite spending entire nights studying technical manuals, Pomdak makes many mistakes while attempting to repair things.

**Mizel Pomdak:** *All stats 2D except: Technical 3D, capital ship repair 3D+1, capital ship weapon repair 3D+2, computer programming/repair 3D+1, equipment repair 3D+1. Move: 10. Rebel tech uniform, assorted tools, datapad, comlink.*

**Source:** Star Wars Rebels Magazine UK #15, wookieepedia, stats by +Oliver Queen.

## QUARRIE

After the early rebellion suffered losses against the Galactic Empire during an attempted blockade run, rebel Hera Syndulla and members of her crew came to Shantipole in order to retrieve the prototype B-Wing, Prototype B6, which he dubbed the “Blade Wing”. Quarrie was



initially uninterested, as he did not believe Syndulla to be the right pilot for his ship. However, her story of growing up and dreaming of being a pilot swayed Quarrie’s mind, and he allowed her to test the starfighter. After a successful test run, the starfighter was taken back to the network’s fleet. With the B-Wing’s advanced weaponry, the rebels were able to break the Imperial blockade over the planet Ibaar and deliver food to the planet’s starving populace. Afterwards, Quarrie and his Lothal astromech droid BG-81 left the network fleet in order to oversee production of more B-Wings for the rebel cause. He also installed a hyperdrive and an exterior astromech socket on the Phantom.

**Quarrie:** *All stats 2D except: Mechanical 3D, space transports 3D+1, starfighter piloting 3D+1, starship gunnery 3D+1, starship shields 3D+1, Technical 4D, computer programming/repair 4D+1, engineering: starfighter 8D+2, equipment repair 5D+1, space transport repair 6D+2, starfighter repair 7D+2, starship weapon repair 5D+2. Move: 10. Datapad with holocaster, ground crew helmet (+1D vs physical, +1 vs energy, comlink, auto-sound dampening). Moist Environments: In moist environments, Mon Calamari receive a +1D bonus for all Dexterity, Perception, and Strength tasks. Dry Environments: In dry environments, Mon Calamari receive a -1D penalty for all Dexterity, Perception, and Strength tasks. Amphibious: Mon Calamari can breathe both air and water and can withstand the extreme pressures of the ocean depths.*

**Source:** Star Wars Rebels 205 “Wings of the Master”, wookieepedia, stats by +Oliver Queen.

## VVAUX

A human male who acts as a rebel contact. While on the planet Garel, Phoenix rebel cell member Hera Syndulla sent Vaux and a woman on a mission to find starfighter parts for Phoenix Squadron in a market, hidden in crates labeled “Ronto Meat.” Vaux wears tan clothing and a blue helmet which obscures half of his face and had the markings “G6” in Aurebesh. He has light-colored skin.

**Vaux:** *All stats 2D except: Dexterity 3D, blaster 4D+2, running 4D, Knowledge 2D+2, bureaucracy 3D, languages 3D+2, law enforcement 3D, planetary systems 3D, streetwise 4D, repulsorlift operation 3D+2, Perception 2D+2,*

*bargain 3D+1, con 3D, search 3D+2, sneak 3D+2. Move: 10. Blast helmet and vest (+1D vs physical, +1 vs energy), blaster pistol (4D, 3-10/30/130).*

**Source:** Star War Rebels 206 “Blood Sisters”, wookieepedia, stats by +Oliver Queen.

## YODA

A member of a mysterious species, the revered Jedi Master who served as the Grand Master of the Jedi Order in the waning days of the Galactic Republic is renowned within the Order for his wisdom, powers of the Force, and lightsaber combat. He was nearly 900 years.

As the Clone Wars came to an end, it was discovered that Supreme Chancellor Palpatine was, in truth, the Dark Lord of the Sith known as Darth Sidious, whom the Jedi Council had been searching for ever since the Battle of Geonosis. When Yoda was commanding troops during the Battle of Kashyyyk, members of the Jedi Council attempted to arrest the chancellor, but Sidious struck them down and seduced Skywalker, now Darth Vader, to the dark side of the Force. This sparked the fall of the Jedi Order, with clone troopers across the galaxy given the command to kill their Jedi Generals. Yoda survived the attempted execution and escaped from Kashyyyk. Along with Kenobi, he became one of the few to survive the fall of the Jedi Order, and he witnessed Sidious transform the Republic into the Galactic Empire. Yoda confronted and fought the Emperor to a stalemate, but was forced to retreat. After the secret birth of Vader’s twins, Luke Skywalker and Leia Organa, Yoda helped arrange for the children to be hidden from their father and then went into exile on Dagobah.

Yoda remained in exile for over two decades. During his exile on Dagobah, Yoda kept an eye on other Jedi throughout the galaxy, including those who ventured into the various Jedi Temples found amongst the stars. Approximately four years before the Battle of Yavin, Yoda spoke to Kanan Jarrus, who had been the Padawan of Depa Billaba and a survivor of Order 66. Jarrus had traveled to the Jedi Temple on the planet Lothal with his own Padawan, Ezra Bridger, to whom Yoda also spoke. Bridger was in the temple in order to overcome his greatest fears; Yoda acted as an anonymous guide to Bridger in this quest to understand why he wanted to become a Jedi, as well as how to withdraw from the anger and the desire for revenge within him. With Yoda’s guidance, Bridger received a kyber crystal, which he used to build his own lightsaber. Meanwhile, Yoda counseled Jarrus about Jarrus’ insecurities as a teacher.

The year after, Kanan and Ezra returned to the Lothal Temple with Ahsoka Tano in search of a way to defeat the Inquisitorius. Yoda cast an illusion of the Jedi Temple Guard for Kanan, including the Grand Inquisitor as he was before the Jedi Purge. The Inquisitor forced Kanan to recognize his fears and knighted him a true Jedi. Meanwhile, Ezra pleaded with Yoda for help: despite his pacifism, the Jedi Master ultimately directed

him to go to Malachor. When the other Inquisitors arrived, Yoda used the Temple Guard to distract them as the Jedi escaped. As she fled, Ahsoka turned back and saw Yoda, who waved at her: she smiled back.

While physically isolated on Dagobah, Yoda was able to see other Jedi that were active in the Force; he could not see one that had forsaken the ways of the Jedi. He could maintain mental contact with the Jedi Temples across the galaxy, and telepathically converse with any Jedi within them. Yoda was able to actively bring about and experience Force visions, and was not limited to spontaneous visions. However, he understood that Force prophecy was not absolute and that the future was always in motion.

**Source:** Star Wars Rebels 103 “Rise of the Old Masters” (mentioned only), 108 “Path of the Jedi” (voice only, vision to Ezra and Kanan), 116 “Shroud of Darkness” (voice only, vision to Ezra and Ahsoka), wookieepedia.

## ZARE LEONIS

A male human Imperial cadet at the Academy for Young Imperials on Lothal who, despite joining the Galactic Empire, worked as a spy for the rebels on the planet. Leonis joined the Imperial Academy to discover the truth about what happened to his sister, Dhara, who vanished from the Academy. The Empire claimed that Dhara ran away, but Leonis did not believe their claims. At the Academy, he struggled to present himself as a model Imperial cadet. Secretly, he aided rebel activities and searched for any information that could aid his search for his sister, assisted on the outside by his girlfriend, Merei Spanjaf. With the help of Spanjaf, his family and friends, and the group of rebels from Lothal, known to him as “the Spectres,” he succeeded in rescuing his sister and escaping the grip of the Empire.

**Zare Leonis:** *All stats are 2D except: Dexterity 3D+1, blaster 4D, dodge 5D, running 4D+1, Knowledge 2D+2, bureaucracy 3D+1, survival 3D+2, tactics 4D+1, repulsorlift operation 4D, Perception 3D+1, command 3D+2, con 4D, investigation 4D, persuasion 4D+1, search 3D+2, sneak 3D+2, Strength 3D, stamina 4D, computer programming/repair 3D+1, first aid 3D, security 4D. Move: 10. Datapad, Imperial cadet uniform, code cylinder.*





**Source:** Servants of the Empire 1: Edge of the Galaxy, Servants of the Empire 2: Rebel in the Ranks, 104 “Breaking Ranks”, Servants of the Empire 3: Imperial Justice, 110 “Vision of Hope”, Star Wars Rebels Magazine UK #11 “Assessment”, Servants of the Empire 4: The Secret Academy, wookieepedia, stats by +Oliver Queen.

## FREE RYLOTH MOVEMENT

At the beginning the Clones Wars Ryloth was invaded by the Separatists. Political revolutionary Cham Syndulla formed the Twi'lek Resistance to to repel the invaders. Republic help was slow in coming and Syndulla became bitter towards the Republic. Several years later the Separatists were defeated and Ryloth experienced a brief time of freedom. Then in 19 BBY, with the formation of the Galactic Empire, Sheev Palpatine issued orders to militarily occupy Ryloth.

Cham Syndulla with many of those he fought with during the Clone Wars again took up arms against the Empire, this time naming themselves the Free Ryloth Movement. Five years later the group discovered the Emperor and Lord Vader would be visiting Ryloth. A plan was put into action which saw the destruction of a Star Destroyer and the crash landing of the Emperor and Darth Vader onto the surface of Ryloth. Though the movement was forced to disband for a time and had spent nearly all of its assets, the Emperor and Vader escaped.

Over the years the movement has begun to regroup, developing assets and supplies, fighting once again to liberate Ryloth from the yoke of the Empire.

**Sources:** Lords of the Sith (novel), Star Wars Rebels 214 “Homecoming”, wookieepedia, +Oliver Queen.

## CHAM SYNDULLA

Hailing from the planet Ryloth, homeworld of the Twi'leks, Syndulla is a political revolutionary and opposes what he sees as the corruption in the Galactic Republic. For Syndulla, the corruption has no greater face than that of Orn Free Taa, the senator of Ryloth. The distrust that Syndulla feels towards the senator is mutual; Taa considered Syndulla to be a political radical, one who is unpredictable and seeks to gain power for himself. In actuality, Syndulla's goal is the freedom of his people, which he has fought for throughout his life. Syndulla has a daughter, Hera, who was inspired by his leadership amongst their people.

At some point during the resistance against the Empire, Hera's mother was killed. Her death left Syndulla totally devoted to the cause of his rebellion, and he prioritized the liberation of Ryloth as his most important duty.

This caused strain with Hera, who believed all her father cared about was his mission. Unlike her father, who only believed in fighting for the liberation of the Twi'leks, Hera hoped to see the whole galaxy freed from the Empire. She left Ryloth and set out to organize her own rebel movement, one that would ultimately become part of a larger rebellion against the Empire. Despite the strain in their relationship, Syndulla was heartbroken that his daughter left Ryloth. The two did not speak for several years, though Syndulla did hear stories about Hera's rebel crew. She also considered her father to be her greatest inspiration; though it was her mother that the elder Syndulla believed taught her how to be a dreamer, Hera said it was her father who taught her how to be a leader.

During the time of the Empire, Syndulla becomes known as “the liberator of Ryloth.” His tactics in defeating the

Separatists were taught at the Imperial Academy on Mandalore, and Syndulla took pride in the fact that the Empire had still not figured out how to beat him.

**Cham Syndulla:** *All stats 2D except: Dexterity 3D, blaster 5D, dodge 5D+2, grenade 3D+2, melee combat 3D+2, melee parry 4D, missile weapons 4D+1, running 4D, Knowledge 3D+1, bureaucracy: Ryloth government 5D, intimidation 4D, streetwise 5D+2, survival 4D+2, tactics 4D+1, tactics: guerrilla warfare 7D, Mechanical 3D, beast riding 4D+1, repulsorlift operation 4D, space transports 3D+2, starship gunnery 3D+1, Perception 3D, bargain 4D+1, command: Free Ryloth Movement 5D+2, con 4D+2, search 4D, sneak 4D, Strength 3D, brawling 3D+2, climbing/jumping 3D+2, security 5D+1. Move: 10. Character Points: 7. Blast vest (+1D vs physical, +1 vs energy), heavy blaster pistol (5D, 3-7/25/50) encrypted comlink, datapad.*

**Source:** Star Wars Rebels 214 “Homecoming”, wookieepedia, stats by +Oliver Queen with suggestions by Pietre Valbuena.

## GOBI GLIE

When the Confederacy of Independent Systems invaded Ryloth during the Clone Wars, Gobi joined the Twi’lek Resistance under General Cham Syndulla. He then fought with the Resistance along side the Republic garrison under Jedi General Ima-Gun Di. Unfortunately, supplies started to run low and the Droid Army was overwhelming them. When Di told Syndulla that his men would hold off the droids while the Resistance and their families fled to the mountains, Gobi spoke with Di. Gobi told him how Syndulla felt betrayed by the Republic, but Di told him that his men would get their families to safety. Gobi promised Di that they would remember his sacrifice. As Gobi and the others made their escape, they then received supplies from Pelta-class frigates under Alderaan Republic Senator Bail Organa. Gobbi continued to fight under Syndulla. He and the other Resistance fighters joined Windu’s forces and freed Ryloth’s capital of Lessu from the Confederacy.

After the end of the Clone Wars and transformation of the Republic into the Empire, Gobi continued to fight under Syndulla when the Resistance was reorganized into the

Free Ryloth movement. He, Syndulla and the movement attacked the Perilous, attempting to assassinate Emperor Palpatine and Sith Lord Darth Vader. Though the Perilous was destroyed, they failed in the assassination of the Emperor and the Sith Lord.

In 3 BBY Gobi is still considered one of Syndulla’s best soldiers. He, Syndulla, and Numa meet with Syndulla’s daughter, Captain Hera and her crew of the Ghost to steal an Imperial light carrier in orbit of Ryloth.

**Gobi Glie:** *All stats 2D except: Dexterity 3D+1, blaster 5D+2, dodge 5D, grenade 4D+2, missile weapons 4D+2, vehicle blasters 3D+2, survival 4D, tactics 4D+1, Mechanical 3D, beast riding 3D+1, repulsorlift operation 4D, starship gunnery 4D, Perception 3D, command 3D+2, search 4D+2, sneak 3D+1, Strength 3D, climbing/jumping 3D+2, first aid 3D. Move: 10. Character Points: 3. Blaster rifle (5D, 3-30/100/300), blast vest (+1d vs physical, +1 vs energy), encrypted comlink.*

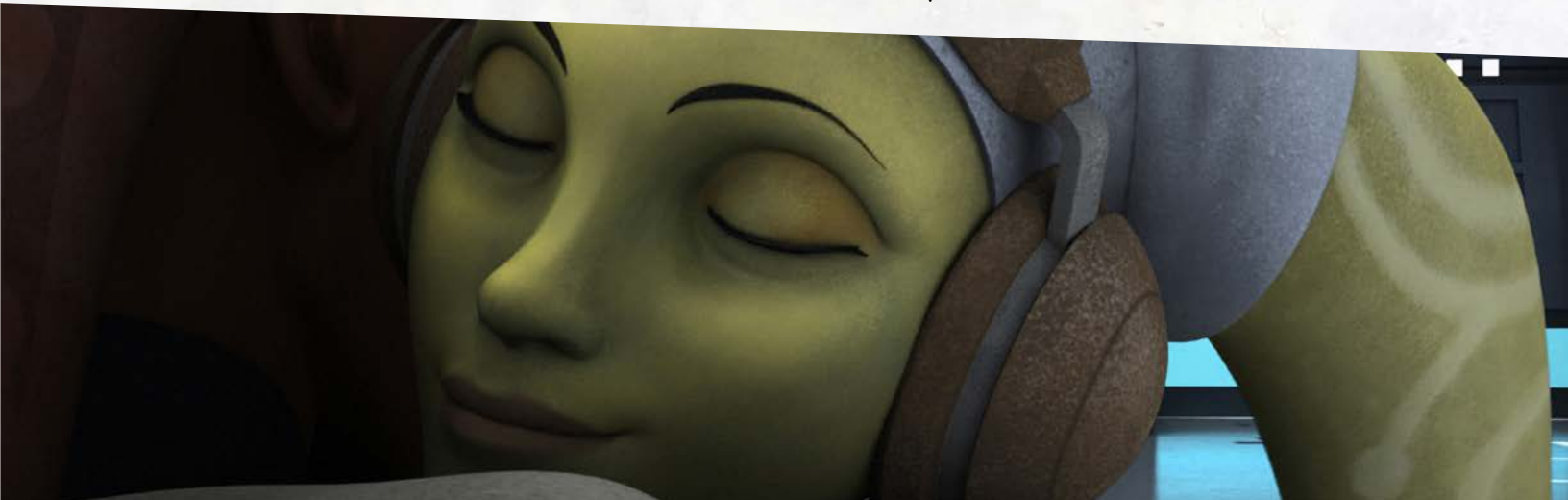
**Source:** Star Wars Rebels 214 “Homecoming”, wookieepedia, stats by +Oliver Queen.

## NUMA

Numa is a female Twi’lek who grew up on the Outer Rim planet of Ryloth. During the Clone Wars she lived with her father and mother in their humble home, which was located in the small town of Nabat. When Numa was five standard years old, the conflict came to Ryloth when the Confederacy of Independent Systems invaded Ryloth. In approximately 3 BBY Numa was a member of Cham Cham Syndulla’s Free Ryloth movement and one of his best fighters. She assisted the Ghost crew in stealing a Quasar Fire-Class Cruiser-Carrier orbiting Ryloth.

**Numa:** *All stats 2D except: Dexterity 3D+2, blaster 5D+1, brawling parry 5D, dodge 6D, grenade 4D+2, missile weapons 3D+2, running 4D, vehicle blasters 3D+2, streetwise 4D, survival 4D, tactics 4D, beast riding 4D+1, repulsorlift operation 4D, command 3D+2, brawling 5D, climbing/jumping 4D+1, demolitions 5D+1, first aid 4D. Move: 10. Character Points: 5. Blaster rifle (5D, 3-30/100/300), blast vest (+1D vs physical, +1 vs energy), encrypted comlink.*

**Source:** Star Wars Rebels 214 “Homecoming”, wookieepedia, stats by +Oliver Queen.



# CHAPTER 2: SERVANTS OF THE EMPIRE



## **BROM TITUS, ADMIRAL**

A human male who serves as an admiral in the Galactic Empire's navy. Titus commands an experimental Interdictor cruiser that the Empire is testing in the Del Zennis system, using the ship's gravity well projectors to pull rebel ships out of hyperspace.

Titus manages to capture part of the Phoenix rebel cell, however they are rescued. The rebels destroy the Interdictor by adjusting the gravity well projectors to pull in every ship nearby when activated, even the Imperial light cruisers, however Titus gets away in an escape pod before his ship's destruction.

Cold and arrogant, he takes pride in his experimental Imperial Interdictor and desires to use it to combat the growing rebellion. While he was not fooled by his rebel captives charades, he underestimated one of them and refused to believe that the teenager could pose a threat to the entire Imperial Navy. Titus is also sadistic and willing to torture a prisoner to death, for spurning his offer of re-joining the Empire.

Despite being a high-ranking Imperial military officer, Brom Titus appears to have no combat skills. When he is ambushed aboard his ship, he did not stand his ground and instead fled to another chamber while ordering his men to kill the intruders.

**Admiral Brom Titus:** *All stats 2D except: bureaucracy: Imperial Navy 5D+2, intimidation 4D, planetary systems 4D, tactics 4D+2, command: Imperial troops 6D. Move: 10. Character Points: 5. Imperial officer's uniform, hat and officer's disc, admiral insignia plaque, four code cylinders, CIM military comlink.*

**Source:** Star Wars Rebels 207 "Stealth Strike", wookieepedia, stats by +Oliver Queen.

## **COGON, CAPTAIN**

A male human who serves as an officer of the Galactic Empire until he deserted. Along with another defector, Swain, he stole a Lambda-class T-4a shuttle on Lothal before going into hiding on Thrad. Although Cogon and his comrade were supposed to join a rebel cell on Klonoid, they are captured on Thrad by Agent Kallus of the Imperial Security Bureau before they could make it.

**Captain Cogon:** *All stats 2D except: blaster 4D, dodge 4D+2, bureaucracy 4D, law enforcement 3D+1, tactics 3D+1, communications 3D+1, space transports 3D+2, climbing/jumping 4D+1, command 4D, security 3D+2. Move: 10. T-21 light repeating blaster (6D, 3-50/120/300), Imperial officer's uniform, hat and officer's disc, commander insignia plaque, two code cylinders.*

**Source:** Star Wars Rebels Magazine UK #14, wookieepedia, stats by +Oliver Queen.

## **CUMBERLAYNE ARESKO, COMMANDANT (CODE NAME: LRC-01)**

Born on the Outer Rim planet Lothal, Cumberlandayne Aresko was the Commandant of the Academy for Young Imperials on his homeworld. He and his aide Taskmaster Myles Grint were tasked with administrating the Academy and training its recruits.

Commandant Aresko's latest failure did not escape the notice of the visiting Grand Moff Tarkin. The following morning, Tarkin summoned Aresko and Grint along with their Imperial comrades Minister Maketh Tua, Agent Kallus, and the Inquisitor for a private dawn meeting. Commandant Aresko and Taskmaster Grint were the last to arrive for the meeting and sat at front of Tarkin's desk. Settling down immediately to business, the Grand Moff questioned Aresko and Grint about their experiences in dealing with the Lothal insurgents. Aresko acknowledged this was the case while Grint informed Tarkin about their latest failed attempt to apprehend the rebels in the outlying town of Jalath.

Aresko also admitted the operation was a failure and reported that the rebels had stolen some supplies and escaped on speeder bikes. However, he added that the rebels did not inflict any casualties on his men, which led the Grand Moff to concur that the Lothal rebel band was more principled than other rebel cells. Aresko and Grint were genuinely bemused to learn from Tarkin that there were other rebel cells, tribes, and factions operating in the Galaxy. Tarkin then went on to discuss the presence of the Jedi known as Kanan Jarrus in that cell. Aresko acknowledged that this was indeed the case and commented that the Jedi lived up to his reputation. During the meeting, the Inquisitor hovered over the two Imperial commanding officers.

Tarkin then chastised the Commandant and Taskmaster for their repeated failures to apprehend the Lothal rebels since that allowed the rebels to undermine the Empire's security. To demonstrate the consequences of any further failures, the Inquisitor, on Tarkin's command, swiftly executed Ares-



ko and Grint by beheading them with one stroke of his lightsaber. Tarkin's ruthless execution of Aresko and Grint horrified Tua and Kallus, who had regarded the two men as incompetent but loyal Imperials. The Grand Moff then used this execution as an opportunity to remind his Lothal subordinates that failure would have deadly consequences from then on.

Aresko was a tall, thin, exceedingly pale human with a “cadaverous” appearance. Aresko exhibited the typical air of arrogance common amongst Imperial officers. Overconfident, self-important and cruel, Aresko commanded respect from his underlings, though his haughty and confident display masked his inner fear of his superiors. His cowardly nature revealed itself whenever he had to report to Agent Kallus or the Grand Inquisitor, as he would timidly spout excuses or attempt to shift blame from himself.

As an officer he was ruthless and self-preserving. He was also corrupt and dishonest, willing to incriminate fellow officers for treason. Whereas Kallus would lead his men into battle, Aresko typically shouted orders from the sidelines and was quick to protect himself rather than his men, moreover he appeared unable to adapt to any situation once his initial plans had failed. He was typically seen as the brains to Grint's brawn, yet despite being better spoken than his assistant he rarely proved to be any more competent.

While Aresko professed loyalty to the Empire, his self-preservation made him more loyal to himself. He proved willing to commit treasonous acts to save his own skin, as proven when he secretly aided Sabine Wren in breaking into the Imperial Academy as part of his scheme to frame another officer for treason.

**Commandant Cumberland Aresko:** *All stats are 2D except: blaster 4D+2, dodge 4D, Knowledge 3D, bureaucracy 4D, intimidation 3D+2, law enforcement 4D, planetary systems 3D+1, Perception 3D+1, command 4D+1. Move 10. Blaster pistol (4D), Imperial officer's uniform, hat and officer's disc, commander insignia plaque, two code cylinders, CIM military comlink, datapad.*

**Source:** Servants of the Empire 1: Edge of the Galaxy, Ezra's Gamble (mentioned only), Star Wars Rebels 100 “Sparks of Rebellion”, Servants of the Empire 2: Rebel in the Ranks”, 104 “Breaking Ranks”, 106 “Empire Day”, Servants of the Empire 3: Imperial Justice, Star Wars Rebels Magazine UK #11 “Assessment”, Servants of the Empire 4: The Secret Academy (mentioned only), 111 “Call to Action”, wookieepedia, stats by +Oliver Queen.

## DARTH VADER/ ANAKIN SKYWALKER

Contacting the Grand Inquisitor via hologram, Vader gives him a new mission, informing him that the Emperor has foreseen a new threat — the “children of the Force.” The Inquisitor is to hunt down these children and either press them into service of the Empire, or eliminate them. The Inquisitor promises the mission will be done. After the Inquisitor's death over Mustafar, the union of several rebel cells is revealed when they rescue the Lothal rebels from the Imperial fleet. As rumors of what has happened over Mustafar becomes known, riots and uprisings begin to occur on several worlds, including Lothal. The Emperor, concerned at the rise in rebel activity, sends Vader to Lothal with Tarkin to end the growing rebellion.

Following his arrival on Lothal, Vader meets with Agent Kallus and Minister Maketh Tua to discuss his plans for dealing with the Lothal rebels. Vader then has Kallus escort Tua to her shuttle, where she was killed and the incident blamed on the rebels. Vader then orders Kallus to lay siege to Lothal and to prevent off-world travel to stop the rebels escape. Vader and his stormtroopers surround the rebels when they try to steal a shuttle to make their escape. Vader duels with the leader of the Rebels, Kanan Jarrus, and his apprentice, Ezra Bridger. Vader's intent is for the rebels to escape so that he can track them back to their base of operations. During the battle he toyed with both Kanan and Ezra, feigning wanting to stop them. Shortly, the one-sided confrontation come to an end when a thermal detonator causes a number of walkers on the landing pad to topple. Ezra and Kanan combined their power to telekinetically push him into the path of the falling war machines. Believing him to be dead, the two rebels are instead astounded to see Vader, completely unharmed, use the Force to lift the walkers off of himself and drop them behind him. Recognizing that they are incapable of overcoming Vader they run to the commandeered shuttle. The shuttle takes off, while Vader makes no attempt to pursue. Vader later orders Kallus to destroy Tarkintown, in order to draw out the rebels or, failing that, to demoralize them.

Shortly thereafter, the rebels use the stolen shuttle to escape the planet and rendezvous with the rebel fleet. However, Vader has intended for them to do exactly that, and has been tracking their movements. Mere minutes after the rebels have disembarked their shuttle, Vader's TIE Advanced x1 fighter drops out of hyperspace and proceeds to attack the rebel fleet. Commander Sato deploys the A-wing interceptors of Phoenix Squadron, but they are unexpectedly decimated by Vader's lone assault. Weaving through the defensive screen of fighters, Vader attacks the rebel command ship, Phoenix Home, disabling it in short order. The Lothal rebels soon board their ship and fight back against the Dark Lord. However, neither the Ghost nor the remainder of Phoenix squadron can land so much as a hit on Vader's craft,

and he continues to pick off individual fighters while attempting to destroy the now-crippled Phoenix Home. With its engines and shields disabled, the rebels begin to evacuate the doomed command ship, but it quickly becomes clear that they would not have enough time to do so before Vader's next, lethal pass. However, Vader's former apprentice, Ahsoka Tano, combines her powers with Kanan to probe Vader's mind with the Force. In an unexpected turn of good fortune, Vader and Ahsoka each became aware of the other's presence as the later passes out from the psychic backlash of the telepathic probe. Upon learning of Ahsoka's presence aboard the rebel craft, Vader's priorities immediately change and he breaks off what would have been a killing run at Phoenix Home in favor of engaging the VCX-100 light freighter Ahsoka is aboard. This allows the crew of Phoenix Home to safely evacuate and flee the system. Meanwhile, Admiral Kassius Konstantine has entered the system with three Star Destroyers shortly after Vader's assault has begun, and is awaiting Vader's command. Vader orders Konstantine to block the Ghost's escape, but not to fire at them, as he wants the rebels onboard alive. As Vader continues to give chase to the rebels, they jump to hyperspace right as the Destroyers activate their tractor beams, catching Vader instead.

Vader boards Konstantine's Destroyer and contacts the Emperor, informing the Emperor that he has "broken" the rebels, but the Emperor sensed disquiet in his apprentice's emotions. In response, Vader informs his master that Tano is still alive and was working with the Rebels. Pleased by this news, Sidious speculates that Tano might be in contact with other Jedi survivors, and Vader immediately suggests that Kenobi might be amongst them. Sidious urges Vader to be patient, and orders him to send another Inquisitor to hunt the rebels down. As per his master's orders, Vader assigns the Fifth Brother the task.

The Fifth Brother and Seventh Sister pursue Kanan and Ezra, prompting them and Ahsoka to go to the Lothal Jedi Temple in search of answers. While there, through the Force Ahsoka can feel and hear Anakin's resentment and anger at her departure, and at what he has become. They flee as the Inquisitors arrive and inform Vader of their discovery. Vader comes to inspect the site, informing them the Emperor would be most pleased by their discovery. The Inquisitors warn Vader that the Jedi were becoming more powerful, but he retorts it would be their undoing.

Some time later, Vader dispatches Inquisitors to hunt down Darth Maul on the Planet Malachor, possibly by the order of the Emperor as well as reclaiming the Sith Holocron that was located in the Sith Temple on the planet if possible. However, after hearing Kanan, Ezra and Ahsoka were also involved, he decides to deal with them himself.

After Maul has defeated the Inquisitors, Vader arrives at the top of the Sith Temple. Perched on the roof of his TIE Ad-

vanced Fighter, he descends to where Ezra has activated the Sith Holocron. Though somewhat surprised by the fact that Ezra has managed to do so, Vader quickly dismisses it, stating that the power of the Temple would soon serve the Emperor. After a brief verbal exchange, Vader quickly disarms the young Jedi by destroying his lightsaber. He prepares to execute Ezra, but before he can do so, he is interrupted by Ahsoka. Vader offers her clemency, stating that the Emperor would show her mercy if she reveals the location of any other Jedi she had been in contact with. She responds by saying that Vader and his Inquisitors had killed all the other Jedi. Vader then remarks that Ezra might be more forthcoming, prompting a disgusted response from Ahsoka, who proclaims that, despite having thought that Vader was Anakin, that she no longer believes that to be possible due to Vader's ruthlessness. To this, Vader states that Anakin Skywalker had been weak, and thus he had destroyed him. Ahsoka furiously responds that, if that was the case, she would avenge him. Vader reminds her that revenge was not the Jedi way, but she proclaims that she was not a Jedi, and attacks him.

Despite holding her own, Ahsoka is rapidly pushed back through the Temple. After a short but intense bout of swordplay, Vader telekinetically pushes her off of a ledge. Believing her to have been neutralized, Vader breaks off the fight and goes to retrieve the Holocron. Catching up with Kanan and Ezra, he uses the Force to stop them from escaping with the holocron, but before he can pull the holocron to himself, a recovered Ahsoka ambushes him, slicing off the right upper portion of Vader's mask. With his mask now damaged, Vader's voice filter begins to malfunction, and when he next speaks, calling Ahsoka's name, it was in a distorted mixture of his normal voice and the mechanical baritone imposed by the voice filter. He then turns to her, with a portion of his face and one yellow eye exposed by the damage to his mask. This confirms for Ahsoka, that Vader is in fact her former master. With this knowledge, she proclaims she would not leave him again. Vader pauses for a short time and stares at her, but then snarls that she would die and reactivates his lightsaber. The two engaged in combat once more, as the Temple locks down and Kanan and Ezra barely manage to escape from a huge energy burst centering on the chamber where Ahsoka and Vader were fighting.

Vader manages to survive and proceeds to leave the Temple. However, Ahsoka's fate remained ambiguous as she walks into a dark passageway inside the Temple.

Upon transforming into Darth Vader, he becomes ruthless, showing no apparent mercy to his enemies, killing his own officers for their failures, and remorselessly imparting torture to accomplish his goals. Having lost all that he cares about by his own hand, the heartbroken and self-loathing Sith only shows a fierce dedication to the Emperor, whose orders he will execute with steadfast devotion, no matter the task. Considered to be the Empire's first terror weapon and noted to employ antiquated diction, he makes most Imperial naval of-



ficers uncomfortable. Due in part to Vader's frequent silence, his mere physical presence made for an implied threat to others. Indeed, it is well-known that he usually prefers to oversee operations personally, using his firsthand involvement to block out any intruding feelings. He is frequently at odds with those who lack faith in the Force, finding it "disturbing"

Vader often make use of pressurized meditation chambers that allow him to remain without his helm, the neural connection to his armor. In these moments, he most feels the perpetual pain that Kenobi has inflicted on his flesh. During such sessions, he meditates upon this pain to feed his hate, which in turn feeds his strength. Claiming not to feel regret, and yet haunted by his past, and the screams of his wife, he is determined to never talk about his old life, and detests all that reminds him of his past self (whom he deemed to be weak). Through the use of the dark side, he keeps his memories as Anakin Skywalker buried, although it takes great effort even after twenty years of practice. Much like before, Vader remains an impatient man, although he tempers his impulses with the faithful obedience that is due to his master, Sidious.

Anakin Skywalker initially struggled with his lightsaber training, though he believes in his mind that he could rival the Jedi greats. During the Clone Wars, his skill greatly improved as his duels against Sith apprentice Asajj Ventress, Savage Opress, as well as Sith Lord Count Dooku, Dark Jedi Barriss Offee, and General Grievous, chronicle. He would later duel his former friend and master, Obi-Wan Kenobi, to a near standstill, losing only when his hubris and disregard of Kenobi's warning allowed Kenobi to dismember him.

Anakin is adept with a lightsaber, and is able to deflect blaster bolts with little to no effort. On numerous occasions, Anakin demonstrated skill in Form V, being able to deflect not only blaster fire with ease, but also laser fire from freighters. He

has some skill in Jar'Kai, though he much preferred the use of a single lightsaber. He also made adjustments to the classic Form IV techniques and demonstrated them in a holographic recording, later found in Kanan Jarrus' holocron.

After becoming a fully-fledged cyborg, Darth Vader's dueling style changed. As his armor greatly hampered his original style, he had to rework it, sacrificing his original speed and acrobatics for overwhelming power and precision, making his movements somewhat robotic, but succinct and undeniably powerful.

A pragmatic combatant, Skywalker has the skill to throw his activated lightsaber as an attack, guiding it with the Force, once impressing Kenobi by telekinetically activating their lightsabers and cutting apart the Sugi before pulling the lightsabers to his hands.

Already skilled in telekinesis, Skywalker's control over the Force improves greatly after becoming Vader. He demonstrates enough telekinetic power to stop an AT-AT from crushing him, as well as potentially tearing the walker apart, taking hold of an engine-damaged Twi'lek freighter and bringing it to the ground, as well as disabling a Lambda-class shuttle's engines in mid-flight to take it down. In addition, he is able to utilize a Force push that was powerful enough to not only blow away numerous lyleks, but also to kill them due to the force of the impact.

Showing a tendency to use Force choke, especially when angered, Skywalker would go on to use this power to deadly effect when he assumed his Sith persona — but, rather than a means to an end, he would use it to kill those who displeased or failed to meet his expectations. Vader can use the Force to augment his speed as well as perform Force-enhanced jumps.



Even as a young age, Skywalker demonstrated a great aptitude for piloting, mechanics, and engineering. Although during his adulthood he would rarely use his talent as a mechanic, he remains skilled at repairing technology. As a pilot, Skywalker shows amazing ability.

Although he mainly used lightsabers, Skywalker is extremely proficient at the use of blaster pistols. He also has some training on the use of staves.

Skywalker spoke Basic, and Huttese, and understood the Bith language. As Darth Vader, he learned and could speak the language of the ancient Sith tongue, as did his master Darth Sidious.

### ❖ DARTH VADER/ANAKIN SKYWALKER

**Type:** Sith Lord/Apprentice

**Species/Gender:** Human/Male **Age:** 38 **Height:** 2.02 meters **Weight:** 136 kilograms

**Physical Description:** Vader wears imposing black armor with accompanying cape. On the chest is part of the life support device with controls on the belt. His voice is modulated through the helmet, giving him a deep and resonating voice that is both sinister and commanding at the same time.

#### DEXTERITY 3D

*Blaster 5D, blaster artillery 4D+1, brawling parry 6D+1, dodge 6D, lightsaber 10D+2, melee combat 6D, melee parry 8D, vehicle blasters 6D*

#### KNOWLEDGE 3D+2

*Alien species 7D+1, bureaucracy 9D+1, bureaucracy: Jedi Order 4D+2, cultures 7D, intimidation 9D+1, languages 6D+1, planetary systems 6D+1, scholar: Sith lore 7D+1, streetwise 6D, survival 5D, value 5D, willpower 7D+1*

#### MECHANICAL 4D

*Astrogation 6D+1, capital ship piloting 8D, capital ship shields 5D, repulsorlift operation 5D+2, starfighter piloting 10D, starship gunnery 7D+1, starship shields 5D*

#### PERCEPTION 3D+1

*Bargain 4D, command 8D, con 4D, gambling 4D+1, hide 4D+1, persuasion 8D+1, search 7D, sneak 4D+1*

#### STRENGTH 3D

*Brawling 8D, climbing/jumping 7D, lifting 8D, stamina 8D*

#### TECHNICAL 3D

*Armor repair 6D, lightsaber repair 5D, security 6D, starfighter repair 5D*

#### Special Abilities:

*Force Skills:* Control 10D, Sense 10D+1, Alter 10D.

*Force Powers* (These are the known powers he possessed and it is believed that he has access to many other powers):

- *Control:* Absorb/Dissipate Energy, Accelerate Healing, Burst of Speed, Concentration, Control Pain, Detoxify Poison, Enhance Attribute, Hibernation Trance, Reduce Injury, Remain Conscious, Remove Fatigue, Resist Stun.
- *Sense:* Combat Sense, Danger Sense, Instinctive Astrogation, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force.
- *Alter:* Force Push, Injure/Kill, Telekinesis.
- *Control+Sense:* Farseeing, Lightsaber Combat, Projective Telepathy.
- *Control+Alter:* Feed on the Dark Side, Force Jump, Inflict Pain.
- *Sense+Alter:* Greater Force Shield, Lesser Force Shield.
- *Control+Sense+Alter:* Affect Mind, Telekinetic Kill.

**Equipment:** Armor (+1D vs damage, respiratory life-support system), prosthetic arms and legs, lightsaber (Difficult, 5D).

**Force Sensitive?** Yes

**Force Points:** 7

**Dark Side Points:** 7

**Character Points:** 12

**Move:** 10

**Source:** Star Wars Rebels 100 “Spark of Rebellion” (appears in hologram), 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders” (indirect mention only),



202 “Relics of the Old Republic” (mentioned only), 203 “Always Two There Are” (mentioned only), 208 “The Future of the Force” (mentioned only), 216 “Shroud of Darkness”, 219-220 “Twilight of the Apprentice”, wookieepedia, Star Wars Trilogy Sourcebook SE (p.49), tweaks by +Oliver Queen.

## DRON RYALL

A male human. He was one of the leading designers of Sienar Fleet Systems, a manufacturing company affiliated with the Galactic Empire. At some point following the Siege of Lothal, he worked at Sienar’s factory on Absanz. One day, Ryall stumbled upon Kanan Jarrus and Garazeb Orrelios, two notorious enemies of the Empire, who were searching the facility for intelligence on Sienar’s most recent prototypes. In spite of Ryall’s claim that he was “just a humble employee,” the intruders realized who he really was, and captured him. Although the factory was full of stormtroopers, Jarrus and Orrelios did manage to steal a Sentinel-class landing craft and take the designer on board. The craft was barely in the air when an Imperial Gozanti-class cruiser attacked, causing Ryall to fall through the boarding hatch, but Orrelios caught his hand just in time. The designer, however, convinced the rebel to let him go, arguing that many lives would be lost in the Empire’s pursuit of him. Against the instructions of Jarrus, Orrelios finally let go of Ryall, who landed with a crash, but safely, on a railing below.

**Dro Ryall:** *All stats 2D except: Mechanical 3D, space transports 3D+1, starfighter piloting 3D+2, starship gunnery 3D+1, starship shields 3D+1, Technical 4D, computer programming/repair 4D+2, engineering: starfighter 6D+2, equipment repair 5D, space transport repair 5D, starfighter repair 6D, starship weapon repair 5D. Move: 10.*

**Source:** Star Wars Rebels Magazine UK #13 “Secrets of Sienar”, wookieepedia, stats by +Oliver Queen.

## DUNUM

A human male Imperial officer who trained at the Lothal academy and would later transfer to Coruscant as an assistant to Assessor Potalla. Ambitious to climb the ladder of Imperial leadership, he was framed by Commandant Aresko and arrested.

For stats refer to page 32, “Imperial Officer”.

**Source:** Star Wars Rebels Magazine UK #11 “Assessment”.

## EARLL, COMMANDER

Human female who serves as a commander in the Imperial Navy. A tall, thin woman with pale sallow skin, ice blue eyes, and short black hair. She is ruthless and unsympathetic, willing to execute prisoners, despite the protests of Senator Tural. She appears competent in combat, personally subduing Sabine Wren and Ezra Bridger, while her squad successfully captured the rest of the crew.

**Commander Erall:** *All stats 2D except: Dexterity 3D+2, blaster 5D+2, dodge 4D, Knowledge 3D, bureaucracy 3D+2, intimidation 4D, law enforcement 3D+2, tactics 4D+1, Perception 2D+2, command 3D+2, investigation 3D+2. Move: 10. Imperial officer’s uniform, black boots, gauntlet gloves, hat and officer’s disc, officer insignia plaque, two code cylinders, MC1 comlink, datapad, possibly a blaster pistol (4D, 3-10/30/120).*

**Source:** Star Wars Rebels Magazine UK #9 “Senate Perspective”, wookieepedia, stats by +Oliver Queen.

## IMPERIAL AT-AT PILOT

Imperial combat drivers specialized in operating the Imperial Army’s AT-AT walkers. Operating in groups of two, they operate the walker’s driving and firing controls, and are overseen by a commander who also occupies the walker’s cockpit.

Pulling the strongest Imperial soldiers to become the next generation of AT-AT pilots, many consider themselves all-powerful. Almost all pilots are humans averaging 1.83 meters (6ft) in height.

AT-AT pilots wear specialized insulated suits on frozen planets such as Hoth. These suits are designed to protect their wearer if their AT-ATs pressurized cockpit is compromised, along with the AT-ATs lack of climate control. Pilots wear an all-white insulated jumpsuit along with white boots and driving gauntlets. Along with sporting a reinforced helmet and life-support pack on their chest, pilots also have a standard blaster pistol, thermal detonators and grenades for potential ground-based encounters.

**Typical AT-AT Walker Pilot:** *All stats 2D except: Dexterity 2D+1, blaster 4D+1, vehicle blasters 4D+2, Knowledge 1D, survival 3D, Mechanical 3D, repulsorlift operation 4D+2, walker operation: AT-AT 5D+2, command 3D, stamina 3D, Technical 1D, walker repair: AT-AT 4D. Move: 10. AT-AT pilot armor (+3 vs damage), insulated white jumpsuit, white boots, driving gauntlets, life-support pack (up to 10 hours), blaster pistol (4D), two grenades (5D), thermal detonator (10D).*

**Typical AT-AT Walker Gunner:** *All stats 2D except: Dexterity 3D+1, blaster 4D+1, vehicle blasters 6D, Knowledge 1D, Mechanical 2D+1, walker operation: AT-AT 3D+2, Perception 1D+2, stamina 3D, Technical 1D, walker repair: AT-AT 3D+2. Move: 10. AT-AT pilot armor (+3 vs damage), insulated white jumpsuit, white boots, driving gauntlets, life-support pack (up to 10 hours), blaster pistol (4D), two grenades (5D), thermal detonator (10D).*

**Source:** Star Wars Rebels 202 “Relics of the Old Republic”, 210 “A Princess on Lothal”, wookieepedia, Star Wars Trilogy Sourcebook Special Edition (p.54), tweaks by +Oliver Queen.



## IMPERIAL COMBAT DRIVERS (ICD)

Imperial Combat Drivers are the elite ground-vehicle pilots of the Galactic Empire's Army. Combat drivers are trained to handle everything in the Imperial ground arsenal, including 614-AvA speeder bikes, Imperial Troop Transports, and various type of walkers, like the All Terrain Defense Pod. A subsection of the Empire's combat drivers specifically drive All Terrain Scout Transports, and another branch drive All Terrain Armored Transports, as AT-AT pilots. The latter see themselves as the elite among the elite.

The generic armor worn by the Empire's combat drivers consists of a jumpsuit, a cuirass, shoulder-and-lower-leg-armor, gauntlet-style gloves, and a domed helmet whose faceplate resembles that of Imperial cadets. The combat uniform gives the combat drivers an imposing countenance, and comes in two different color schemes. The one worn by the Troop Transports drivers features a black jumpsuit and field grey armor parts and helmet, while the one worn by AT-DP drivers has a light grey jumpsuit, field grey body armor, and a light grey helmet.

The field uniform of the AT-AT pilots resembles a white version of the one worn by the TIE/LN starfighter pilots. It consists of a light grey flight suit complete with webbing, along with white gloves, boots and helmet.

Contrary to other branches, AT-ST drivers wore little armor. They donned light grey jumpsuits with pockets, a grey-green open face helmet, a belt, black boots and gauntlet gloves, and a pair of dark goggles.

**Typical Imperial Combat Drivers:** All stats are 2D except: blaster 4D, brawling parry 4D, dodge 4D, Mechanical 3D, repulsorlift operation 4D, repulsorlift operation: speeder bike 5D+2, walker operation 5D, brawling 3D. Move: 10. Driver armor (+2 physical, +2 energy), blaster pistol (4D).

**Source:** Star Wars Rebels 102 "Fighter Flight", 104 "Breaking Ranks", 106 "Empire Day", 111 "call to Action", 112 "Rebel Resolve", 201 "Relics of the Old Republic", 210 "A Princess on Lothal", wookieepedia, stats by +Oliver Queen.

## IMPERIAL OFFICER

Officers are high-class soldiers who hold various positions of responsibility, authority, and duty within the various branches of Galactic Empire's military. Common traits among these officers are ambition, ruthlessness, and strong approval of the Emperor's plans to destroy the rebellion. Since the Empire favors humans at the expense of aliens, the ranks of its officers are dominated by the former. Additionally, most of those holding high ranks were males.

Imperial officers wear a uniform that consists of a double-breasted tunic with matching trousers, a pair of black boots, a belt and a command cap. There are regulations that

make sure all officers maintain a neatly groomed appearance while wearing their uniforms. Although officers often cut their hair short for optimal efficiency, all are permitted to keep it long on the condition that they wear it pinned back in tight braids.



In addition to these officers who exert command in the Navy or the Army, there are other specializations. Loyalty officers, also known as Security Officers, are tasked with identifying and culling any seditious individual within the Empire's own ranks.

**Typical Imperial Officer:** All stats 2D except: Dexterity 2D+2, blaster 4D+2, dodge 3D+2, grenade 3D+2, Knowledge 3D, bureaucracy 4D, intimidation 4D, law enforcement 4D, tactics 4D+1, Mechanical 3D+2, Perception 3D, command 5D+1, investigation 4D, Strength 2D+1, brawling 4D+1, Technical 3D, security 4D. Move: 10. Character Points: 0-5. Imperial officer's uniform, black boots, gauntlet gloves, hat and officer's disc, officer insignia plaque, two code cylinders, MC1 comlink, datapad, possibly a blaster pistol (4D, 3-10/30/120).

**Typical Star Destroyer Officer:** All stats 2D except: Dexterity 2D+2, blaster 4D+2, dodge 4D, Knowledge 3D, bureaucracy 4D, planetary systems 3D+1, tactics: capital ships 5D, tactics: fleet 4D, Mechanical 3D+2, capital ship piloting 4D, Perception 3D+1, bargain 5D+1, command 4D+2, hide 4D, Strength 2D+1, brawling 3D+2, stamina 3D+1, Technical 3D, capital ship repair 4D+1. Move: 10. Character Points: 0-5. Light gray Imperial officer's uniform, black boots, gauntlet gloves, hat and officer's disc, officer insignia plaque, two code cylinders, MC1 comlink, datapad, possibly a blaster pistol (4D, 3-10/30/120).

**Source:** Star Wars Rebels 100 "Spark of Rebellion", 101 "Droids in Distress", 102 "Fighter Flight", 104 "Breaking Ranks", 106 "Empire Day", 107 "Gathering Forces", 109 "Idiot's Array", 111 "Call to Action", 112 "Rebel Resolve", 113 "Fire Across the Galaxy", 210 "A Princess on Lothal", wookieepedia, Star Wars Trilogy Sourcebook Special Edition (p53, 57), tweaks by +Oliver Queen.

## IMPERIAL STORMTROOPERS

A stormtrooper, disparagingly referred to as a "bucket-head" by dissenting citizens, is a member of the elite shock troops in the Imperial Army, placed under the Stormtrooper Corps, the land-based forces of the Galactic Empire. They are particularly distinguished by their loyalty to Emperor Palpatine, and are reputedly incapable of betraying him or the Imperial regime.



The stormtroopers represent the ultimate evolution of the clone troopers. With the establishment of the First Galactic Empire, the clone troopers—now known as stormtroopers—are placed under the guidance of Imperial officers and governors, instead of Clone commanders or officers. As the clones' accelerated aging process begins causing their physical skills and abilities

to deteriorate, they are replaced by non-clone volunteers and conscripts. Nonetheless, several clone troopers will remain in service to the Galactic Empire, with some serving as training instructors in the Imperial Academy, while other members remain in active duty such as Sergeant Crest and TX-828. Darth Vader commands a battalion of stormtroopers who serve him loyally.

Unlike their predecessors, the majority of stormtroopers are non-clone recruits. Imperial cadets are shipped off to Imperial Academies, and subjected to rigorous training programs in order to produce highly-trained shocktroopers fiercely loyal to the Empire. Stormtroopers are trained to disregard fallen comrades in battle, and to press on, no matter the cost, even when the odds were stacked against them.

Although they are a rare sight, women are not prohibited from serving in the ranks of the stormtroopers. During training, female cadets are placed in all-female units.

Among other lessons, cadets train to fire blasters, learn to pilot Imperial walkers, and the ruthlessness it takes to become a stormtrooper. Cadets who attend Imperial Academies are also forced to face programmable obstacle courses designed to test their strength, agility, reflexes and intelligence. Such courses and tests of skill become increasingly difficult over time, and accountability for losses were harsh.

While cadets attend the academy, they wear white uniforms and specialized helmets, similar to the standard stormtrooper or pilot gear. Aside from their basic training, many cadets are also assigned other non-combat duties on base. Such duties offer cadets the opportunity to gain experience over their peers, and are often presented as rewards for excellent performance during training exercises.

As cadets are evaluated, the officers in charge are often instructed to take note of performance that might denote an affinity for the Force, and report it to one of their superiors.

Stormtroopers wear a distinctive set of white armor that is used to instill fear in the Empire's subjects, while also

providing the soldiers with an extended range of survival equipment and temperature controls, thus allowing them to survive in almost any environment. The helmet provides skull protection, filtered air, and contains enhanced vision and communication systems. Rank is determined by a color coded pauldron worn over the left shoulder, with orange or red representing the rank of commander, black indicating an enlisted trooper, and white representing a sergeant. They also have a utility belt and a grappling hook attached to it, and primarily use the E-11 blaster rifle, however can also utilize the DLT-20A laser rifle or DLT-19 heavy blaster rifle when necessary. However, the stormtrooper armor is not without its faults. The plates make running difficult and offer little protection against a direct blaster shot. The helmet also greatly obstructs a soldier's vision, which hinders their capacity to properly aim a blaster, regardless of prior training.

**Typical Imperial Stormtrooper:** *All stats are 2D except: Dexterity 3D, blaster 4D, brawling parry 4D, dodge 4D, brawling 3D. Move: 10. Stormtrooper armor (+2D physical, +1D energy, -1D to Dexterity and related skills), blaster rifle (5D), blaster pistol (4D). Squad Tactics: because of their training, stormtrooper squads do not need to make a command roll to combine actions in combat. Loyal: because of the indoctrination and training that stormtroopers receive, they cannot be bribed, blackmailed, or seduced to act against the Galactic Empire, fellow allies or their mission. Any such attempt automatically fails.*

**Source:** Star Wars Rebels Servants of the Empire: Edge of the Galaxy, 100A "Art Attack", 100C "Entanglement", Ezra's Gamble, 100 "Spark of Rebellion", 101 "Droids in Distress", 102 "Fighter Flight", 103 "Rise of the Old Masters", Servants of the Empire: Rebel in the Ranks, 104 "Breaking Ranks", 106 "Empire Day", 107 "Gathering Forces", 109 "Idiot's Array" (Appears as graffiti), 110 "Vision of Hope", Servants of the Empire: Imperial Justice, Servants of the Empire: The Secret Academy, 111 "Call to Action", 112 "Rebel Resolve", 113 "Fire Across the Galaxy", 200 "The Siege of Lothal", 201 "Relics of the Old Republic", 206 "Blood Sisters", 207 "Stealth Strike", 208 "The Future of the Force", 109 "Legacy", 210 "A Princess on Lothal", 211 "The Protector of Concord Dawn", 212 "Legends of the Lasat", 214 "Homecoming", 215 "The Honorable Ones", 216 "Shroud of Darkness", 217 "The Forgotten Droid", wookieepedia, Star Wars the Role-playing Game REUP (p.273), tweaks by +Oliver Queen.

## IMPERIAL STORMTROOPER SERGEANT

Stormtroopers assigned to command other Stormtroopers of the Galactic Empire. The only visual difference between Commanders' uniforms and those of regular Stormtroopers was the orange, red or white shoulder pauldron on their right shoulder.

**Typical Stormtrooper Sergeant:** *All stats are 2D except: Dexterity 3D, blaster 5D, brawling parry 4D, dodge 4D, command 4D, brawling 3D. Move: 10. Stormtrooper armor (+2D physical, +1D energy, -1D to Dexterity and related skills), blaster rifle (5D), blaster pistol (4D). Squad Tactics: because of their training, stormtrooper squads do not need to make a command roll to combine actions in combat. Loyal: because of the indoctrination and training that stormtroopers receive, they cannot be bribed, blackmailed, or seduced to act against the Galactic Empire, fellow allies or their mission. Any such attempt automatically fails.*

**Source:** Star Wars Rebels animated-tv, stats by +Oliver Queen.

## IMPERIAL TIE FIGHTER PILOTS

Elite class within the military of the of the Galactic Empire. They pilot the TIE/LN starfighters, one of the Empire's most recognizable symbols of power. There are two nicknames for TIE pilots: the vac-heads, who operate in space for the Empire's Imperial Navy, and the ground-hogs, who operate in planetary atmosphere for the Imperial Army. Because the vac-heads have better public recognition through propaganda posters and the HoloNet News reports, the ground-hogs are often resentful of them. The rivalry between ground-hogs and vac-heads is so intense that most Imperial flight bases have separate bars for the two groups, with the notable exception of the Bright Jewel Oversector Flight Base.

Of all the cadets who underwent the Imperial pilot training program, ninety percent never actually graduated. As a consequence, those who did tended to be both proud and arrogant. Nevertheless pilots are trained that aiding their fellow pilots is their lowest priority unless there is nothing else to do, with emphasis placed on completing the mission at hand and bringing their full force against enemy fighters. All pilots are also expected to be able to repair and maintain all single- and dual-pilot craft. The precision and streamlined design of the TIE fighter is a source of pride for those pilots, who also pride themselves for usually not needing deflector shields, or Hyperdrives, which they view as tools for the cowardly.

Since TIE fighters are identical and interchangeable, TIE pilots might never fly the same ship twice and, as a result, rarely develop emotional ties to their crafts. Nonetheless, they tend to be very protective of their vessel of the day, and love to push around lower-ranked stormtroopers. Very dedicated, TIE pilots are willing to surrender their lives for the greater glory of the Empire's New Order.



TIE Pilots are equipped with a black jumpsuit, a black helmet, which features the Imperial logo on the shoulders. The uniforms also includes life support chest pieces with breather tubes, to provide necessary gases.

The helmet design is reminiscent of stormtrooper armour, with a few notable distinctions. Additional modifications enabled the pilot to survive in the cockpit's vacuum. Breather tubes extended from the helmet to the front of the chest plate, where controls for the suit's portable life support system were located. The actual supply of oxygen was built into the rectangular back plate of the armor.

**Typical TIE Fighter Pilot:** *All stats are 2D except: Dexterity 3D+1, blaster 4D+1, dodge 4D+1, planetary systems 3D, Mechanical 4D, sensors 4D+2, starfighter piloting 6D, starship gunnery 5D, Perception 3D, command 4D, search 4D, Strength 3D, stamina 4D, computer programming/repair 3D+1, starfighter repair 5D. Move: 10. Navigation computer linkup helmet (internal comlink, +1D to sensors), high gravity stress flight suit with life support equipment, one week emergency rations, blaster pistol (4D), survival gear).*

**Source:** Source: Star Wars Rebels 100A "The Machine in the Ghost", 100C "Entanglement", 100D "Property of Ezra Bridger", 100 "Spark of Rebellion", 102 "Fighter Flight", 105 "Out of Darkness", 106 "Empire Day", 109 "Idiot's Array", 111 "Call to Action", 113 "Fire Across the Galaxy", 200 "The Siege of Lothal", wookieepedia, Star Wars the Roleplaying Game REUP (p.274).

## IMPERIAL WEAPONS TECHNICIAN

Also known as Imperial gunners. Many of these gunners are recruits from the piloting program of the Imperial Navy who either are still undergoing training or are already past their prime. Weapons technicians wear black jumpsuits and a large, sweeping helmet with a single wraparound visor that entirely obscures their features. Those working on experimental projects, like the Imperial Interdictor stewarded by Admiral Brom Titus, are distinguished by their light grey jumpsuits with golden yellow insignia.

**Typical Weapons Technician:** *All stats 2D except: Dexterity 2D+2, blaster 3D+2, blaster artillery 4D+2, vehicle blasters 4D+2, Mechanical 3D, astrogation 2D+1, capital ship gunnery 5D, capital ship shields 4D, communication 2D+2, sensors 2D+2, space transports 3D, starship gunnery 3D, starship shields 2D+1, Perception 1D+1, Strength 1D+1, capital ship weapon repair 4D. Move 10. Light grey jumpsuit, gauntlets, boots, targeting computer linkup helmet (+2D fire control), blaster pistol (4D), belt with security disc, tool kit.*

**Source:** Star Wars Rebels 207 "Stealth Strike", wookieepedia, Star Wars Trilogy Sourcebook Special Edition (p54), tweaks by +Oliver Queen.

## INQUISITORIUS, THE

An organization of Force-sensitive agents who work for the Galactic Empire. Members of the Inquisitorius are known as Imperial Inquisitors, Inquisitors, Red Blades and sometimes even Jedi hunters. The primary mission of the Inquisitorius is to hunt down and kill Jedi who have survived the Jedi Purge. A secondary mission is to identify and abduct Force-sensitive individuals including infants and Imperial cadets. The Inquisitors wear black uniforms and are equipped with double-bladed spinning lightsabers, that are also capable of spinning in a helicopter-like motion. Besides hunting Jedi, the Inquisitors are also known to pursue other Force-sensitive opponents of the Sith, such as Maul.

When the Clone Wars ended, Supreme Chancellor Sheev Palpatine formed the Galactic Empire and activated Order 66 which was hardwired into every Republic clone trooper and instructed them to kill their Jedi commanders. The majority of the Jedi were killed by the clones but several managed to escape, especially after Jedi Master Obi-Wan Kenobi sent out a distress signal from the Jedi Temple, warning the survivors off. As such, several Jedi had survived the initial purge and gone into hiding. Fearing the threat the surviving Jedi posed to his rule, Emperor Palpatine created the Inquisitors to track down and eliminate the last remaining Jedi.

The Inquisitors are trained by Darth Vader in the ways of the Dark side and wield double-bladed lightsabers with a ringed emitter, allowing the blades to rotate. At least one of the Inquisitors, the Pau'an individual known as the Grand Inquisitor, is known to have been a former Jedi Knight who served in the Jedi Temple Guard. They also developed Interrogation chairs to assist in their questioning of suspected rebels or Jedi.

Some Inquisitors also studied the records of the Jedi Order to familiarize themselves with their enemies' fighting techniques, making them dangerous fighters. Due to the nature of their mission, Inquisitors had the power to commandeer any required Imperial military forces, and all officers were to obey their orders. Any Imperial officer who came into contact with Force-sensitive beings was to immediately contact an Inquisitor to investigate the situation. However, due to Palpatine's inherent fear of Force-users, the Inquisitors were never made too powerful. In addition, some Imperial officers disliked the interference of Inquisitors with some, such as Admiral Kassius Konstantine, dismissing them as 'mystics'.

The Inquisitors are heavily involved in efforts to prevent Force-sensitive children from falling into the hands of the remaining Jedi or from using their skills against the Empire. As part of this strategy, an operation, codenamed Project Harvester, was designed to identify cadets in Imperial academies across the galaxy who met the criteria that would identify them as Force-sensitive.

**Source:** Star Wars Rebels 100 "Spark of Rebellion", 103 "Rise of the Old Masters", 104 "Breaking Ranks", 106 "Empire Day", 107 "Gathering Forces", 108 "Path of the Jedi" (vision to Ezra), 110 "Vision of Hope" (mentioned only), 111 "Call to Action", 112 "Rebel Resolve", 113 "Fire Across the Galaxy", 200 "The Siege of Lothal" (mentioned only), 202 "Relics of the Old Republic", 203 "Always Two There Are", 204 "Brothers of the Broken Horn" (mentioned only), 208 "The Future of the Force", 209 "Legacy", 216 "Shroud of Darkness", 218 "The Mystery of Chopper Base" (mentioned only), 219-220 "Twilight of the Apprentice", wookieepedia.



## GRAND INQUISITOR, THE

Grand Inquisitor was a rank within the Galactic Empire, which utilized Inquisitors in order to hunt down and destroy Jedi who had survived the Jedi Purge. The Pau'an male known only as the Grand Inquisitor, once a Jedi Temple Guard, held the title of Grand Inquisitor and reported to Darth Vader, a Dark Lord of the Sith and apprentice to the Emperor, Darth Sidious. He was higher ranked than other Inquisitors, such as the Seventh Sister and the Fifth Brother, and was trained in the arts of the dark side of the Force and lightsaber combat. In order to understand his Jedi opponents, he studied the records of the Jedi Archives from the Imperial Palace — which had previously been the Jedi Temple. This gave him an advantage in combat, as he was able to understand Jedi fighting styles. He believed himself to be very powerful, and lived up to that expectation. When in a battle with Kanan and Ezra, as soon as he realized he would have to face both of them together, he stated that for once the battle was worth fighting.

During the Age of the Empire, this Grand Inquisitor was dispatched by Vader in order to find Force-sensitives and either recruit them to the dark side of the Force or eliminate them. In this capacity, he hunted the rebel cell that operated on the Outer Rim world of Lothal in an attempt to destroy their leader, the Jedi survivor Kanan Jarrus, and his Padawan, Ezra Bridger. This hunt, however, ultimately led to his death, during a confrontation with Jarrus. The Grand Inquisitor allowed himself to die during this lightsaber duel, however, knowing that his failure to destroy the Jedi would incur a far greater suffering at the hands of Darth Vader than death.

### \* THE GRAND INQUISITOR

**Type:** Imperial Inquisitor

**Species/Gender:** Pau'an/Male

#### DEXTERITY 3D+2

*Brawling parry 5D, dodge 6D, lightsaber 8D+1, melee combat 6D+2, melee parry 8D+1, running 5D, thrown weapons 4D+2*

#### KNOWLEDGE 3D

*Bureaucracy 5D+2, intimidation 5D, law enforcement 4D, planetary systems 4D, scholar: Dark Side lore 5D+1, scholar: Jedi lore 4D+2, survival 4D+1, tactics 4D+2, willpower 5D+1*

#### MECHANICAL 2D+1

*Starfighter piloting 6D, starship gunnery 5D+2*

#### PERCEPTION 4D

*Command 5D+1, con 4D+2, investigation 5D+1, persuasion 5D, search 5D*

#### STRENGTH 3D

*Brawling 5D+2*

#### TECHNICAL 2D

*Lightsaber repair 6D, security 4D*

#### Special Abilities:

**Force Skills:** Control 8D+1, Sense 7D+2, Alter 7D

Force Powers (these are the known powers The Grand Inquisitor possessed and it is believed that he had access to many other powers):

- **Control:** concentration, control pain, enhance attribute, force of will, remain conscious, remove fatigue, resist stun
- **Sense:** combat sense, danger sense, life detection, life sense, sense Force
- **Alter:** Force push, telekinesis
- **Control and Sense:** lightsaber combat
- **Control and Alter:** Force jump
- **Control, Sense and Alter:** affect mind, control mind, enhanced coordination.

**Low Light Vision:** In low light situations, Pau'ans can see twice as far as normal humans and gain a +2D modifier to Perception rolls involving vision.

**Shadow Dwellers:** Pau'ans gain a +1 bonus to all skills when in a shadowed environment.

**Equipment:** Dual-blade lightsaber (Difficult, 5D), Inquisitor armor (+1D vs physical and energy).

#### Story Arc:

- **Inquisitorius:** Being a part of the Inquisitorius is to be a member of the Emperor's most feared agency. Inquisitors are fanatically loyal to the Emperor and to Lord Vader, commanding as much fear as they do respect, both from those within the Imperial bureaucracy and from those they hunt. Inquisitors are the highest rank within the organization and are powers unto themselves, able to issue commands and expect that these orders be carried out. Only a Moff or official of higher rank has more power within the Imperial bureaucracy than the Grand Inquisitor.

**Force Sensitive?** Yes

**Force Points:** 3

**Dark Side Points:** 5

**Character Points:** 18

**Move:** 10

**Size:** 2 meters tall (80 kilograms)

#### Game Notes:

##### Dual-blade lightsaber

**Double-blade:** When wielded as double-bladed weapon, +5 bonus to all parry rolls; if the wielder misses base difficulty number by more than 10 points, he has injured himself with the lightsaber.

**Spinning Double-blade:** Very Difficult; +10 bonus to all parry rolls, +5 to strike; if the wielder misses base difficulty number by more than 10 points, he has injured himself with the lightsaber. May be used as Thrown Weapon (Thrown Weapons skill; 5D; 3-5/8/15).

**Source:** Star Wars Rebels 100 "spark of Rebellion", 103 "Rise of the Old Masters", 204 "Breaking Ranks", 106 "Empire Day", 107 "Gathering Forces", 108 "Path of the Jedi"



(vision to Ezra”), 1101 “Call to Action”, 112 “Rebel Resolve”, 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal” (mentioned only), 203 “Always Two There Are” (mentioned only), Star Wars Rebels Magazine UK #16 “Ice Breaking”, 216 “Shroud of Darkness” (mentioned only), wookieepedia, Stats by +Oliver Queen with suggestions by Pietre Valbuena.

## FIFTH BROTHER

The individual who became known as the Fifth Brother originally occupied a position within the Jedi Order. At some point after the Galactic Republic was reorganized into the Galactic Empire, he was inducted into the Inquisitorius, which is tasked with hunting down and eliminating any Jedi who survived Order 66. To accomplish this, he and his colleagues are trained by Darth Vader in the ways of the dark side of the Force and studied the records of the Jedi Temple in order to defeat their enemies.

The Fifth Brother was ordered by Darth Vader to travel to Malachor with Seventh Sister and obtain a Sith holocron from within a Sith temple located beneath the planet’s surface. She and her accomplice came to the aid of the Eighth Brother after he was captured by Kanan Jarrus and Ahsoka Tano; all three Inquisitors were forced to retreat when their opponents were joined by Ezra Bridger and his new companion, the former Sith Lord Darth Maul. Having escaped her adversaries, the Seventh Sister dispatched some of her ID-9 seeker droids to spy on them.

Upon attacking Ahsoka Tano and Kanan Jarrus, Darth Maul appeared and Ahsoka Tano managed to strike Fifth Brother’s lightsaber hilt, destroying it. He was then attacked by Darth Maul, who slew him easily.

The Fifth Brother is a humanoid male with mint eyes and gray skin. He wears the gray and black uniform of an Inquisitor, a metallic headpiece, and carries a double-bladed spinning lightsaber. In contrast to the Grand Inquisitor and the Seventh Sister, the Fifth Brother seems merely

content to kill any Jedi he finds rather than use them for information or traps against the wider rebellion. As a result of this, he is not widely respected by Imperial officials. He is also sadistic and bloodthirsty, enjoying his occupation as a Jedi killer and relishing the sport.

The Fifth Brother holds some skill in Telekinesis, able to pick up multiple thermal detonators and throw them. He possesses a keen Force sense, which enabled him to sense the emotions of his quarry and deduce they are trying to ambush him. He showed slight skill in lightsaber combat, engaging in a few saber locks with Ahsoka Tano, though both he and the Seventh Sister were defeated. He tends to favor an aggressive form of lightsaber combat involving powerful blows and a lot of hacking and slashing, similar to the Nightbrother Savage Opress. This style is crude but effective, in breaking through the defense of a less-experienced lightsaber wielder like Kanan Jarrus.

### ✪ FIFTH BROTHER

**Type:** Imperial Inquisitor

**Species/Gender:** Humanoid/Male

#### DEXTERITY 3D+2

*Brawling parry 4D, dodge 4D, lightsaber 4D, lightsaber: double-bladed 6D, melee combat 4D, melee parry 4D, thrown weapons 4D, thrown weapons: lightsaber 6D*

#### KNOWLEDGE 2D

*Intimidation 5D+2, scholar: Dark Side lore 2D+1, scholar: Jedi lore 3D, willpower 4D*

#### MECHANICAL 2D+2

*Starfighter piloting 4D, starship gunnery 3D+2, starship shields 3D*

#### PERCEPTION 3D+2

*Investigation 4D, search 4D, search: tracking 5D+1, sneak 4D*

#### STRENGTH 4D

*Brawling 4D+1*

#### TECHNICAL 2D

*Lightsaber Repair 3D+1*



**Special Abilities:**

*Force Skills:* Control 5D, Sense 5D+1, Alter 6D.

*Force Powers:*

- *Control:* Absorb/Dissipate Energy, Concentration, Control Pain, Enhance Attribute, Force of Will, Remain Conscious, Remove Fatigue, Resist Stun.
- *Sense:* Combat Sense, Danger Sense, Life Detection, Magnify Senses, Sense Force Potential.
- *Alter:* Force Push, Telekinesis.
- *Control+Sense:* Lightsaber Combat.
- *Sense+Alter:* Lesser Force Shield.

**Equipment:** Inquisitor armor, Inquisitor double-bladed lightsaber (Difficult, 5D, +5 to parry rolls; Spinning Blade: Very Difficult, +10 parry bonus, +5 damage modifier; may be thrown, 5D, 3-5/8/15; if an attack misses by 10+ the character has injured himself with the lightsaber; small repulsor field generator strong enough to carry a single person, using the spinning motion of the blade, able to fly for short distances. Moderate acrobatics skill roll, if successful may move up to 50 meters vertically and horizontally. Each use expends one charge, a fully charged unit has 10 charges).

**Story Arcs:**

- *Inquisitorius:* Trained by Darth Vader in the ways of the Dark side of the Force. Due to the nature of their mission, Inquisitors have the power to commandeer any required Imperial military forces, and all officers are to obey their orders. Inquisitors are charged with investigating reports of possible Force Sensitives, and may capture/coerce or kill those individuals.

**Force Sensitive?** Yes

**Force Points:** 1

**Dark Side Points:** 4

**Character Points:** 9

**Move:** 10

**Size:** 1.88 meters

**Source:** Star Wars Rebels 200 “The Siege of Lothal”, 202 “Relics of the Old Republic”, 203 “Always Two There Are”, 208 “The Future of the Force”, 209 “Legacy”, 216 “Shroud of Darkness”, 219-220 “twilight of the Apprentice”, wookieepedia, stats by +Oliver Queen.

**SEVENTH SISTER**

A female Mirialan Inquisitor who serves the Galactic Empire and operates as a Jedi hunter in the years before the Battle of Yavin. She is tasked with tracking down Ahsoka Tano, a prominent figure in the rebellion against the Empire, by the Sith Lord Darth Vader. Following the death of the Grand Inquisitor, the Seventh Sister seeks to replace him as the leader of the Inquisitorius.

In 4 BBY, the Seventh Sister came into direct conflict with the Lothal rebels. She fought them on many occasions: aboard an Old Republic medical station, in Hammertown on the planet Takobo in an attempt to kidnap Force-sensitive children, and on Garel in an attempt to destroy the rebel fleet. The Seventh Sister was ultimately killed by Maul on Malachor.

The Seventh Sister kept a tight hold on her emotions and spoke calmly, even during combat. She favored agility over brute strength, and she had a certain level of respect for her opponents. The Seventh Sister often disagreed with the methods of the Fifth Brother; this suggested a rivalry between the two.

Like the Grand Inquisitor and Fifth Brother, the Seventh Sister wore black armor. Her pointed helmet had a retractable faceplate; this hid her yellow skin and red facial tattoos from view. The Seventh Sister’s eyes were yellow in coloration; her sclerae were black. The symbol of the Galactic Empire appeared on the Seventh Sister’s shoulders, and the portions of her gloves that covered the palms of her hands were red.



The Seventh Sister is trained to use the dark side of the Force to hunt and kill Jedi. She is an agile and acrobatic fighter who was much tougher than she looked.

Like all Inquisitors, the Seventh Sister carried a double-bladed, spinning lightsaber. The weapon had two spikes and ornate engravings on its ringed emitter, and it was worn on the Seventh Sister's belt when not in use. The Seventh Sister also possessed several ID9 seeker droids; these could be stored and deployed from a port on the back of her armor.

### ❖ SEVENTH SISTER

**Type:** Imperial Inquisitor

**Species/Gender:** Mirialan/Female

#### DEXTERITY 4D

*Brawling parry 4D+1, dodge 4D, lightsaber 4D, lightsaber: double-bladed 6D+1, melee combat 4D, melee parry 4D+1, thrown weapons 4D, thrown weapons: lightsaber 6D*

#### KNOWLEDGE 2D+2

*Intimidation 3D+2, scholar: Dark Side lore 3D, scholar: Jedi lore 3D+1, willpower 3D+2*

#### MECHANICAL 2D+2

*Starfighter piloting 4D, starship gunnery 3D+2, starship shields 3D*

#### PERCEPTION 3D+2

*Con: seduction 4D+2, investigation 4D, persuasion 4D, search 4D, search: tracking 5D, sneak 4D*

#### STRENGTH 3D

*Brawling 3D+1, brawling: martial arts 5D, climbing/jumping 4D+2*

#### TECHNICAL 2D

*Droid programming 2D+1, droid repair 2D+1, lightsaber repair 3D+1*

#### Special Abilities:

*Force Skills:* Control 5D+1, Sense 5D, Alter 6D.

*Force Powers:*

- *Control:* Absorb/Dissipate Energy, Concentration, Control Pain, Enhance Attribute, Force of Will, Remain Conscious, Remove Fatigue, Resist Stun.
- *Sense:* Combat Sense, Danger Sense, Life Detection, Sense Force Potential.
- *Alter:* Force Push, Telekinesis.
- *Control+Sense:* Lightsaber Combat.
- *Control+Alter:* Feed on the Dark Side, Force Jump, Inflict Pain.
- *Sense+Alter:* Lesser Force Shield.

**Equipment:** Inquisitor armor, Inquisitor double-bladed lightsaber (Difficult, 5D, +5 to parry rolls; Spinning Blade: Very Difficult, +10 parry bonus, +5 damage modifier; may be thrown, 5D, 3-5/8/15; if an attack misses by 10+ the character has injured himself with the lightsaber; small repulsor field generator strong enough to carry a single person, using the spinning motion of the blade, able to fly for

short distances. Easy acrobatics skill roll, if successful may move up to 50 meters vertically and horizontally. Each use expends one charge, a fully charged unit has 10 charges).

#### Story Arcs:

- *Inquisitorius:* Trained by Darth Vader in the ways of the Dark side of the Force. Due to the nature of their mission, Inquisitors have the power to commandeer any required Imperial military forces, and all officers are to obey their orders. Inquisitors are charged with investigating reports of possible Force Sensitives, and may capture/coerce or kill those individuals.

**Force Sensitive?** Yes

**Force Points:** 2

**Dark Side Points:** 5

**Character Points:** 4

**Move:** 10

**Size:** 1.7 meters

**Source:** Star Wars Rebels 100 “The Siege of Lothal” (indirect mention), 203 “Always Two There Are”, 208 “The Future of the Force”, Star Wars Rebels Magazine UK #16 “Ice Breaking”, 209 “Legacy”, 216 “Shroud of Darkness”, 219-220 “Twilight of the Apprentice”, wookieepedia, stats by +Oliver Queen with suggestions by Pietre Valbuena.

### EIGHTH BROTHER

The male Force-sensitive Terrelian Jango Jumper originally occupied a position within the Jedi Order. At some point after the Galactic Republic was reorganized into the Galactic Empire, he was inducted into an Imperial agency of Force-sensitive assassins called the Inquisitorius, who are tasked with hunting down and eliminating any Jedi who survived Order 66. To accomplish this, he and his colleagues are trained by Darth Vader in the ways of the dark side of the Force and studied the records of the Jedi Temple in order to defeat their enemies.

Following the Grand Inquisitor's death the Brother and the other Inquisitors saw “new opportunities” to take his place by hunting down the two Jedi and their crew. However, while the Fifth Brother and Seventh Sister are given the chance to do so when Darth Vader dispatches them on the Emperor's orders, the Eighth Brother is given the task of hunting down Maul, the former Sith apprentice, whom he knows only as “the Shadow.”

After eventually tracking Maul to the Sith temple on Malachor, the Brother unexpectedly finds Jarus, Bridger, and Ahsoka Tano. After stalking them for a short time, the Eighth Brother attacks the three rebels but is forced to retreat.



After the trio is split up, Tano and Jarrus track down and capture the Eighth Brother, who is unable to escape due to Chopper commandeering his TIE Advanced v1. However, the Eighth Brother manages to send a covert signal, which is answered by the Fifth Brother and Seventh Sister, with all three attacking the two former members of the Jedi Order. However, the tables are turned on them when Bridger arrives with Maul in tow, the pair of them joining Tano and Jarrus drive the Inquisitors off.

Fearing that Maul had claimed a Sith holocron sought by Darth Vader, the Eighth Brother impulsively sets out to hunt down the enemy and reclaim it. He attacks Jarrus and Bridger, knocking out the Jedi Knight before turning his attention to the apprentice, only to be driven off by Tano and Maul. Teaming up with the Fifth Brother, he then goes after Tano and Jarrus while the Seventh Sister goes after Bridger and Maul, only for Maul to arrive and kill the Fifth Brother whilst Jarrus damages the Eighth Brother's lightsaber. Outnumbered and without allies, the Eighth Brother attempts to flee using his lightsaber's spinning blades to slow his descent as he leaped from the temple, only for the weapon to fail and cause him to fall to his apparent death.

Like the other Inquisitors, the Eighth Brother is dedicated to the service of the Empire and Darth Vader, to the point that he charged into action while his fellows hung back to allow him to weaken the enemy. He is also ruthless and cruel, demonstrating a willingness to drag out the terror of an enemy before destroying them. However, his impulsive streak proves to be his undoing, as he chooses to rely on his damaged lightsaber to escape when faced with battling three skilled enemies at once.

Like all Inquisitors, the Eighth Brother possesses skill in the art of wielding a double-bladed spinning lightsaber. He also possesses the same TIE Fighter design as his brothers and sisters. The Eighth Brother typically employs both of his lightsaber's blades in battle, and in order to propel himself away from enemies when outmatched. Additionally, his lightsaber has the unique ability to convert into a buzz-saw-like weapon that made use of the handle while the blades were deactivated. The Eighth Brother used explosives which he kept on a bandoleer. Within easy reach, the Eighth Brother would throw these small explosives toward his enemies. He also wears a suit of black and gray combat armor which bears the insignia of the Galactic Empire.

His fighting style is somewhat similar to the Seventh Sister's, given his slim and acrobatic build. However, he appears to be no more skilled than his fellow Inquisitors in battle, as illustrated by his losses on Malachor.

### ✳ EIGHTH BROTHER

**Type:** Imperial Inquisitor

**Species/Gender:** Terrelian Jango Jumper/Male

### DEXTERITY 3D+2

*Acrobatics 6D, brawling parry 4D, dodge 5D, grenade 7D+2, lightsaber 4D, lightsaber: double-bladed 7D+2, melee combat 4D, melee parry 4D, thrown weapons 4D, thrown weapons: lightsaber 5D*

### KNOWLEDGE 2D+1

*Intimidation 3D+1, scholar: Dark Side lore 2D+2, scholar: Jedi lore 3D+1, willpower 3D+1*

### MECHANICAL 2D+2

*Starfighter piloting 4D, starship gunnery 3D+2, starship shields 3D*

### PERCEPTION 3D+2

*Investigation 4D, search 4D, search: tracking 5D, sneak 4D*

### STRENGTH 3D

*Brawling 3D+1, brawling: martial arts 6D, climbing/jumping 5D+1*

### TECHNICAL 2D

*Lightsaber Repair 3D+1*

### Special Abilities:

*Force Skills:* Control 5D, Sense 5D, Alter 6D.

*Force Powers:*

- *Control:* Concentration, Control Pain, Enhance Attribute, Force of Will, Remain Conscious, Remove Fatigue, Resist Stun.
- *Sense:* Combat Sense, Danger Sense, Life Detection, Sense Force Potential.
- *Alter:* Force Push, Telekinesis.
- *Control+Sense:* Lightsaber Combat.
- *Control+Alter:* Force Jump.

*Athletic:* +2D modifier to running and stamina skill rolls.

*Leaper:* Terrelian Jango Jumper are amongst the galaxies best jumpers (+3D modifier to jumping skill rolls). The character uses his normal climbing/jumping skill to perform the jump, but uses the special table below to determine difficulties. At the gamemaster's discretion, a failed climbing/jumping roll might mean the Terrelian Jango Jumper fails to achieve the desired height or distance, fails to properly cushion his landing and suffers normal falling damage, or both.

Height Jumped	Jumping Difficulty
0-1 meter	Very Easy
1-2 meters	Easy
3-4 meters	Moderate
5-8 meters	Difficult
9-15 meters	Very Difficult
16-20 meters	Heroic
21-30 meters	Heroic+

Add +5 to the difficulty for every additional 5 meters. If the character is simply jumping downwards, with no upwards movement, reduce jumping difficulty by one level. Add +1 to the difficulty per meter of horizontal distance jumped.



**Equipment:** Inquisitor armor (+1D vs damage), inquisitor double-bladed lightsaber (Difficult, 5D, +5 to parry rolls; Spinning Blade: Very Difficult, +10 parry bonus, +5 damage modifier; may be thrown, 5D, 3-5/8/15; if an attack misses by 10+ the character has injured himself with the lightsaber; small repulsor field generator strong enough to carry a single person, using the spinning motion of the blade, able to fly for short distances. Easy acrobatics skill roll, if successful may move up to 50 meters vertically and horizontally. Each use expends one charge, a fully charged unit has 10 charges), bandoleer (12 mini grenades).

#### **Story Arcs:**

- *Inquisitorius*: Trained by Darth Vader in the ways of the Dark side of the Force. Due to the nature of their mission, Inquisitors have the power to commandeer any required Imperial military forces, and all officers are to obey their orders. Inquisitors are charged with investigating reports of possible Force Sensitives, and may capture/coerce or kill those individuals.

**Force Sensitive?** Yes

**Force Points:** 2

**Dark Side Points:** 4

**Character Points:** 8

**Move:** 12

**Size:** –

**Source:** Star wars Rebels 219-220 “Twilight of the Apprentice”, wookieepedia, stats by +Oliver Queen.

## **JOVAN, LIEUTENANT**

Jovan joined the Galactic Empire at the end of the Clone Wars. He travelled to the planet of Coruscant, seat of the Imperial government, to attend the main Imperial Acad-

emy. Once there, Jovan met Kallus, who also wanted to join that institution. The two men took some of the same classes and formed a bond of friendship, with Jovan acting as an informal mentor to his comrade. Kallus would later recall that, without Jovan’s help, he may have never graduated at all.

After completing his academy schooling, Jovan became a full-fledged member of the Galactic Empire. At some point, he was stationed on the world of Garel, where he started playing the Imperial system to his advantage, securing riches for himself. In the meantime, Kallus had joined the Imperial Security Bureau, whose members were tasked with rooting out dissidents.

After Jovan, now a lieutenant, was transferred to the Academy of Lothal, his former comrade Kallus was ordered to bring him into custody. Jovan somehow learned of Kallus’ orders, and he managed to escape the Academy despite the intervention of Commandant Cumberland Aresko’s military personnel. Having stolen a TIE fighter from the Academy’s hangar, the lieutenant fled to the Lothal settlement of Dinar. Kallus, however, successfully tracked down his former friend, and the two engaged in a duel down an alleyway. Jovan ran away once again, but Kallus went after him, intent on bringing him to face justice. What started as a chase through the streets of Dinar ended up as a flying pursuit as Jovan and Kallus each piloted a TIE Fighter over the green plains of Lothal. Eventually, Jovan was taken down, tricked by a maneuver he had taught to Kallus when they were still friends. The rebellious lieutenant asked for Kallus’ mercy, but the ISB agent refused to let him go. Jovan was taken away to be imprisoned.

A male human with fair skin and golden eyes, Jovan had brown hair, which he wears medium long. As some time he has lost the use of his left eye, which is covered by an eyepatch.

Although he had initially joined the Empire with the same set of ideals as Kallus, Jovan ended up thinking differently. By the time he was stationed on Garel, he had started playing the system, convinced that the Imperial doctrine was all about ensuring one's own wealth rather than bringing order to the masses.

As an Imperial officer, Jovan knows how to use a blaster, and was also trained in unarmed combat. Since his Academy days, Jovan prefers to operate under the shroud of secrecy. Although flying was never his speciality, he compensated by having outstanding shooting abilities. When he and Kallus were studying together, Jovan always got the upper hand in the many war games they played.

**Lieutenant Jovan:** *All stats 2D except: Dexterity 3D, blaster 6D+1, brawling parry 5D+2, dodge 6D, bureaucracy 5D, intimidation 4D+1, law enforcement 3D+2, streetwise 6D+1, tactics 3D+2, value 5D, willpower 5D, Mechanical 3D, starfighter piloting 3D+1, starship gunnery 4D+1, Perception 3D, command 4D, con 5D+1, Strength 3D, brawling 5D, climbing/jumping 3D+1, computer programming/repair 3D, security 4D+2. Move: 10. Blaster pistol (4D, 3-10/30/120), Imperial officer's uniform, black boots, gauntlet gloves, hat, belt with officer's disc, lieutenant insignia plaque, two code cylinders.*

**Source:** Star Wars Rebels Magazine UK #4 "Kallus' Hunt", #11 "Assessment" (mentioned only), wookieepedia, stats by +Oliver Queen.

## **KALLUS, AGENT, ISB AGENT (OPERATING NUMBER: SB-021)**

A human male Agent of the Imperial Security Bureau, in the years prior to the Battle of Yavin. Kallus, a firm believer in the Imperial cause and bringing order to the galaxy, was tasked with suppressing resistance against the Galactic Empire before such acts could spark a full-scale rebellion. He was also involved in the cleansing of the planet Lasan and the near-extinction of the native Lasat species, though he would later turn out to be a key part of a prophecy that promised a new start for the Lasat race.

Kallus was later assigned to the Outer Rim planet of Lothal, where he pursued the rebels who operated there in an attempt to stop them from assembling a larger rebel movement. His frequent efforts, along with those of the Grand Inquisitor and government officials, were unsuccessful in stopping the rebellious activities, drawing the attention and ire of Grand Moff Wilhuff Tarkin. Under the supervision of Tarkin, Kallus and the Grand Inquisitor succeeded in capturing the former Jedi Padawan Kanan Jarrus. However, Kanan escaped due to the help of his rebel comrades, the mysterious rebel leader Fulcrum, and the Phoenix rebel cell.

Kallus later assisted Darth Vader's efforts to destroy the Lothal rebels. During that attempt, he engineered the death of the Imperial minister Maketh Tua, in order to turn the people of Lothal against them. Even after the Lothal rebels had fled Lothal, Kallus continued hunting them and even joined forces with other Imperial servants like Admiral Kassius Konstantine, the Fifth Brother, and the Seventh Sister. Despite their best efforts, the Lothal rebels always escaped their traps and continued to pose a threat to the Empire. In addition, Kallus and his Imperial colleagues were also forced to deal with the growing strength of the rebellion, an underground movement seeking to overthrow the Empire.



During an attempt to ambush the Lothal rebels on Geonosis, Kallus found himself trapped in an escape pod with Garazeb Orrelios, a Lasat member of that rebel cell and a survivor of the Fall of Lasan. Despite being long-standing enemies, the two were able to forge an unlikely friendship by working together to survive on the frozen moon of Bahryn. Kallus' friendship with Orrelios forced him to question his beliefs and assumptions about the Empire and the rebellion.

As an Agent of the Imperial Security Bureau, Kallus was a firm believer in the Imperial cause and held a fierce loyalty towards the Emperor. Kallus hated disorder and rebellious activity, and made it his life's work to ensure stability within the Empire. He had a sense of superiority over others, which inflated his disdain of lawlessness in the Outer Rim Territories. Through his position as an ISB Agent, Kallus hoped to achieve greater prominence within the Empire. Any time he could defeat rebel insurgents, he would consider it a prize that he achieved for the Empire, a prize that could help him move onto something bigger. Even so, he had passed up several offers at promotion in order to remain on the front lines with the Imperial Security Bureau.

Kallus, a skilled fighter, did not command soldiers from afar, but rather fought alongside them on the front lines, including against the crew of the Ghost. Kallus appeared to have taken pride in his role in the destruction of the Lasat species, and he showed an eagerness to fight Orrelios on Lothal in bo-rifle combat, though this would later prove to be untrue. Kallus saw his actions as necessary in order to do his job and ensure stability and efficiency within the Empire. Additionally, Kallus demonstrated his ruthlessness once by kicking one of his men into a chasm to his death for asking an innocent question. When he conspired with Vader to lure Maketh Tua to her death, he exhibited a twisted zeal in carrying out her execution.

Beneath his bravado, Kallus was not as cold and cruel as he appeared. He was genuinely disturbed by the sudden and brutal execution of Cumberland Aresko and Myles Grint on the orders of Grand Moff Tarkin, whom he had seen as loyal fellow imperials. Despite being a hardened soldier who rarely showed any weakness, he revealed a more vulnerable side when he was forced to cooperate with Zeb to survive; revealing his tough persona to be little more than a mask to hide how sad, confused, and lost he felt at heart, haunted by his past. His conversations with Zeb revealed that he held a somewhat rose-tinted view of the Empire, firmly believing that Zeb would receive a fair trial if he were to turn himself in and cooperate.

Kallus also seemingly chose to remain ignorant of at least some of the Empire's atrocities, stating that he "never asked questions" regarding the missing population of Genosis and arguing against the notion that the Empire was responsible. He revealed that he kept his bo-rifle not as a trophy, but out of respect for the Lasat he had defeated, who presented Kallus his weapon as a gift for defeating him, as per Lasat tradition. He gained a respect for Zeb and apologized for his role in the Imperial pacification of Lasan, claiming he hadn't intended it to be a massacre. In light of the unique bond he formed with his enemy, Kallus was saddened by the cold and indifferent reception he received from his own comrades upon his return.

Kallus was trained in both riot control and heavy combat, and he wore an ISB helmet designed for such situations. He underwent extensive training to become proficient in fighting and was a dangerous foe in hand-to-hand combat. During the fall of Lasan, Kallus bested a Lasat guardsman, who gave Kallus his a bo-rifle as an acknowledgement of his defeat. He was able to successfully modify this weapon for close-quarters fighting and was able to go toe-to-toe with Orrelios, a trained Honor Guardsman, during a fight on Lothal.

Agent Kallus wore a gray Imperial uniform with a pair of black boots, gauntlet gloves over his hands, and a fleximetal cuirass. His distinctive ISB combat helmet had blast-proof cheek pieces. His belt was fitted with an identity disk. The metallic rank insignia on the left breast of his armor comprised one row of four tiles, two blue, one silver, and one red. Later, his rank insignia changed, consisting of five tiles, three blue, and two yellow.

#### \* ISB AGENT KALLUS

**Type:** Imperial Security Bureau Agent

**Species/Gender:** Human/Male **Age:** - **Height:** 1.9 meters **Weight:** 90 kilograms

**Physical Description:** Kallus has a slight, yet muscular build. Fair complected, he has brown eyes and strawberry blond hair. Though most Imperial military are clean-shaven or have a mustache, Kallus has heavy

sideburns that curve toward his clean shaven chin and upper lip. He typically wears a dark gray ISB uniform, gauntleted gloves, high black boots and belt with officer's disc and an insignia plaque.

#### DEXTERITY 3D

*Blaster 6D, blaster: bo-rifle 5D+2, brawling parry 5D+1, dodge 6D, melee combat 6D, melee combat: bo-rifle 7D+1, melee parry 4D, melee parry: bo-rifle 7D+1*

#### KNOWLEDGE 3D

*Bureaucracy 5D+1, intimidation 5D+2, law enforcement 4D, tactics 4D+1, tactics: covert operations 5D+1*

#### MECHANICAL 3D

*Communications 4D+1, repulsorlift operation 3D+1, starfighter piloting 3D+1, starship gunnery 3D+1*

#### PERCEPTION 3D+1

*Command 4D+2, con 5D, investigation 5D+2, persuasion 4D+2, sneak 4D*

#### STRENGTH 3D

*Brawling 4D+2*

#### TECHNICAL 2D+2

*Bo-rifle repair 4D, computer programming/repair 4D+1, droid repair 4D, security 5D*

**Equipment:** Gray ISB uniform, black boots, gauntlet gloves, fleximetal cuirass and ISB helmet (+1D vs physical, +2 vs energy), belt fitted with identity disc, 2 code cylinders, MC1 comlink, datapad, modified bo-rifle (Bo-staff: moderate, STR+2D Stun; Bayonet: Easy, STR +1D; Blaster: 5D+2 damage).

#### Story Arc:

- **ISB Agent:** Kallus is an agent of Imperial Security Bureau and as an agent can requisition and issue orders to even an admiral, if he has appropriate leverage. Typically autonomous, agents are often attached to certain assets to not only make sure operations run smoothly and effectively, but also act as a specialist dealing with intelligence collection, analysis and implementation of special operations. In this capacity, he may commandeer equipment and personnel as needed.

**Force Points:** 1

**Dark Side Points:** 1

**Character Points:** 12

**Move:** 10

**Size:** 1.9 meters (90 kilograms)

**Source:** Star Wars Rebels 100 "Spark of Rebellion", 101 "Droids in Distress", 102 "Fighter Flight" (mentioned only), 106 "Empire Day", 110 "Vision of Hope", 111 "Call to Action", 112 "Rebel Resolve", 113 "Fire Across the Galaxy", 200 "The Siege of Lothal", 201 "The Lost Commanders", 202 "Relics of the Old Republic", 203 "Always Two There Are", 205 "Wings of the Master", 207 "Stealth Strike", 209 "Legacy", 212 "Legends of the Lasat", 215 "The Honorable Ones", Star Wars Rebels Magazine UK #4 "Kallus' Hunt", wookieepedia, stats by +Oliver Queen with suggestions from Pietre Valbuena.



## KASSIUS KONSTATINE, ADMIRAL

A human male Admiral in the Imperial Navy, he was dispatched to the Lothal system, commanding the Star Destroyer Relentless.

A stern by-the-books military leader. While he has a commanding presence, he always appears perturbed by force-users such as the Inquisitor or Darth Vader, and expresses his dislike for working with “mystics”. He shows little regard for any of his fellow imperials, and on occasion has shown himself to be self-serving and not above sacrificing his own men to save himself. Due to his long and storied career in the Imperial Navy, Admiral Konstatine feels that he has to excuse or somehow find someone else to pin his failings. He is also initially skeptical that any Jedi had survived the Jedi Purge.

**Admiral Kassius Konstatine:** *All stats are 2D except: bureaucracy 4D+1, law enforcement 6D, planetary systems 6D, tactics 5D, value 4D, command 5D. Move: 10.*

**Source:** Star Wars Rebels 107 “Gathering Forces”, 109 “Idiot’s Array”, 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, 203 “Always Two There Are”, 209 “Legacy”, 212 “Legends of the Lasat”, 215 “The Honorable Ones”, 217 “The Forgotten Droid”, wookieepedia, stats by +Oliver Queen.

## MYLES GRINT, TASKMASTER (CAPTAIN)

A human male who served the Galactic Empire around 5 BBY. Along with Cumberlandayne Aresko, Grint was the taskmaster and one of the commanding officers of Lothal, stationed in Capital City. Together, the two managed Imperial military operations on the planet and trained cadets at the Academy for Young Imperials on Lothal.



Sabine Wren describes him in her personal journal as “Aresko’s flunky” and “an idiot.” She notes that he was mean-spirited and liked to laugh when hurting others. Fearing retribution for their incompetence, he and Commandant Aresko connived together on one occasion to frame the Imperial aide Du-

num in order to make themselves look good. According to Agent Kallus, Myles had a bulky frame which did not line up with Imperial fitness regulations. He and his colleague Aresko were also not very well informed about current affairs and were genuinely bemused to learn from Grand Moff Wilhuff Tarkin that there were many other Rebel cells, factions, and tribes throughout across the galaxy.

Grint, along with Aresko, attempted to eliminate the rebel crew of the Ghost on numerous occasions. Due to their multiple failures, both officers were executed by the Grand Inquisitor, on the orders of Grand Moff Wilhuff Tarkin.

Grint was a reserved and quiet individual who usually let his partner Commandant Cumberlandayne Aresko do the talking for him. However, when he did speak, he was known for being loud, obnoxious and aggressive. He served the Empire for its cause but also relished the privileges of abusing his power, as he demonstrated by bullying Lothal citizens who protested the Empire’s authority and taunting their inability to stand in the Empire’s way. Despite his oafishness and bullying streak, he did seem to care about the citizens of Lothal’s view towards the Empire as he vigorously encouraged spectators to show their enthusiasm towards the Imperium on Empire Day.

**Taskmaster Myles Grint:** *All stats are 2D except: Dexterity 3D, blaster 4D+1, brawling parry 5D+2, dodge 4D+1, grenade 3D+1, bureaucracy 3D+2, intimidation 5D+1, law enforcement 4D, Strength 3D+2, brawling 5D. Move: 10.*

**Source:** Star Wars Rebels 100 “Sparks of Rebellion, Servants of the Empire 2: Rebel in the Ranks”, 104 “Breaking Ranks”, 106 “Empire Day”, Servants of the Empire 3: Imperial Justice, Star Wars Rebels Magazine UK #12 “Ocean Rescue”, wookieepedia, stats by +Oliver Queen.

## POTALLA, ASSESSOR (MAJOR OR COLONEL)

A human female officer who serves the Galactic Empire. As an assessor, she is assigned to evaluate her fellow Imperial officers and report directly to Grand Moff Wilhuff Tarkin. On one occasion, she is sent to Lothal to evaluate Commandant Cumberlandayne Aresko and Taskmaster Myles Grint. Despite their best efforts to impress her, she concludes that Aresko and Grint have become complacent in their duties and suggested Tarkin intervene.

**Assessor Potalla:** *All stats 2D except: Knowledge 3D, bureaucracy 5D, intimidation 5D, willpower 4D+1, command 4D+2, investigation 5D+2, security 5D. Move: 10. Imperial officer’s uniform, black boots, gauntlet gloves, hat with officer’s disc, major insignia plaque, two code cylinders.*

**Source:** Star Wars Rebels Magazine UK #11 “Assessment”, wookieepedia, stats by +Oliver Queen.



## SWAIN, CAPTAIN

Unlike many other imperial officers, Swain cared deeply for the people of Lothal and attempted to defect to the rebellion after Tarkin's brutal subjugation of the innocent citizens. She was seen as a bright prospect by her mentor Agent Kallus, and owing to her training she was a formidable fighter in hand-to-hand combat, besting even Kallus, who had to resort to stunning her with his blaster to subdue her.

Swain was a tanned-skinned woman with auburn hair, chestnut brown eyes, and two beauty marks on the right cheek.

**Captain Swain:** *All stats 2D except: blaster 4D, brawling parry 4D, dodge 4D+2, bureaucracy 4D, intimidation 4D, law enforcement 3D+1, tactics 3D+1, willpower 3D+2, Perception 3D, command 4D+1, con 3D+2, persuasion 3D+1, investigation 4D+1, brawling 5D, climbing/jumping 4D+1, computer programming/repair 3D, security 4D. Move: 10. Imperial officer's uniform, black boots, gauntlet gloves, hat and officer's disc, captain insignia plaque, two code cylinders, macrobinoculars.*

**Source:** Star Wars Rebels Magazine UK #14 "No Sympathy", wookieepedia, stats by +Oliver Queen.

## TK-517

The operating number of an Imperial stormtrooper who was stationed on Lothal a few years prior to the Battle of Yavin. At one point, TK-517 accompanied Agent Kallus of the Imperial Security Bureau to the settlement of Dinar, with the mission to find and arrest Lieutenant Jovan.

For stats refer to page 33, "Imperial Stormtrooper".

**Source:** Star Wars Rebels Magazine UK #4 "Kallus' Hunt", wookieepedia.

## TUA, MINISTER MAKETH

Minister Maketh Tua was a female human who hailed from the planet Lothal. A graduate of the Imperial Academy, Tua had proven to be a fast learner, and had notably taken her level 5 exams. Upon graduation, she promptly joined the Empire. Maketh Tua could be described as a product of Imperial propaganda. She believed that the Empire acted in the people's best interests. Yet, having studied abroad on worlds more cosmopolitan than her native Lothal, Tua did consider herself a cut above the people of a "barely civilized Outer Rim world." She enjoyed the refined conversation of fellow intellectuals, and resented having to deal with unsavory types in the course of her duties as an Imperial public servant. Nevertheless, unlike her Imperial colleagues, Tua was not known to use her position as Minister to vent sadistic or even sycophantic urges. Despite serving the Empire out of genuine belief in its ideas and a desire to spread law and order, rather than her own personal am-

bitions, Tua was nonetheless an ineffectual leader

In the absence of Governor Arihnda Pryce, the Imperial Governor of Lothal, Tua was tasked with overseeing Lothal's industries, and making certain they all operated at peak efficiency. After Tua's string of failures at quelling a growing rebellion, however, Lothal was visited by Grand Moff Wilhuff Tarkin, Imperial Governor of the Outer Rim. He berated Tua and the planet's other Imperial leaders, and had Commandant Cumberland Aresko and Taskmaster Myles Grint executed for their incompetence, before taking control of the situation himself.

Though Tarkin's efforts ultimately ended with the rebels destroying his own flagship, the *Sovereign*, and the death of the Grand Inquisitor, Lothal had now become an imperial focal point. In retribution against the rising rebellion, Tarkin ordered Tua to increase her efforts. Despite doubling patrols, setting up security checkpoints, and establishing curfews, she remained unable to discover the whereabouts of the Rebel cell. In response and in true escalation, the Emperor dispatched the Sith Lord Darth Vader, to deal with the situation personally. Having proven unable to produce the Grand Moff's desired results, Tua was then summoned to meet with Tarkin in person the following day, to atone for her failure.

Fearing for her life, she managed to contact the Rebel cell via the Ithorian Old Jho. Tua arranged for safe passage off of Lothal, in exchange for a list of rebel sympathizers on Lothal and its neighboring systems, along with information regarding the Empire's true mission on Lothal, something known only to a select few. While they were wary, the rebels agreed to set a rendezvous. Vader, however, suspected Tua would flee, and used her to draw out the rebels. Tracked by spy droid and personally escorted to her shuttle by Agent Kallus, Tua did manage to make contact with the Rebels. After she boarded her shuttle, with the rebels close behind, the ship exploded. Tua was killed, used as a pawn in Vader's vile machinations.

**Minister Maketh Tua:** *All stats 2D except: Knowledge 3D, bureaucracy 4D, planetary systems: Lothal 4D, scholar 4D, willpower 4D+1, Perception 3D, command 4D. Move: 10. Equipment: Imperial Ministry of Lothal headgear and uniform.*

**Source:** Star Wars: Rebels S1 and Star Wars Rebels: The Siege of Lothal, wookieepedia and starwars.com. Stats by +Oliver Queen and Pietre Valbuena.



## UNIDENTIFIED IMPERIAL OFFICER (QUILA)

A human male Imperial officer sent to retrieve the prisoner Janard from a sinking freighter on the planet Quila. He and several stormtroopers confronted Janard and two rebels who were attempting to rescue him. In the ensuing fight, Janard punched the officer in the face. Janard was soon shot and killed by one of the stormtroopers.

For stats refer to page 32, "Imperial Officer".

Source: Star Wars Rebels Magazine UK #12, wookieepedia.

## WILHUFF TARKIN, GRAND MOFF

Fourteen years after the end of the Clone Wars, the Empire began to expand into the Outer Rim Territories, the farthest reaches of the galaxy which had been notorious for its lawlessness during the the days of the Republic. The Empire claimed several worlds in the Outer Rim, such as Lothal. Tarkin was appointed as Governor of the Outer Rim and took on a great many responsibilities in seeing that every planet operated at peak efficiency to assist Imperial expansion into the Outer Rim. On Lothal, Tarkin was responsible for evicting a multitude of farmers from their land, to allow the Empire to mine for minerals and establish new industrial complexes to increase productivity to equip the Imperial Military. The farmers were relocated to Lothal resettlement camp 43, which they called "Tarkintown" after the Grand Moff.

As more and more worlds were conquered by the Empire, rebel cells began to emerge to defy Imperial occupation, such as a small group of rebels on Lothal. Although they were considered insignificant by the Empire, Tarkin and several other high-ranking Imperials feared that these cells would unite and form a more dangerous threat to the Empire. Tarkin therefore required his officers to act with brutal efficiency against such defiance to prevent any type of allied resistance developing.

When rumors reached the high levels of the Empire that a Jedi was leading a rebel cell on Lothal, a world vital to Imperial military efforts in the Outer Rim, it created fear that this could be the symbol the various rebels needed to unite against Imperial occupation. Although Tarkin doubted the existence of the Jedi, believing them to have all died during the Purge, the constant failures of the Grand Inquisitor to apprehend the rebels made the situation all the more pressing. Tarkin eventually decided to travel to Lothal to deal with the rebels, personally.

After the events on Mustafar, Tarkin returned to Lothal where he was greeted by Agent Kallus, who informed him that rumors from Mustafar had been reaching several worlds of the Outer Rim. Unrest and riots had been reported all over Lothal as the Empire was no longer believed to be invulnerable and was even considered weak.

Tarkin reassured Kallus by telling him that the Emperor had taken a personal interest in the events in the Outer Rim. With the Inquisitor's death, he had sent a far deadlier agent to Lothal to deal with the growing rebellion: Darth Vader, the Emperor's own apprentice.

Some time later, he was displeased with Minister Tua's failures to capture the rebels, having taken the destruction of his Star Destroyer personally. He then demanded that Tua visit him to account for her failures, a message that was delivered by Darth Vader. This drove Tua to seek help from the rebels and led to her death, caused by the explosives planted on her ship. It is unclear if Tarkin ordered the explosives to be planted, or if Vader and Kallus worked alone.

Tarkin was known for his sharp memory. He never forgot a favor or a slight and was capable of recalling people from meetings that took place over a decade before, even if he had only met them once. For example, when Ciena Ree greeted him at the Death Star, he was easily able to recognize her from the encounter he had had with her when she was a child.

### ★ GRAND MOFF WILHUFF TARKIN

**Type:** Imperial Grand Moff

**Species/Gender:** Human/Male **Age:** 61 **Height:** 1.85

**Weight:** 72 kilograms

**Physical Description:** A thin man, with close cropped silver hair, prominent cheekbones and intense blue eyes. He always wears a gray Imperial officer's uniform, but foregoes wearing the cap and gloves.

#### DEXTERITY 3D

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

#### KNOWLEDGE 4D

*Alien species 7D, bureaucracy 9D, cultures 7D, intimidation 7D+1, languages 6D+1, planetary systems 6D, scholar 4D, streetwise 4D, tactics 4D, tactics: fleets 8D, tactics: sieges 10D, value 5D, willpower 8D*

#### MECHANICAL 3D+2

*Astrogation 5D, beast riding 5D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D+1, repulsorlift operation 3D+1, space transports 4D+1, starship gunnery 4D, starship shields 4D+1*

#### PERCEPTION 3D+1

*Bargain 6D+2, command 10D+2, con 6D+2, gambling 5D+1, search 5D*

#### STRENGTH 2D

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

#### TECHNICAL 2D

*Computer programming/repair 3D, first aid 3D, repulsorlift repair 3D, security 5D*

**Equipment:** Datapad, blaster pistol (4D; 3-30/120/350), Imperial uniform, rank code cylinder

**Force Points:** 3

**Dark Side Points:** 3

**Character Points:** 22

**Move:** 10

**Size:** 1.8 meters (70 kilograms)

**Source:** Star Wars Rebels 100 “sparks of Rebellion” (mentioned only), Star Wars Rebels Magazine UK #11 “Assessment”, 111 “Call to Action”, 112 “Rebel Resolve”, 113 “Fire Across the Galaxy”, Servants of the Empire 4: The Secret Academy (mentioned only), 200 “The Siege of Lothal” (mentioned only), wookieepedia, tweaks by +Oliver Queen.

### **YOGAR LYTE, SUPPLY MASTER (OPERATING NUMBER: LSM-03)**

Born on Garel, Yogar Lyste would eventually join the Imperial Military, where he would hold the title of Supply Master on the Outer Rim agricultural backwater of Lothal. An ambitious young Imperial officer, Lyste would be charged with overseeing the planet’s imports and exports, as well as regulating, maintaining, and distributing products from local Imperial-controlled industries. This also included the transport of prisoners.

In the aftermath of the Lothal insurgency following the brutal Siege of Lothal, a large number of Imperial troops withdrew from Lothal, resulting in Lyste receiving more responsibility. Becoming a lieutenant and acting captain aboard a light cruiser, he became responsible for monitoring ships going to and from the planet, along with ensuring that no dissident forces returned to disrupt Imperial rule.

Young and ambitious, Lyste exuded confidence and performed his duties, exhibiting a great amount of pride. He took his position as Supply Master, and later lieutenant and acting captain of his own Imperial light cruiser, seri-

ously and cared little for anyone standing in his way. Charged with securing land on Lothal he attempted to negotiate before resorting to force, as he was not keen on unnecessary violence, unlike many of his peers. However, when forced to use drastic measures, he did not hesitate to use force. One such example was when he was ordered

to clear farmers from their land. Despite his confidence he proved unable to stop rebels Ezra Bridger and Garazeb Orrelios from freeing his prisoners, and later failed at ensuring that Princess Leia Organa’s vessels were not stolen by the same group of dissidents.

Sabine Wren had some respect for him, noting that he had started beefing up security and describing him in her personal journal as “not a complete dummy.” Unlike many other officers, he was quite understanding of the failures of his subordinates. He also appeared to show concern for the people of Lothal during the presence of the Imperial blockade, telling Princess Leia Organa that he wanted to make sure that her supplies got to the impoverished citizens.

**Supply Master Yogar Lyste:** *All stats are 2D except: blaster 2D+2, bureaucracy 4D+1, intimidation 3D+2, repulsorlift operation 4D, command 4D. Move: 10.*

**Source:** Star Wars Rebels 100 “Spark of Rebellion”, 102 “Fighter Flight”, 112 “Rebel Resolve”, 210 “A Princess on Lothal”, wookieepedia, stats by +Oliver Queen



# CHAPTER 3: VILLAINS OF THE FRINGE



## AZMORIGAN

A male Jablogian crime lord, operating in the Outer Rim Territories. Extremely lazy, he only walks when necessary. He loves to eat, and with this being one of his favorite pastimes, he has a large number of men to do things for him. He is also impatient, hot tempered, and rather gullible. Azmorigan has a weakness for the opposite gender, a trait that was exploited by Lando Calrissian to obtain a puffer pig. As a crime lord, Azmorigan is vindictive and unforgiving towards those who have wronged him. On one occasion, he and his henchmen invaded Calrissian's compound on Lothal and attempted to kill him after Calrissian swindled him. On another occasion, Azmorigan ordered the (unsuccessful) execution of the Weequay pirate Hondo Ohnaka and the rebel Ezra Bridger, since the two had wronged him in the past. While Azmorigan has limited combat skills, he was able to take Garazeb Orrelios hostage on one occasion with a blaster. However, he often leaves his henchmen to do most of the fighting.

**Azmorigan:** *All stats are 2D except: blaster 3D+2, dodge 5D+2, alien species 4D, bureaucracy 3D+2, business 4D+2, cultures 3D+1, streetwise 6D, value 5D+2, Perception 3D, bargain 5D+2, con 3D+2. Move: 6. Blaster pistol (4D; 3-10/30/120), "Merchant One" a C-ROC Gozanti-class cruiser.*

**Source:** Star Wars Rebels 109 "Idiot's Array", 206 "Brothers of the Broken Horn", wookieepedia, stats by +Oliver Queen.

## CIKATRO VIZAGO

A male Devaronian crime lord who runs the Broken Horn Syndicate on the planet Lothal. Vizago's operations include smuggling and extortion, with his rule backed by dangerous IG-RM bodyguard and enforcer droids. On several occasions, Vizago employed the rebel crew of the starship Ghost, who performed smuggling runs in exchange for either credits or Imperial intelligence.

The Devaronian crime lord also possesses various acquaintances, such as fellow crime boss Azmorigan and the human smuggler Lando Calrissian, the latter of which Vizago sold land to. However, despite his rather untrustworthy dealings, the crew of the Ghost eventually sought

out Vizago's help in order to rescue their captured crewmate, who had been arrested by the Imperial authorities. As a trade, crew member Ezra Bridger revealed that Jarrus was a Jedi Knight, and offered Vizago the chance to claim a favor from a Jedi at a time of his choosing, he helped the rebels. Vizago and Calrissian later abandoned Lothal after a skirmish with Imperial stormtroopers in the dilapidated village of "Tarkintown". Sometime later, Vizago temporarily lost control of his own ship to the pirate Hondo Ohnaka, and was forced to call in Bridger's favor in order to retake it.

Vizago was only truly interested in money and, according to Hera Syndulla, would "sell his mother to Jawas for a couple of credits." A strong believer in business, he possesses a few, if somewhat twisted, professional scruples that seem to benefit only him. When paying the Ghost's crew a bounty, he withheld half in exchange for a small piece of information disclosing the location of a group of Wookiee captives. Vizago once fled an attacking Imperial force after receiving half a shipment of disruptors, stiffing the Ghost Crew and stating he never paid for half a shipment. He furthermore expresses his hope that they would survive to continue bargaining with him, while cynically also expressing they would nonetheless be no great loss. His sense of humor is good, if somewhat dark. As an information broker, he knows how to bargain to put himself one step ahead of his clients. Of all the Ghost's crew he appeared to respect Ezra the most, for his cunning. Despite his firm underworld ties and inherent self-interest, he shows some small degree of compassion, expressing genuine remorse for being unable to help Ezra find Kanan. He carries a powerful Vilmarh's Revenge blaster pistol and pilots the Broken Horn, a ship named after his syndicate.

**Cikatro Vizago:** *All stats are 2D except: Dexterity 3D, blaster 5D, dodge 5D+2, Knowledge 3D, business 5D+1, law enforcement 5D, planetary systems 5D, streetwise 5D+2, value 6D, repulsorlift operation 4D, space transports 4D+2, Perception 4D, bargain 7D+1, con 5D+2, Strength 3D+2, security 5D+2. Move: 10. Vilmarh's Revenge blaster pistol (5D, 3-10/30/90), four IG-RM droids, "Broken Horn" a C-ROC Gozanti-class cruiser.*

**Source:** Star Wars Rebels 100 "Spark of Rebellion", 101 "Droids in Distress",



106 “Out of Darkness” (mentioned only), “Idiot’s Array” (mentioned only), 112 “Rebel Resolve”, 204 “Brothers of the Broken Horn”, wookieepedia, stats by +Oliver Queen with suggestions by Pietre Valbuena.

## FENN RAU

A fearsome warrior, skilled pilot and strong leader. As an ace starfighter pilot, Rau was tasked by the Kaminoans with training Clone troopers as starfighter pilots for the Grand Army of the Republic. During the Clone Wars, Fenn Rau remained loyal to the Galactic Republic. On one occasion, he led Skull Squadron on an operation to assist the Jedi and Clone troopers during the Third Battle of Mygeeto; an action which he later regarded as brave and reckless. As the leader of the Protectors, he opposed the Death Watch, the group that had seized control of Mandalore during the conflict. Due to this experience, Rau harbored a dislike for those Mandalorians who had sided with the Death Watch.

Following the Clone Wars, Rau remained loyal to the Republic’s successor government: the Galactic Empire. He refused to support the growing rebellion, since he believed that it had little chance of success against the Empire. Rau’s loyalty to the Empire led him to initially deny safe passage to the Phoenix rebel cell and to attack a rebel delegation led by Hera Syndulla. As a hardened warrior, Rau exhibited little regret for the lives he had taken during the dogfight above Concord Dawn.

After the rebels attacked his base in retaliation, Rau was so consumed by rage that he tried to destroy the rebel fleet in retaliation. Despite his hatred for the rebels, Rau was pragmatic enough to concede defeat after being kidnapped by Kanan Jarrus and Sabine Wren. Unwilling to see the Protectors lose their freedom to the Empire, he allowed the rebels safe passage through the Concord Dawn system, in return for concealing his capture.

Fenn Rau’s skills had earned him a place as an instructor for the Grand Army of the Republic, and later as the leader of the Mandalorian Protectors. As a starfighter pilot, Rau excelled in dogfighting. He commanded a squadron of Fang fighters and personally trained all its pilots.

**Fenn Rau:** *All stats 2D except: Dexterity 3D, blaster 4D+2, Knowledge 2D+2, bureaucracy 4D, cultures: Mandalorian 4D, planetary systems 4D+2, survival 4D, tactics 5D+2, Mechanical 4D, astrogation 4D+2, jetpack operation 5D+2, starfighter piloting 5D, starfighter piloting: Fang fighter 7D+2, starship gunnery 6D, starship shields 5D, Perception 3D+2, command 4D+2, brawling 4D, Technical 2D+2, armor repair 4D+1, starfighter repair 4D+2, starship weapon repair 4D. Move: 10. Character Points: 4. Mandalorian armor (+1D vs damage, when integrated with helmet the suit provides a sealed environment capable of survival in a vacuum for up to 10 hours), armored helmet (Integrated voice-activated comlink, external audio pickups, voice syn-*

*thesizer, lowlite viewplate), blaster pistol, Fang fighter (Protectorate starfighter).*

**Source:** Star wars Rebels 211 “The Protector of Concord Dawn”, wookieepedia, stats by +Oliver Queen.

## FISSOL

A male Ithorian bounty hunter who works with the Gamorrean hunter Gowski. During the reign of the Galactic Empire, the pair learn of a Jedi on the planet Lothal from a Duros bounty hunter and travel there in order to claim the bounty. Fissol and Gowski manage to locate and capture the Force-sensitive local boy, Ezra Bridger; however, they are then defeated by his Master Kanan Jarrus. Jarrus mind tricks the pair to make them believe they had been misled and sends them to settle the score with the Duros, who they now believe had deceived them.

Fissol has brown skin, green eyes and no hair. He and Gowski think they can capture a Jedi, despite believing a number of questionable things about them, including that Jedi age backwards, have extremely dense bones, and are capable of flight. The Ithorian was weak minded enough to be mind tricked by Jarrus.

**Fissol:** *All stats 2D except: Dexterity 3D, blaster 5D+2, dodge 5D, space transports 3D+2, starship shields 3D. Move: 10. Blaster rifle (5D, 3-30/100/300), green and orange armor with blast vest (+1d vs physical, +1 vs energy), ithorian translator, YV-666 light freighter.*

**Source:** Star Wars Rebels Magazine UK #6 “Eyes on the Prize”, wookieepedia, stats by +Oliver Queen.

## GOWSKI

A male Gamorrean bounty hunter who works with the Ithorian hunter Fissol. During the reign of the Galactic Empire, the pair learned of a Jedi on the planet Lothal from a Duros bounty hunter and traveled there in order to claim the bounty. Gowski and Fissol manage to locate and capture the Force-sensitive boy Ezra Bridger, however, they are defeated by his Master Kanan Jarrus. Jarrus mind tricks the pair to make them believe they have been misled, then sends them to settle the score with the Duros, who they now believe had lied to them.

**Gowski:** *All stats 2D except: intimidation 3D, jet pack operation 3D+2, starship gunnery 3D, Strength 4D, brawling 5D+1. Move: 7. stun gauntlets (Easy, STR+2D stun), blast vest (+1D vs physical, +1 vs energy), jetpack (carry up to 300 kilograms, vertically up to 200 meters per charge, horizontally up to 500 meters per charge, 10 charges), goggles, macrobinoculars (10-250/500/1,000, +3D to Perception-based vision skill checks), binders, YV-666 light freighter.*

**Source:** Star Wars Rebels Magazine UK #6 “Eyes on the Prize”, wookieepedia, stats by +Oliver Queen.

## HONDO OHNAKA

A tough, pragmatic Weequay, Hondo Ohnaka once led a notorious gang of brigands from a headquarters based on the Outer Rim world, Florrum. During the Clone Wars, they made a dishonest but successful living, raiding starships and holding travelers for ransom.

A former colleague of Jango Fett and a former lover of Aurra Sing, Ohnaka won fame during the Clone War when he kidnapped Count Dooku, Obi-Wan Kenobi, and Anakin Skywalker and tried to ransom all three. Since that incident, he maintained a peculiar relationship with the Republic – growing to respect the Jedi, but not being above robbing them blind or betraying them. In turn, the Jedi learned that while the pirate lord did possess a sense of honor, he rarely took sides for long, in his relentless pursuit of profit. Over time, Hondo nevertheless developed enough of a rapport with Obi-Wan Kenobi that he would later – fondly, but perhaps inaccurately – remember Kenobi as one of his best friends.

Hondo was sometimes a valuable ally; other times a determined adversary. He managed to briefly hold his own against Anakin Skywalker in the Ohnaka Gang's final raid on a Nysillin spice village. And later during the Clone War, Hondo's Corona-class armed frigate successfully intercepted and boarded a Jedi training cruiser in an effort to steal the padawans' Kyber crystals, which were highly prized on the black market, eventually taking Ahsoka Tano hostage in the process.

Hondo's ambitions made him powerful enemies. General Grievous sought to avenge Dooku's capture by storming the Ohnaka Gang's base, and Darth Maul would begin his rise to power by attempting to wrest control of Hondo's brigands. Each time however, Hondo and his pirates managed to escape, surviving to fight, cheat and steal yet another day.

It would not be until the Dark Times dawned, that Ohnaka found himself ruefully running a solo operation, with his crew and pirate fleet long gone... because of the Empire. He continued scheming and dealing however. Hondo Ohnaka was, after all, still a pirate through-and-through.

### 7 HONDO OHNAKA

**Type:** Deposed Pirate Lord

**Species/Gender:** Weequay/Male **Age:** Unknown

**Height:** 1.85m **Weight:** 80kg

**Description:** Charming and gregarious, Hondo Ohnaka has changed little since his days as the leader of a successful pirate operation during the waning days of the Republic. Although the bony frill along his jaw has grown long and the sharp lines of his leathery skin have softened with age, Hondo – despite not being as spry as he once was – continues to scheme, deal and double deal, never quite letting a little doublecross ruin a burgeoning friendship, or a potentially profitable venture.

### DEXTERITY 3D+1

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

### KNOWLEDGE 2D+2

*Business 4D, business: piracy 6D+1, cultures 4D, intimidation 4D+1, languages 3D, planetary systems 5D, planetary systems: Outer Rim Territories 6D, streetwise 6D+2, survival 4D, tactics 3D+1, tactics: raid 5D, value 4D+2, willpower 5D+1*

### MECHANICAL 3D+1

*Astrogation 4D, capital ship piloting: Corona-class armed frigate 6D, repulsorlift operation 5D+2, space transports 5D, starship gunnery 5D+1*

### PERCEPTION 3D+2

*Bargain 6D+1, beast handling 4D, command: Ohnaka Gang pirates 6D+2, con 7D, gambling 4D, hide 5D+1, persuasion 5D+2*

### STRENGTH 2D+2

*Brawling 4D, climbing/jumping 3D+1, stamina 3D+2*

### TECHNICAL 2D+1

*Capital ship repair 3D+1, computer programming/repair 3D+2, droid repair 2D+2, repulsorlift repair 3D+2, security 4D+1, space transports repair 4D*

### Special Abilities:

- **Energy Resistance:** Weequays have developed tough, leathery skin that allows them to better endure the harsh conditions of their homeworld, Sriluur, while also granting some measure of natural resistance to blaster-fire. Weequays gain a +2 modifier to Strength to resist energy damage, including the effects of severe weather and blaster weaponry.
- **Pheromone Communication:** Weequays of the same clan are capable of communicating with one another by emitting complex pheromones. This form of communication is as complex and clear to them as speech is to other species. Weequay can communicate silently in this way, within a maximum range of 30m. Force users are able to sense Weequay pheromones and any species with strong olfactory abilities can detect them by scent, however, this does not allow them to understand what is being communicated.

**Equipment:** Belt buckle bearing the emblem of the Ohnaka Gang, heavy blaster pistol (5D, 3-7/25/50), comlink, Desevvar Infantry helmet (+2 to STR vs. physical and energy attacks, protects head only), goggles, holster, modified droid caller (5m range, restraining bolt decrypter has an effectiveness of 8D), red and gray jumpsuit.

### Story Factors:

- **Houk Rivalry:** Though the recent Houk-Weequay conflicts have been officially resolved, there still exists a high degree of animosity between the two species.
- **Pirate Code:** Hondo Ohnaka was once a scourge of the spacelanes and an infamous pirate lord. Now reduced



to a one-man operation in the age of the Empire, Hondo still fancies himself to be a courtly gentleman and a shrewd entrepreneur, someone who is both cultured and cunning. Although his own sense of morality is somewhat skewed, he does believe in a vague, but consistent code of honor – consistent for a pirate, at least. He is not above using deception to ensure that he is on the winning side of a negotiation, and in his youth was willing to employ torture to get what he wanted – but only as a last resort. Dead men tell no tales, but they also bring in no ransom. He genuinely respects others whose conduct he deems to be honorable. After all, Hondo Ohnaka is a man of principle... the principle of profit.

**Force Points:** 1

**Dark Side Points:** 0

**Character Points:** 10

**Move:** 10

**Source:** Star Wars Rebels 204 “Brothers of the Broken Horn”, Star Wars Rebels 212 “Legends of the Lasat”, starwars.com, wookieepedia, stats by +Pietre Valbuena.

## **MADALL**

A Zygerrian female who operated a small slave empire on the planet of Oon around five years before the Battle of Yavin. One day, a new shipment of slaves collected all across the Lothal sector arrived, and MaDall chose one of her new acquisitions, a Mandalorian called Sabine Wren, to become her personal servant. However, it turned out that Wren had willingly let herself be captured so she could free the Zygerrian’s slaves. When she realized that Wren had deactivated her shock collar and taught the other slaves how to do so, MaDall confronted the Mandalorian, but was defeated. Although MaDall feared that Wren and her friends would execute her for her crimes, she was allowed to go free. The Zygerrian felt that she had nothing left to live for, but Wren suggested she instead use her talents to fight the Galactic Empire.

**MaDall:** All stats 2D except: *dodge 4D, melee combat 4D+2, alien species 3D, business 3D+2, intimidation 3D+2, value 4D, bargain 4D+1, command: MaDall’s Slave Empire 5D, persuasion 3D. Move: 10. Neuronic whip (Moderate, STR+1D or 5D stun).*

**Source:** Star Wars Rebels Magazine UK #5, wookieepedia, stats by +Oliver Queen.

## **MAUL**

Though the Jedi and Sith both believed Maul was dead, and Sidious replaced Maul with the fallen Jedi Count Dooku as his new apprentice, Maul had survived his encounter and retreated into exile in the Outer Rim. He dwelled on Lotho Minor, where his shattered mind was filled with thoughts of revenge and his body was repaired with crude, cybernetic, spider-like legs. During the Clone Wars, Maul was discovered by his brother, Savage Opress, and taken to Mother Talzin, who gave him new robotic legs and restored his mind. Maul, who saw that the war he was supposed to be part of had started without him, declared himself and his brother the true Lords of the Sith, who would see revenge against Kenobi and overthrow Darth Sidious. He organized a band of criminals known as the Shadow Collective, which included the Mandalorian splinter group Death Watch, and took over the planet Mandalore. Maul killed the Death Watch later, Pre Vizsla, and became the Mandalorian leader. For his revenge against Kenobi, Maul killed Satine Kryze, the Duchess of Mandalore, with whom Kenobi had once had a romantic relationship. Maul was captured, and Opress killed, by Darth Sidious during the Battle of Sundari.

Sidious imprisoned Maul, but soon allowed him to escape, so that the renegade Sith Lord could lead Sidious to the person he saw as his true rival for power: Mother Talzin. Maul rallied his forces and briefly entered into what he believed was an alliance with Count Dooku, who feigned turning against Sidious, but Maul fell into Sidious’ trap on Dathomir. The Shadow Collective was destroyed by Dooku’s Confederacy of Independent Systems, while Mother Talzin was killed. Maul

retreated from the battle, but he never gave up his desire for revenge against the Sith. Years after Sidious transformed the Republic into the Galactic Empire, with himself as emperor, Maul traveled to the old Sith temple on Malachor to seek the knowledge he needed to destroy Sidious, his new apprentice Darth Vader, and the Empire's Inquisitors.

Darth Maul's life and motivations were based upon revenge. As a Sith apprentice, Maul sought revenge against the Jedi for their triumph over the Sith, and to return the Sith to power over the galaxy. After his exile and the restoration of his mind, Maul turned his thoughts of revenge towards the galaxy, declaring himself and his brother the true Sith Lords; and especially towards Obi-Wan Kenobi, after the Jedi defeated him and forced him into exile after the war on Naboo. He felt the vacuum from losing power, having known about the Clone Wars and intending to be part of it, only to learn that the Sith plans moved on without him. Maul was therefore willing to go to great lengths to achieve his vengeance, including slaughtering civilians and thrusting Mandalore into civil war to gain power and draw Kenobi out into the open.

During his exile, Maul became obsessed with revenge, fueled and kept alive only by his hatred for Kenobi, despite losing his mind and many memories. His aggression and fear increased in his crazed condition, as Maul attacked Opress when he first encountered his brother on Lotho Minor. It required magic from Mother Talzin to restore his mind, bringing him clarity again, while still preserving his desire to seek revenge against those who had wronged him.

Maul's power made him crave dominance over the Sith and the galaxy, though he recognized the level of power that Darth Sidious possessed which he himself did not. Maul feared his old master when Sidious arrived on Mandalore, and begged for mercy after Sidious bested him in a lightsaber duel. After the electrocution that Sidious subjected him to on Mandalore, he later told Death Watch that he had become indifferent to pain.

However, Maul was not completely heartless; he expressed compassion towards his brother, Savage Opress. When Sidious killed Savage, Maul was grief-stricken and briefly mourned him before flying into a rage and attempting to avenge him. Maul also had a good relationship with his mother, the Dathomir Witch Mother Talzin; he was extremely loyal to her and reciprocated her loving, protective affection for him. He also develops a fondness for Ezra and his potential in the Dark Side, whom he deems his apprentice.

As the apprentice of Darth Sidious, Maul was trained to be a weapon of the Sith, one intended to help Sidious bring about the destruction of the Jedi and take over the galaxy. He became an acrobatic warrior, one who could relentlessly pursue his enemies while utilizing his double-bladed lightsaber. He showcased his efficiency with a blade against Qui-Gon Jinn on Tatooine and Naboo, allowing him to kill Jinn in their second encounter; it was during this duel that Maul took on two Jedi Knights at once, holding his own

against them. It was overconfidence in his abilities, however, that allowed Kenobi to get the better of him and defeat him, leading to the loss of the lower-half of his body and over a decade of crazed-exile in the Outer Rim.

Maul later defeated Kenobi a number of times after emerging from exile, including on Mandalore, though their duel on Florrum ended in stalemate. He also bested and slew the veteran Death Watch leader, Pre Vizsla, without using the Force against him even once. Determined to defeat his former master, Maul fought Sidious using his own lightsaber and Pre Vizsla's darksaber. Though he put up a considerable fight, managing to keep up with Sidious longer than Opress did and even managing to kick the elder Sith backwards at one point, he was ultimately no match for Sidious, who countered Maul's bladelock and disarmed him. Maul was also able to hold his own against Mace Windu and Aayla Secura on a Mandalorian supply outpost, and even managed to defeat renowned Jedi Hunter General Grievous by catching him off guard; Though he had dueled to a stalemate with the cyborg in their first encounter, he was able to overwhelm him in their second and third encounters, both times by attacking the cyborg general when his guard was down.

In addition to skills with a lightsaber, Maul proved to be strong with the powers of the Force, able to destroy numerous enemies including Banking Clan droid guards, and subduing Mandalorians such as Bo-Katan. During the skirmish on Florrum, he pulled an Eta-class shuttle weighing several tons off of a hill, where it slid to a halt in front of Obi-Wan Kenobi and Hondo Ohnaka's pirates. His skills still paled in comparison to Sidious, however, even after Maul declared himself the true Lord of the Sith. During their encounter on Mandalore, Sidious easily pinned Maul to a wall using the Force, despite Maul proving capable of besting his former master in lightsaber combat, albeit briefly.

Maul had also developed political skills from his time as Sidious' apprentice, and managed to form the Shadow Collective in a relatively short amount of time.

## MAUL

**Type:** Former Sith Apprentice

**Species/Gender:** Zabrak/Male **Age:** 54 (estimated)

**Height:** 1.75 meters **Weight:** 80 kilograms

**Physical Description:** Maul appears as a Zabrak, slight of stature, wearing a black hood, gauntlets and high boots. His skin is red with black tattoos on his chest, arms and face. A crown of short, ivory colored horns adorn his head.

### DEXTERITY 4D

*Acrobatics 6D, brawling parry 6D+1, dodge 6D, lightsaber 8D+2, lightsaber: double-bladed 10D+2, melee combat 5D, melee parry 8D*

### KNOWLEDGE 2D

*Intimidation 6D+2, planetary systems 3D+1, scholar: Sith lore 4D, streetwise 5D+1, survival 6D, tactics 4D+2, willpower 7D*



**MECHANICAL 2D+1**

*Astrogation 3D+1, communications 3D, repulsorlift operation 5D+2, sensors 3D, space transports 5D+2, starfighter piloting 3D+1, starship gunnery 4D+2, starship shields 3D+2*

**PERCEPTION 4D**

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

**STRENGTH 3D+2**

*Brawling: martial arts 8D, climbing/jumping 7D+2, stamina 4D+2*

**TECHNICAL 2D**

*Lightsaber repair/engineering 5D, security 6D*

**Special Abilities:**

*Force Skills:* Control 8D+2, Sense 9D, Alter 9D+1.

Force Powers (These are the known powers he possessed and it is believed that he has access to many other powers):

- *Control:* Absorb/Dissipate Energy, Accelerate Healing, Concentration, Control Pain, Enhance Attribute, Force of Will, Rage, Reduce Injury, Remain Conscious, Remove Fatigue, Resist Stun.
- *Sense:* Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Sense Force.
- *Alter:* Force Push, Telekinesis.
- *Control+Sense:* Lightsaber Combat.
- *Control+Alter:* Force Jump.
- *Sense+Alter:* Greater Force Shield, Lesser Force Shield.
- *Control+Sense+Alter:* Affect Mind.

*Hardiness:* Zabrak characters gain a +1D bonus to willpower and stamina skill checks, due to the harsh conditions of their upbringing and their evolutionary history.

**Equipment:** Black robe, two cybernetic legs, walking stick / double-bladed lightsaber (Difficult search or lightsaber repair/engineering skill roll to identify walking stick as lightsaber. Difficult, 5D, +5 to parry rolls).

**Force Sensitive?** Yes

**Force Points:** 6

**Dark Side Points:** 7

**Character Points:** 12

**Move:** 10

**Source:** Star Wars Rebels 219-220 “Twilight of the Apprentice”, wookieepedia, stats by +Oliver Queen and +Pietre Valbuena.

**PRESENCE, THE**

An ancient, female Sith spirit that resides in the Sith Temple on Malachor. She speaks to Ezra Bridger when he unwittingly activates the weapon in the Temple with a Sith Holocron. The weapon had been developed by the Presence thousands of years earlier to “destroy life”. When the weapon was activated it resulted in what became known as the Great Scourge of Malachor, the petrification of all life around the temple.

**Source:** Star Wars Rebels 220 “Twilight of the Apprentice” Part 2, wookieepedia, tweaks by +Oliver Queen.

**UNIDENTIFIED CLAUDITE BOUNTY HUNTER**

**Clawdite Bounty Hunter:** *All stats 2D except: blaster 5D+2, brawling parry 5D, dodge 6D, running 4D+2, law enforcement 3D, planetary systems 3D, streetwise 4D+1, survival 3D+2, Perception 3D+1, Con 5D+1, con: disguise 5D+2, hide 3D+2, investigation 4D, search 3D+2, (A) shapeshifting 4D, sneak 3D+2, Strength 3D, brawling 4D+2, climbing/jumping 3D+1, computer programming/repair 3D, security 3D+2. Skin-Changer: Clawdites are able to change the color, texture, and shape of their skins, allowing a Clawdite to mimic that of another humanoid species of the same general physical shape. This does not allow Clawdites to generate extra limbs or other appendages, but they are able to imitate the texture and patterns of skin-tight clothing. The transformation is quite painful, and the skin-changer will revert to its normal form if stunned, unconscious, dying, or dead. Move: 10. Character Points: 3. Blaster (4D, 3-10/30/120).*

**Source:** Star Wars Rebels Magazine UK #8 “Ezra’s Vision”, wookieepedia, stats by +Oliver Queen.



# CHAPTER 4: CITIZENS OF THE GALAXY

## ALYSON

Human female hunter who came to Lexim's hunting grounds.

**Alyson:** *All stats 2D except: blaster: rifle 4D+2, brawling parry 3D+2, search 3D, brawling 3D. Move: 10.*

**Source:** Star Wars Rebels Magazine UK #10 "Becoming Hunted", stats by +Oliver Queen.

## ALORA

A Force-sensitive human child abducted by the Inquisitors, Fifth Brother and Seventh Sister, from a transport leaving the planet Chandel. She is rescued by rebels and reunited with her grandmother Darja.

**Source:** Star Wars Rebels 208 "Future of the Force", wookieepedia.

## BENEDA

A male Thradian. In 4 BBY, he worked with Senator Nadea Tural, who represented their homeworld in the Senate of the Galactic Empire. Beneda and Tural secretly tried to help Swain and Cogon, two Imperial defectors who wished to join the rebellion. However, the Imperial Security Bureau managed to locate the defectors. Urging Cogon and Swain to try and escape, Beneda stayed behind to destroy the evidence of their rebellious activities by making his computer room explode. The Thradian was injured and knocked unconscious by the blast.

**Beneda:** *All stats 2D except: Knowledge 3D, alien species 3D+1, bureaucracy 4D+2, business 3D+1, cultures 3D+2. Move: 10.*

**Source:** Star Wars Rebels #14 "No Sympathy", wookieepedia, stats by +Oliver Queen.

## CC-3636 "WOLFFE"

A clone commander who fought during the Clone Wars, serving under the command of Jedi General Plo Koon as leader of a clone squad named Wolfpack, a division of the 104th Battalion. He served in numerous engagements throughout the war, including the Battle of Abregado. Wolffe survives the Clone Wars. In the years after the Empire's birth, Wolffe is living with Captains Rex and Gregor in a modified AT-TE on Seelos, having managed to remove their control chips that forced them to follow Order 66.

## \* CT-3636 "WOLFFE"

**Type:** Retired Clone Commander

**Species/Gender:** Human Clone/Male **Age:** - **Height:** 1.83m **Weight:** 110 kilograms

**Description:** With the long scar across his face framing a cybernetic right eye, "Wolffe" is an intimidating presence. His white crew cut and matching handlebar mustache subtly mirror the Wolfpack insignia in appearance, while his scowl and demeanor are definitely those of a hardened war veteran who has seen and survived a great deal. Like his fellow retired comrades, Wolffe appears to be twice his biological age, due to the accelerated aging of clones.

### DEXTERITY 3D+2

*Blaster 5D+2, blaster artillery 4D+2, brawling parry 5D, dodge 5D, grenade 4D+2, missile weapons 4D+2, running 4D, vehicle blasters 4D+2*

### KNOWLEDGE 2D+2

*Intimidation 4D+2, planetary systems 4D, survival 5D, tactics 5D+2, willpower 4D+2*

### MECHANICAL 3D+1

*Capital ship gunnery 4D, capital ship piloting 4D+1, communications 4D, jet pack operation 5D, repulsorlift operation 4D+2, sensors 4D, space transports 4D+2, walker operation 5D+2*

### PERCEPTION 2D+2

*Command 5D+2, command: Wolfpack Battalion 6D+2, investigation 4D, search 5D, search: tracking 6D, sneak 3D+2*

### STRENGTH 3D+2

*Brawling 4D+2, climbing/jumping 4D, stamina 5D*

### TECHNICAL 2D

*Armor repair 4D, blaster repair 3D, capital ship repair 3D, demolitions 4D+1, equipment repair 3D, first aid 3D, security 4D+1, walker repair 4D*

**Equipment:** Cybernetic right eye (replacement for the eye lost to the lightsaber of Asajj Ventress during the Clone War), DC-15 blaster rifle (5D+1, 10-40/130/350, Fire Rate: 1D), heavily-worn Phase II clone armor (+2D vs. physical, +1D vs. energy, -1D penalty to Dexterity and related skills; Combat Helmet: Integrated voice-activated comlink. HUD display: integrated compass/GPS (if available), time display, map display, rangefinder can measure distance to target up to 350 meters; Combat Armor and Body Glove: Highly customizable allowing integration of additional devices and upgrades (+5 modifier to Technical skill rolls to perform upgrades; Utility Belt: High-tension wire, grappling hooks, spare blaster power packs, ion flares, con-

centrated rations, spare comlink, water packs, 2 medpacs; Notes: Wolffe's personalized black-accented armor bears the Wolfpack insignia on its right shoulder plate and wolf-themed markings throughout, to honor fallen members of his squad).

#### Story Factors:

- *Accelerated Growth:* Clones age twice as fast as normal humans do.
- *Loyalty:* Clones are genetically engineered to be predisposed towards loyalty. Sheev Palpatine used this to great advantage during the Clone Wars and during the formation of the Galactic Empire, exercising influence over – and secret control of – the clone army. Like his comrades, Rex and Gregor, Wolffe has had his control chip removed.
- *Pack Mentality:* In the years following the execution of Order 66, Wolffe's loyalty to his fellow clones has manifested itself as a protectiveness that now borders on paranoia. Wolffe will take any action to ensure that he, Rex and Gregor are safe from reprisal.

**Force Points:** 0

**Dark Side Points:** 0

**Character Points:** 10

**Move:** 10

**Source:** Star Wars Rebels 201 "The Lost Commanders", 202 "Relics of the Old Republic", wookieepedia, stats by +Pietre Valbuena.

### CC-5576-39 "GREGOR"

A clone commando and a clone trooper captain of the Grand Army of the Republic, fighting the Clone Wars. During the battle of Sarrish, he was forced to retreat into space where he ended up crash landing on Abafar. The

crash caused him to suffer from amnesia and he was hired by a Sullustan named Borkus, who had him work as a dishwasher in a local diner, until Gregor regained his memories after Colonel Meebur Gascon showed the clone his commando military record. He was thought to be killed in an explosion trying to protect the colonel and his companions in a firefight against Separatist droids, but survived, although he suffered from brain damage, causing him to partially go crazy. Sometime after the Clone Wars, he removed his control chip, and lives with Captain Rex and Commander Wolffe in a modified AT-TE on the planet Seelos.

### ☉ CT-5576-39 "GREGOR"

**Type:** Retired Clone Commando

**Species/Gender:** Human Clone/Male **Age:** - **Height:** 1.82m **Weight:** 110 kilograms

**Description:** Wild-eyed and disheveled, especially in comparison to the disciplined military bearing of his fellow retired clones, "Gregor" sports a five o'clock shadow and exhibits gleeful eccentricity. Due to the accelerated aging of clones, Gregor has the appearance of a man nearly twice his actual age. And although still quite fit, Gregor has not maintained his physique as well as Rex or Wolffe have.

#### DEXTERITY 3D+2

*Blaster 6D, blaster artillery 4D+2, brawling parry 5D, dodge 5D+2, missile weapons 6D, missile weapons: rocket launcher 7D, running 4D, vehicle blasters 5D*

#### KNOWLEDGE 2D+1

*Alien species 3D+1, planetary systems 4D, scholar: restaurant maintenance 2D+2, survival 5D+1, tactics 4D, tactics: covert operations 4D+2, willpower 3D+1*



### MECHANICAL 3D

*Astrogation 3D+2, communications 4D+1, repulsor-lift operation 4D, sensors 4D+2, space transports 4D, starship gunnery 4D, walker operation 4D+1*

### PERCEPTION 2D+1

*Command 4D+1, command: Foxtrot Group 5D+1, hide 4D, search 4D+1, sneak 5D*

### STRENGTH 4D

*Brawling 5D, climbing/jumping 5D, stamina 6D*

### TECHNICAL 2D+2

*Armor repair 3D+1, blaster repair 4D, computer programming/repair 3D+2, demolitions 4D, equipment repair 4D, first aid 3D+2, security 4D+2, walker repair 3D, walker repair: AT-TE 4D+2*

**Equipment:** Comlink, DC-15 blaster rifle (5D+1, 10-40/130/350, fire rate: 1D), dingy sleeveless undershirt branded with Power Sliders logo (Notes: while suffering from amnesia and working as a dishwasher at the Power Sliders diner, Gregor was “awarded” this undershirt by Mister Borkus, the restaurant’s proprietor, in lieu of a monetary raise), RPS-6 rocket launcher (6D walker-scale, 10-100/300/600, ammo: 1. If successful on moderate sensors check to sight target, shooter gains +2D to missile weapons roll), utility belt.

### Story Factors:

- *Accelerated Growth:* Clones age twice as fast as normal humans do.
- *Brain Damage:* After recovering from a prolonged bout of amnesia brought on by crash landing on the planet Abafar, Gregor suffered subsequent injury in an explosion at its Rhydonium mining installation, while selflessly ensuring the escape of

Republic Colonel, Meebur Gascon and his unit, “D-Squad.” Despite making a full physical recovery, Gregor now exhibits earnest, but quite eccentric and manic behavior, almost certainly as a result of his head trauma.

- *Loyalty:* Clones are genetically engineered to be predisposed towards loyalty. Sheev Palpatine used this to great advantage during the Clone Wars and during the formation of the Galactic Empire, exercising influence over – and secret control of – the clone army. Like his comrades, Rex and Wolffe, Gregor has had his control chip removed.

**Force Points:** 0

**Dark Side Points:** 0

**Character Points:** 8

**Move:** 10

**Source:** Star Wars Rebels 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, wookieepedia, stats by +Pietre Valbuena.

### CHAVA

A female Lasat mystic who survived the fall of Lasan at the hands of the Galactic Empire. She became a refugee and, along with former Lasan High Honor Guardsman Gron, was rescued from Imperial captivity by the rebel crew of the Ghost. With the assistance of Garazeb Orrelios, a member of the Ghost crew, Chava is able to help find the way to Lira San, the ancient homeworld of the Lasat spoken of in legend. After discovering the planet, Chava remains on Lira San with the millions of Lasat who already lived there.



Chava is covered in purple fur and had large ears and green eyes. She's an elderly woman and has long white rounded hair. Chava was an elderly Lasat mystic who revered the Force, which she referred to as the Ashla. She and her fellow refugee Gron believed in an ancient Lasat prophecy about Lira San, a world that was regarded as a safe refuge for the Lasat to start anew. As a pacifist, Chava refuses to use violence even in self defense.

Chava wielded a staff that could interact with the Force. She spoke Galactic Basic Standard and understood Binary, a droid language.

**Chava:** All stats 2D except: Dexterity 1D+2\*, cultures 3D+2, languages 2D+2, scholar: Lasat folklore 6D, willpower 3D+1, Perception 3D+2, persuasion 4D. Move: 8\* (\*below species minimum, due to old age). Character Points: 2. Equipment: Ceremonial staff capable of interacting with the Force/Ashla.

**Source:** Star Wars Rebels 212 "Legends of the Lasat", wookieepedia, stats by Pietre Valbuena.



## DARJA

A human female and grandmother of Alora, a Force-sensitive child abducted by Inquisitors Fifth Brother and Seventh Sister. The Inquisitors boarded the transport that Darja and Alora are on as it left the planet Chandel, located Darja and her granddaughter among the passengers and forcibly took the child, murdering all the other passengers to eliminate witnesses. They left Darja alive but wounded, expecting her to perish on the drifting vessel, and resumed their hunt for other Force-sensitive children. However, Darja was saved by the arrival of former Jedi Padawan Ahsoka Tano, who had been monitoring the Inquisitors' transmissions. Tano pledged to locate and retrieve Alora.

**Darja:** All stats 2D. Move: 10.

**Source:** Star Wars Rebels 208 "Future of the Force", wookieepedia. Stats by +Oliver Queen.

## EESH FAHM

A determined leader for his people he does all he can to look after them. This quality is shown as Fahm operated an underground network on his homeworld of Ibaar which provided aid to his people. After the Galactic Empire cut off food rations to the planet, Fahm worked with the rebellion in order to bring food through the blockade. He wore a helmet, a patterned jacket and black gloves.

**Esh Fahm:** All stats 2D except: bureaucracy 2D+2, communications 4D+1, bargain 4D, command 3D, persuasion 3D+2. Move: 10.

**Source:** Star Wars Rebels 205 "Wings of the Master", wookieepedia, stats by +Oliver Queen.

## GREVE

Middle-aged human male brought his friend, Wad, to Lexim's hunting ground in order to help overcome his fear of animals.

**Greve:** All stats 2D except: blaster: rifle 3D, brawling parry 3D+2, Strength 3D, brawling 3D. Move: 10.

**Source:** Star Wars Rebels Magazine UK #10 "Becoming Hunted", wookieepedia, stats by +Oliver Queen.

## GRON

A Lasat male Lasan High Honor Guard. After the near-termination of his species, Gron rejected violence in his fight against the Empire, and along side Chava the Wise he searched for Lira San, a legendary refuge for Lasat. About 3 BBY, he and Chava are rescued from Imperial forces by the crew of the Ghost. One of their rebel rescuers is the Lasat Garazeb Orrelios, his former Captain in the Honor Guard. Gron and Chava manage to convince Zeb and his fellow crew to assist in their quest to find Lira San in Wild Space. This quest proves successful and the three Lasat discover that Lira San is the original Lasat homeworld and is already teeming with millions of Lasat. Gron and Chava choose to start a new life on Lira San while Zeb rejoined his rebel comrades.

Gron is a medium-built male Lasat with purple skin, gray hair and big green eyes. He and the mystic Chava are survivors of the Imperial pacification of Lasan. Following the genocide, Gron and Chava became pacifists and refuse to use violence even in self-defense. He and Chava are also staunch believers of an ancient Lasat prophecy around Lira San, a legendary sanctuary where the Lasat species could start anew.

**Gron:** All stats 2D except: Dexterity 3D, blaster: bo-rifle 4D, melee combat: bo-rifle 4D, melee parry: bo-rifle 4D, cultures 2D+2, Strength 4D, bo-rifle repair 3D+2, security 3D. Move: 12.

**Source:** Star Wars Rebels 212 "Legends of the Lasat", wookieepedia, stats by Pietre Valbuena.

## JANARD

During the reign of the Galactic Empire, he once saw a cadet attempting to desert the local Imperial Academy, and he turned them in. However, after hearing the horrible choices Imperial cadets were forced to make, Janard decided never to repeat that mistake. Consequently, he helped the next fleeing cadet he saw, a girl named Sabine Wren.

While Imperials pursued her, Janard knocked over a pack of freight containers to block their path, allowing Wren to escape. Thanks to that, the two became friends. Even after Wren joined the Spectres, a group of anti-Empire insurgents, Janard would sometimes give her intelligence on Imperial activity in the years that followed.

At some point in 4 BBY, Janard was captured by the Imperials, who kept him prisoner aboard a Gozanti-class cruiser. However, the cruiser crashed in the waters of the planet Quila. While the ship sank, most of the Imperials on board were killed by monster eels, but Janard managed to take shelter in the front section of the vessel, the last part that would go underwater. Despite his efforts, Janard ended up being cornered by two surviving Imperial stormtroopers.

Fortunately for him, that moment coincided with the arrival of Sabine Wren and Ahsoka Tano, a former Jedi Padawan, who had received the ship's distress call and had come to rescue him. As Janard, Wren and Tano were about to embark the Spectres' starship, the Ghost, the commander of the sunken Gozanti made a sudden reappearance, announcing that an Imperial evac ship had arrived. While the Ghost got rid of the evac ship, Janard and his saviors fought the commander and his two soldiers. When it seemed that the Imperials were defeated, the rebels prepared to leave the sinking Gozanti and board the Ghost. However, a wounded stormtrooper still managed to shoot Janard in the back. The man died in the arms of his friend Sabine, expressing deep remorse for having turned in a cadet once, and encouraging the rebels to keep fighting.

**Janard:** *All stats 2D. Move: 10.*

**Source:** Star Wars Rebels Magazine UK #12 "Ocean Rescue", wookieepedia, stats by +Oliver Queen.

## LEXIM

Human male and owner of Lexim's hunting ground. He died slowing down a pack of gundarks so the group who had come to his facility could escape.

**Lexim:** *All stats 2D except: Dexterity 2D+2, blaster 3D, brawling parry 3D+2, dodge 3D, firearms 4D, melee combat 3D+2, melee parry 4D, survival 3D+2, Perception 3D+1, bargain 3D+2, con 3D+2, search: tracking 4D+2, sneak 3D+2, Strength 3D, brawling 3D+1, climbing/jumping 4D. Move: 10. Force Points: 2. Character Points: 3.*

*Note:* Though the story does not state it outright, I believe that Lexim was a youngling survivor who was hiding on this out of way planet, trying desperately to make a living. He was apologetic and fearful, but when required he picked up Zeb's bo-staff and without training took out four gundarks. Later when he "sacrifices" himself to save the group he says, "No fear", preparing himself to use the Force.

**Source:** Star Wars Rebels Magazine UK #10 "Becoming Hunted", wookieepedia, stats by +Oliver Queen.

## MINDIZ

A young human female from Tarkintown on Lothal, Mindiz developed a friendship with Garazeb Orrelios. She fell ill after eating poisoned Jogan fruit, but was returned to health by medical supplies Zeb obtained in his raid of the Imperial Command Center in Capital City.

**Mindiz:** *All stats 2D. Move: 10.*

**Source:** Star Wars Rebels Magazine UK #7 "Sabotaged Supplies", wookieepedia, stats by +Oliver Queen.

## MR. MULB

Resident of Tarkintown on Lothal, he looked after Mindiz.

**Mr. Mulb:** *All stats 2D. Move: 10.*

**Source:** Star Wars Rebels Magazine UK #7 "Sabotaged Supplies", stats by +Oliver Queen.

## NADEA TURAL

A female Thradian who represents the planet of Thrad in the Imperial Senate of the Galactic Empire. Approximately 15 BBY, Tural suffered a crash while she was travelling to Arkanis. She was rescued by the crew of the starship Ghost, a group of individuals who opposed the Empire. Although Tural's initial feelings toward the rebels were scorn and fear, she changes her mind after Imperial Commander Earll boards the Ghost and threatens to execute the rebels without a proper trial.

**Nadea Tural:** *All stats 2D except: Knowledge 3D+1, bureaucracy 4D, law enforcement 3D+2. Move: 10.*

**Source:** Star Wars Rebels Magazine UK #9 "Senate Perspective", #14 "No Sympathy", wookieepedia, stats by +Oliver Queen.

## OORA

A female Ithorian and mother of Pypey. In 4 BBY, The Fifth Brother and Seventh Sister are tasked with hunting down Force-sensitive children. The pair made their way to Oora's home, as the Ithorian's baby, Pypey, was Force-sensitive. Thanks to some quick thinking, Oora sent Pypey away with a family droid, and the Ghost crew later saved the child from the Empire.

**Oora:** *All stats 2D except: Knowledge 2D+2, Perception 2D+1. Move: 10. Equipment: Basket, family Treadwell droid, fashionable light-blue jumpsuit.*

**Source:** Star Wars Rebels 208 "The Future of the Force", wookieepedia, stats by +Oliver Queen and Pietre Valbuena.

## PYPEY

A Force-sensitive Ithorian child and the son of Oora, living on the planet Takobo some four years before the Battle of Yavin. He was targeted for abduction or assassination by

Imperial Inquisitors Fifth Brother and Seventh Sister, but was rescued by rebels Garazeb Orrelios, Kanan Jarrus, Ezra Bridger, and Ahsoka Tano and reunited with his mother.

**Source:** Star Wars Rebels 208 “Future of the Force”, wookieepedia.

## RYDER AZADI

Ryder Azadi is a human male with white hair, blue eyes, and copper skin. Though he served as an Imperial governor, he supported the revolutionary broadcasts made by Ephraim and Mira Bridger, a decision that led to him being charged with treason and incarcerated in an Imperial prison. While in prison, he was labeled as “Prisoner X10.” Time spent in Imperial prison has wearied Azadi. Following his escape, he initially wanted no part in rebellious activities, fearing that any such involvement might land him back in prison, a fate he could not bare. He agreed reluctantly only to assist for one mission, feeling that he owed the rebels for his rescue. Participating in this rekindled his spark for resistance against the Empire’s activities and he joined up to continue fighting.

**Ryder Azadi:** *All stats 2D except: blaster 2D+2, dodge 3D+2, Knowledge 3D+2, bureaucracy 5D, business 4D+1, law enforcement 4D, repulsorlift operation 3D, Perception 3D, bargain 3D+2, command 3D+2, con 3D+1, investigation 3D+2, persuasion 3D+2, Strength 3D, brawling 3D+1, climbing/jumping 3D+1, security: gravity lock 4D. Move: 10. Character Points: 3. Equipment: Blaster rifle (5D), speeder bike, sun helmet.*

**Source:** Star Wars Rebels 208 “Legacy”, 210 “A Princess on Lothal”, wookieepedia. Stats by +Oliver Queen with suggestions from Pietre Valbuena.

## WAD

Human male who was brought by his friend, Greve, to Lexim’s hunting ground to help him overcome his fear of animals.

**Wad:** *All stats 2D. Move: 10.*

**Source:** Star Wars Rebels Magazine UK #10 “Becoming Hunted”, wookieepedia, stats by +Oliver Queen.

## YUSHYN

the boss of a Mining Guild Asteroid Belt Gas Refinery in the third year before the Battle of Yavin. His refinery, staffed by Rodian employees, refined Clouzon-36 gas which was used as fuel by the Galactic Empire. When a group of space-faring creatures called purrgil began trying to eat the gas, he ordered his staff to kill them in order to prevent loss of the resource. During a round of purrgil shooting, the refinery was attacked by a band of rebels who were trying to steal some of the refinery’s fuel for a larger rebellion and their own starship, the Ghost. Yushyn was dragged down into the planetoid’s depths by a purrgil during the confrontation, which ended with the rebels destroying the refinery and making off with the fuel.

Yushyn was a male member of a species with bipedal humanoid bodies covered in brown fur and skin. He had two black eyes with lids that closed horizontally, which were located on protrusions from his face set above five small tentacle like appendages surrounding his mouth. He was capable of breathing unfiltered Clouzon-36. Yushyn led the operation at the refinery with an unrelenting fervor and spoke basic to his Rodian workers. He considered the purrgil disgusting and coldly ordered his men to kill them, in order to stop the purrgil from consuming the Clouzon-36.

**Yushyn:** *All stats 2D except: bureaucracy 2D+2, business 2D+2, intimidation 3D+1, law enforcement 2D+2, value 3D+2, command: Mining Guild 3D+2. Move: 10.*

**Source:** Star Wars Rebels 213 “The Call”, wookieepedia, stats by +Oliver Queen.









**EXOTIC LIFEFORMS**

# CHAPTER 5: ALIENS

## AQUALISH

The Aqualish are tusked bipeds from the planet Ando, whose appearance combined aspects of arachnids and pinniped aquatic mammals. Aqualish have a reputation for being nasty, crude and aggressive, and generally pursue offworld careers as mercenaries, bounty hunters, and pirates.

As a species, the Aqualish have nasty, belligerent dispositions and a tendency towards violence. Their desire for revenge is usually well-developed. The Aquala hate their Quara relatives, which is characteristic of each of the subspecies shared hatred of each other as they all believe their race to be the most superior.

The Aqualish people are made up of three distinct races which included the Aquala, the Ualaq and the Quara. Although they all have their differences, their baseline genetic structure is the same and their appearances do not vary so drastically as to characterize them as different species. All Aqualish have two facial tusks which curve down over their mouths; a trait which adds to their appearance as arachnids. These facial tusks are highly sensitive to heat and cold.

The Aquala subspecies is considered to be the baseline Aqualish breed. Having finned hands and two bulbous black eyes, the Aquala are unable to manipulate most machinery or equipment developed by species with fingered hands. As a result, Aquala tend to remain on their homeworld in greater numbers than either of the other subspecies.

The Quara have developed clawed, five-fingered hands and like the Aquala have two eyes. Combined with the Ualaq, the Quara make up only ten percent of the Aqualish population. This is largely due to their ability to use equipment designed offworld for fingered species. Thus, they are the subspecies more commonly found off-world.

The Ualaq, considered by some specialists to be the result of genetic mutation, have four eyes instead of two and fingered hands which vary from three to five digits on each. As the least common subspecies, the Ualaq often times journey far from Ando to avoid discrimination by the Aquala.

### ✳ AQUALISH

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D+2/3D+2

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D+2/3D

### Special Abilities:

- **Fins:** Aqualish are born with the natural ability to swim. They receive a +2D bonus for all movement attempted in liquids. However, the lack of fingers on their hands decreases their Dexterity, and the Aqualish suffer a -2D penalty when using equipment that has not been specially designed for its fins.
- **Hands:** The Quara and Ualaq do not receive the swimming bonus, but they are just as “at home” in the water. They also receive no penalties for Dexterity actions. The Ualaq are most likely to be encountered off-world.



### Story Factors:

- **Belligerence:** Aqualish tend to be pushy and obnoxious, always looking for the opportunity to bully weaker beings. More intelligent Aqualish turn this belligerence into cunning and become manipulators.

**Move:** 9/12 (walking), 5/7 (swimming, Aquala only)

**Size:** 1.8-2 meters tall

**Source:** Servants of the Empire 1, 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, Servants of the Empire 2. 106 “Empire Day”, 111 “Call to Action”, 112 “Rebel Resolve”, 200 “The Siege of Lothal”, 104 “Brothers of the Broken Horn”, wookieepedia, Star Wars the Roleplaying Game REUP (p.280-281).

## BITH

Bith have been part of the Galactic Republic for thousands of years. Intellectually advanced humanoids, Bith have over-sized brains evolved to handle abstract skills such as language, mathematics, music, and scientific analysis. This fundamental shift to the intellect has caused brain functions related to instinct and biological drives to diminish. Their greater brainpower also means that Bith need to spend only four hours in a meditative trance to regain the energy that most species require eight hours to recover.

As a culture, Bith find the concept of warfare abhorrent, and most are pacifists. During the time of the Republic, the Bith are one of the loudest proponents for finding diplomatic solutions and for banning weapons and the industries of war. This pacifistic streak has roots in the Bith's past, when competition between two major corporations



got out of hand, resulting in the release of a biological weapon that turned the surface of Clak'dor VII into an ecological wasteland. The survivors consequently sealed their cities in immense domes, while many ambitious Bith left their homeworld to travel the galaxy. During the time of the Clone Wars, the Bith hole up in their domed cities, remaining neutral and trying to ride out the worst of the fighting. Their wholesale return to galactic society does not occur until well into the time of the New Republic.

Bith are highly sought after in a wide variety of fields, including engineering, programming, education, commercial art, and, most importantly, ship design. Music is a vital and revered pursuit in Bith society. Bith musicians are relatively common (and welcome) and can be found playing in extravagant opera houses, seedy cantinas, and everything in between.

Bith are calm and rational, with a natural talent for technical and intellectual pursuits. Despite (or as a result of) its violent past, Bith culture is pacifistic. Individual Bith, however, run the range of demeanor, but most Bith lean toward using nonaggression to overcome difficulties. All Bith are stimulated by intellectual problems and artistic endeavors.

Bith are humanoid in shape; their most notable features are their bulbous heads and huge black eyes. Their skin is often somewhere between gray and pink, although some Bith have skin tints of yellow or green.

They lack an external nose but have a finely tuned sense of smell. Their large eyes give them incredibly focused vision, allowing them to see into the microscopic scale, but in turn, they have poor long-range vision.



## ✳ BITH

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 2D/6D

**MECHANICAL** 2D/5D

**PERCEPTION** 2D/5D

**STRENGTH** 1D/2D

**TECHNICAL** 2D/5D

### Special Abilities:

- *Vision:* Bith have the ability to focus on microscopic objects, giving them a +1D to Perception skills involving objects less than 30 centimeters away. However, as a consequence of this, the Bith have become extremely myopic. They suffer a penalty of -1D for any visual-based action more than 20 meters away and cannot see more than 40 meters under any circumstances.
- *Scent:* Bith have well-developed senses of smell, giving them +1D to Perception skills when pertaining to actions and people within three meters.
- *Manual Dexterity:* Although the Bith have low overall Dexterity scores, they do gain +1D to the performance of fine motor skills — picking pockets, surgery, fine tool operation, etc. — but not to gross motor skills such as blaster and dodge.

**Move:** 5/8

**Size:** 1.6-1.9 meters tall

**Source:** Servants of the Empire 2, Servants of the Empire 3, 217 “The Forgotten Droid”, wookieepedia, Star Wars Rebels Magazine UK #5 “Return of the Slavers”, wookieepedia, Star Wars the Roleplaying Game REUP (p.282).

## DEVARONIAN

Devaronians are among the first species in the galaxy to develop interstellar travel, and the males of the species have been common sights in spaceports throughout the galaxy for thousands of years. After reaching middle age,

Devaronian males are driven by an urge to wander. As such, they are often found traveling the galaxy as tramp freighter captains and scouts. Female Devaronians, on the other hand, are content to remain in a single location, and as such, raise the young and run the government of Devaron. The males send as much money as they can back to their families on Devaron, but they seldom return to the homeworld. The females are content with this arrangement, as they tend to view the restless males as disruptive to home life.

Devaronian males are bold, daring, bull-headed, rash, terse, unscrupulous, and stingy with their credits. They love being the masters of their own destinies. Female Devaronians are generally bright, wise, scrupulous, and sharp-tongued.

Devaronian males are hairless with red-tinted skin, sharp incisors, and a pair of large horns growing from their foreheads. Their appearance is not unlike the devils of a thousand myths. Female Devaronians are covered in thick fur that ranges in color from brown to white. Females are hornless and have prominent canine teeth.

### ❖ **DEVARONIAN**

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/3D+2

**PERCEPTION** 2D/4D+2

**STRENGTH** 2D/4D

**TECHNICAL** 1D/3D

#### **Story Factors:**

- *Wanderlust:* Devaronian males do not like to stay in one place for any extended period of time. Usually, the first opportunity that they get to move on, they take.

**Move:** 8/10

**Size:** 1.7-1.9 meters tall

**Source:** Star Wars Rebels 100 “Sparks of Rebellion”, 101 “Droids in Distress”, 112 “Rebel Resolve”, “104 “Brothers of the Broken Horn”, wookieepedia, Star Wars the Roleplaying Game REUP (p.287).

## **DUROS**

Tall, hairless humanoids from the Duro system, Duros were one of the first species to become a major influence in the Galactic Republic, and many respected scholars credited the Duros with creating the first hyperdrive. The Duros have a natural affinity for space travel, possessing an innate grasp of the mathematical underpinnings of astrogational computations. Many tales are swapped in cantinas about Duros astrogators calculating the coordinates for supposedly impossible jumps in their heads. Although not as numerous as Humans, the Duros are almost as omnipresent; all but the smallest settlements in known space feature Duros populations. The Duros species has existed on other worlds in isolation from the rest of their kind, evolving in slight different directions from the baseline species.

A Duros tends to be intense and adventurous, always seeking to learn what’s at the end of the next hyperspace jump. They are a proud, self-sufficient, fun-loving people who also have a tendency toward gregariousness.

Duros average about 1.8 meters tall. They are hairless, with large eyes and wide, lipless mouths. Skin color ranges from blue-gray to deep azure.

### ❖ **DUROS**

**Attribute Dice:** 12D

**DEXTERITY** 1D/4D

**KNOWLEDGE** 1D+1/2D+2

**MECHANICAL** 2D/4D+2

**PERCEPTION** 1D/3D

**STRENGTH** 1D/3D

**TECHNICAL** 1D+2/4D



**Special Abilities:**

- *Starship Intuition:* Duros are, by their nature, extremely skilled starship pilots and navigators. When a Duros character is generated, 1D (no more) may be placed in the following skills, for which the character receives 2D of ability: archaic starship piloting, astrogation, capital ship gunnery, capital ship shields, sensors, space transports, starfighter piloting, starship gunnery, and starship shields. This bonus also applies to any specializations. If the character wishes to have more than 2D in the skill listed, then the skill costs are normal from there on.

**Move:** 10/12

**Size:** 1.8-2.2 meters tall

**Source:** Servants of the Empire 1, Ezra's Gamble, 102 "Fighter Flight", Star Wars Rebels Magazine UK #5 "Return of the Slavers", wookieepedia, Star Wars the Roleplaying Game REUP (p.288).

**FALLEEN**

Of all the species to populate the galaxy, none are better known for their intoxicating appearance than the Falleen. An exotic reptilian people, they are favored for their chiseled physiques and entrancing features. These qualities alone would solidify their place among the more handsome species, but their pheromones make them irresistible to other species.

Their gifts and allure enable the Fallen to move through other cultures with ease, but despite their advantages, Falleen prefer to remain mysterious, withdrawing to their own world in their own system. They do not lack the technology or wherewithal to venture out into the stars, but their cultural predilections make such ventures undesirable. The Falleen regard themselves and their civilization to be among the greatest in the galaxy, and looking beyond their world, they find only chaos and strife — the products of crudity and backward beings. Associations with other species, therefore, are risky to the Falleen and are approached with caution.

Falleen culture reinforces the sense of superiority that pervades this species. Their rigid caste society confines them to societal roles and provides stability and a sense of purpose. Other systems are far looser, with little to no regard for quality of birth or station. Rather than contaminate themselves and endanger their social system, the Falleen are content to remain apart from the rest of the galaxy.



Falleen are notoriously spare with words, reticent to the point of being withdrawn. Fallen believe emotional displays are unsophisticated. Therefore, they work to control their moods and expressions, deeply burying the well-spring of feelings that boil within.

The Falleen are a reptilian species that have a similar shape and size to Humans. Delicate blue-green scales, supple and flexible, cover their bodies, growing thicker and harder where they cover their spines. Falleen can and do grow hair, and for many, their hair is a point of pride. They wear their black tresses long, pulled up into topknots or back in elaborate braids. Some adorn their hair with combs, beads, and ornate nets made of priceless wire and gemstones.

✳ **FALLEEN**

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D+2

**MECHANICAL** 2D/4D

**PERCEPTION** 2D+1/4D+2

**STRENGTH** 2D+1/4D+2

**TECHNICAL** 2D/4D

**Special Abilities:**

- *Attraction Pheromones:* Exuding special pheromones and changing skin color to affect others gives Falleen a +1D to their persuasion skill, with an additional +1D for each hour of continuous preparation and meditation to enhance efforts — the bonus may total no more than +3D for any one skill attempt, and the attempt must be made within one hour of completing meditation.
- *Amphibious:* Falleen can "breathe" water for up to 12 hours. They receive a +1D to any swimming skill rolls.

**Story Factors:**

- *Rare:* Falleen are rarely seen throughout the galaxy since the Imperial blockade in their system severely limited travel to and from their homeworld.

**Move:** 9/12

**Size:** 1.7-2.4 meters tall

**Source:** Star Wars Rebels Magazine UK #5 "Return of the Slavers", wookieepedia, Star Wars the Roleplaying Game REUP (p.289).

**GAMORREAN**

Gamorreans are green-skinned, porcine creatures from native to Gamorr. Their tendency toward violence makes them valued as criminal enforcers; though viewed as mindless brutes, they don't care so long as they are paid to fight.

Gamorrean civilization revolves around the never-ending wars between their clans. Preferring large melee weapons in combat, many see ranged weapons as cowardly. Males live to fight; females farm, hunt, and manufacture weapons. Inter-clan hatred rarely fades, and anyone hiring Gamorreans should be aware of their clans to avoid infighting.

Gamorreans are brutish, violent, and proud. They respect physical prowess and have no problem facing death against a foe they feel they are on at least equal footing with.

Gamorreans average about 1.5 meters tall, with thick green skin covering powerful muscles. Close-set eyes, a thick snout, tusks, and small horns give them a distinct look.

## ❖ GAMORREAN

**Attribute Dice:** 11D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/2D

**MECHANICAL** 1D/1D+2

**PERCEPTION** 1D/3D

**STRENGTH** 3D/5D

**TECHNICAL** 1D/1D+2

### Special Abilities:

- *Voice Box:* Due to their unusual voice apparatus, Gamorreans are unable to pronounce Basic, although they can understand it perfectly well.
- *Stamina:* Gamorreans have great stamina — whenever asked to make a stamina check, if they fail the first check, they may immediately make a second check to succeed.
- *Skill Bonus:* At the time the character is created only, the character gets 2D for every 1D placed in the melee weapons, brawling and thrown weapons skills.

### Story Factors:

- *Droid Hate:* Most Gamorreans hate droids and other mechanical beings. During each scene in which a

Gamorrean player character needlessly demolishes a droid (provided the gamemaster and other players consider the scene amusing), the character should receive an extra Character Point.

- *Reputation:* Gamorreans are widely regarded as primitive, brutal and mindless. Gamorreans who attempt to show intelligent thought and manners will often be disregarded and ridiculed by fellow Gamorreans.
- *Slavery:* Most Gamorreans who left Gamorr did so by being sold into slavery by their clans.

**Move:** 7/10

**Size:** 1.3-1.8 meters tall

**Source:** Star Wars Rebels Magazine UK #6 “Eyes on the Prize”, wookieepedia, Star Wars the Roleplaying Game REUP (p.290).

## HUMAN, ALDERAANIAN

Humans native to the planet Alderaan. Early in their history, the Alderaanians employed soldiers like most other cultures. However, they gradually developed into a pacific society, one devoted to the fine arts and to philosophy. Over time, Alderaanians became noted for their willingness to share their knowledge freely with others. They were also careful to live in harmony with their planet, which was renowned for its untarnished beauty.

Throughout history, a number of Alderaanians emigrated to other planets, founding communities and exporting their unique culture far from their homeworld. Such off-world communities notably existed on Naboo and Sullust. Generations before the Galactic Civil War, a number of Alderaanians also established their presence on the planet of Espirion, which was known for being open to refugees and wanderers. There, they intermarried with the natives, a species of red-skinned humanoids with tapered ears. As a result, a population of half-Alderaanians, exhibiting non-human characteristics, arose on Espirion.





### ❖ HUMAN, ALDERAANIAN

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

#### **Story Factors:**

- *Pacifists:* Alderaanians are fundamental pacifists that have difficulty even conceiving of violence against other beings, urging conversation and understanding over conflict.

**Move:** 10/12

**Size:** 1.5-2.0 meters tall

**Source:** Star Wars Rebels 101 “Droids in Distress”, 113 “Fire Across the Galaxy” (Appears in hologram), 210 “A Princess on Lothal”, wookieepedia, Star Wars the Roleplaying Game REUP “Standard Human” (p.278-279).

### **HUMAN, MANDALORIAN**

Mandalorian refers to the people of the planet Mandalore. Mandalorians also live on the moon of Mandalore, Concordia, Kalevala and the planet Concord Dawn. Mandalore has a warrior past but, by the time of the Clone Wars, adopted the pacifist ideals of the New Mandalorian government, led by Duchess Satine Kryze. This philosophy would lead to conflict with Death Watch, a group of Mandalorians who want to return to their culture’s warrior ways.

After the rise of the Galactic Empire, the people of Mandalore live under the rule of the Empire, while other Mandalorians live on worlds such as Concord Dawn or throughout the galaxy.

Mandalorian clan structure is like a pyramid, with the ruler or Mand’alor at the top and the Protectors enforcing their rule. Below them are the political factions known as Houses, made up of family Clans. For example, House Vizsla was comprised of Clan Vizsla and its allies like Clan Wren.

Mandalorians have a strong code of honor: the code could be invoked to settle disputes with one-on-one combat that would conclude with the death of one opponent. However, some in House Vizsla refused to accept non-Mandalorians like Darth Maul becoming ruler of Mandalore through such traditions.

Mandalorian armor’s signature motifs include helmets with ‘T’-shaped visors, jetpacks, flamethrowers and whipcord throwers. Generally favoring WESTAR-35 blaster pistols and Z-6 jetpacks, which could fire a single missile.

Cubism was a popular Mandalorian art movement during the Clone Wars, though after the conflict, paintings that had depicted the awfulness of war were used to promote and glorify it instead. Mandalorians typically preferred strong angled and hexagonal lines, such as diamond and honeycomb shapes, in their architecture, vehicles, clothing and even haircuts.

By the Clone Wars, the Mandalorians had mostly rejected their martial ancestral ways, but maintained the Mandalorian royal guard in addition to a police force and secret service, who wielded electropoles and shields.

Mandalorians speak Mando’a as well as Basic. Mando’a has a different typeface to Aurebesh.

### ❖ HUMAN, MANDALORIAN

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D



### Story Factors:

- *Honor Code:* To a Mandalorian, honor is life. The strict code of the Mandalorian philosophy must always be followed. Canny and determined fighters, willing to protect their family/clan honor or cause, sometimes refusing to surrender even in the face of certain defeat.
- *Family Bonds:* Mandalorians have a strongly developed sense of clan/family honor.

**Move:** 10/12

**Size:** 1.5-2.0 meters tall

**Source:** Star Wars Rebels 100B “Art Attack”, 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, 103 “Rise of the Old Masters”, 104 “Breaking Ranks”, 105 “Out of Darkness”, 106 “Empire Day”, 107 “Gathering Forces”, 108 “Path of the Jedi”, 109 “Idiot’s Array”, 110 “Vision of Hope”, 111 “Call to Action”, 112 “Rebel Resolve”, 133 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, 203 “Always Two There Are”, 204 “Brothers of the Broken Horn”, 205 “Wings of the Master”, 206 “Blood Sisters”, 207 “Stealth Strike”, 208 “The Future of the Force”, 209 “Legacy”, 210 “A Princess on Lothal”, 211 “The Protector of Concord Dawn”, 212 “Legends of the Lasat”, 213 “The Call”, 214 “Homecoming”, 215 “The Honorable Ones”, 216 “Shroud of Darkness”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, 219-220 “Twilight of the Apprentice”, wookieepedia, Star Wars the Roleplaying Game REUP “Standard Human” (p.278-279).

## HUMAN, REPUBLIC CLONE

Highly-trained soldiers in the Grand Army of the Republic. Bred from the genetic template of the bounty hunter Jango Fett, clone troopers represented the latest evolution in galactic warfare at the time, largely due to their superiority over battle droids. Their formal introduction as the Republic’s new military force coincided with the outbreak

of a galaxy-wide civil war; various members of the Republic attempted to secede from the galactic government in order to form the breakaway state known as the Confederacy of Independent Systems. The ensuing conflict—the gained its name from the clones who made their debut in the first full scale war since the formation of the Republic.

For three years, clone troopers served under the leadership of the Jedi as they defended the Republic against the Separatist forces. Although the clones repeatedly demonstrated their loyalty to the Jedi and the Republic, often by sacrificing their lives in the Clone Wars, they were in fact the secret weapon of the Sith. In spite of their efforts to save the Republic, the clone troopers ultimately played an integral part in the annihilation of the Jedi Order and the rise of the Sith-controlled Galactic Empire. The clone troopers who served the Republic became known as Imperial stormtroopers, enforcing the rule of Emperor Palpatine during the early years of the New Order. As a result of their accelerated aging process, the clones were ultimately decommissioned and replaced by recruits several years before the Battle of Yavin.

Clone troopers are remembered—particularly by Imperial military officers—for their role in the formation of the Empire and reputation as soldiers. During the Age of the Empire, Admiral Brom Titus credited the clones for putting the Imperial regime in power.

The basic clone trooper is bred for obedience and military discipline. This can stifle players who want more free will. Instead, the player could choose to play an ARC Trooper or Republic clone commando; both unit types are clones based on the original Jango Fett template, but they have more of Fett’s personality and fewer behavioral restrictions than standard clone troopers. They receive special training better suited to heroic careers, and many have destinies that stretch out beyond the Clone Wars. Note that this set of stats is for use by player characters or major gamemaster characters.



### ❖ HUMAN, REPUBLIC CLONE

**Attribute Dice:** Add 2D to the stats below, without adding more than 2 pips to any single attribute.

**DEXTERITY 3D**  
**KNOWLEDGE 2D+1**  
**MECHANICAL 2D+2**  
**PERCEPTION 2D+1**  
**STRENGTH 3D**  
**TECHNICAL 2D+1**

**Special Abilities:**

- *Military Training:* All clones go through intensive military training throughout their formative years. At character creation only, clone characters receive an extra 2D to spend on military-related skills.

**Story Factors:**

- *Obedient:* Clones are conditioned to obey their superior's orders without question, loyally following the chain of command.
- *Loyal:* Clones are genetically engineered to be predisposed towards loyalty. Sheev Palpatine used this to great advantage during the Clone Wars and during the formation of the Galactic Empire, exercising influence over – and secret control of – the clone army.
- *Accelerated Growth:* Clones age twice as fast as normal humans.

**Move:** 10/12

**Size:** 1.83 meters tall

**Source:** Star Wars Rebels 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, 203 “Always Two There Are”, 204 “Brothers of the Broken Horn”, 205 “Wings of the Master”, 207 “Stealth Strike”, 209 “Legacy”, 211 “Protector of Concord Dawn”, 215 “The Honorable Ones”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, 219-220 “Twilight of the Apprentice”, wookieepedia, stats by +Oliver Queen and Pietre Valbuena with suggestions by others in the Star Wars D6 G+ community, Star Wars the Roleplaying Game REUP “Republic Clone” (p.279).

### ITHORIAN

Ithorians are tall humanoids whose appearance leads many to refer to them colloquially as “Hammerheads.” Peaceful and gentle, Ithorians are widely recognized as talented artists, brilliant agricultural engineers, and skilled diplomats.

Ithorians are perhaps the greatest ecologists in the galaxy, devoting their technology to preserving the natural beauty of their homeworld's jungles. They live in “herds,” dwelling in cities that hover above the surface of their planet and striving to maintain the ecological balance in the “Mother Jungle.”

Ithorians also travel the galaxy in massive “herd ships,” masterpieces of environmental engineering that carry a perfect replica of their native jungle. Many look forward

to trading for the exotic wares the Ithorians bring from distant planets.

Ithorians tend to be calm, peaceful, tranquil, and gentle.

Ithorians are humanoid, ranging in height from 1.8 to 2.3 meters tall, with long necks that curl forward and end in dome-shaped heads. They have two mouths, one on each side of their neck, producing a stereo effect when they talk.

### ❖ ITHORIAN

**Attribute Dice:** 12D

**DEXTERITY 1D/3D**  
**KNOWLEDGE 2D+2/5D**  
**MECHANICAL 1D/2D**  
**PERCEPTION 1D+1/4D**  
**STRENGTH 1D/3D**  
**TECHNICAL 1D/2D+1**

**Special Skills:**

Knowledge Skills:

- *Agriculture:* Time to use: at least one standard week. The character has a good working knowledge of crops and animal herds, and can suggest appropriate crops for a type of soil, or explain why crop yields have been affected.
- *Ecology:* Time to use: at least one standard month. The character has a good working knowledge of the interdependent nature of ecospheres, and can determine how proposed changes will affect the sphere. This skill can be used in one minute to determine the probable role of a life form within its biosphere: predator, prey, symbiote, parasite or some other quick description of its ecological niche.

**Story Factors:**

- *Herd Ships:* Many Ithorians come from herd ships, which fly from planet to planet trading goods. Any character from one of these worlds is likely to meet someone that they have met before if adventuring in a civilized portion of the galaxy.

**Move:** 10/12

**Size:** 1.8-2.3 meters tall

**Source:** Star Wars Rebels 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, Star Wars Rebels Magazine UK #6 “Eyes on the Prize”, 106 “Empire Day”, 109 “Idiot's Array”, Servants of the Empire 3, 200 “The Siege of Lothal”, 108 “Future of the Force”, wookieepedia, Star Wars the Roleplaying Game REUP (p.297).





## JABLOGIAN

Jablogians have deep red skin and green eyes. They also have large heads and short limbs in proportion to their bodies. They have overweight torsos, blemished red skin, pointy ears, beady eyes, four fingers on each hand, and a big chin with a throat pouch.

**Homeworld:** Nar Kanji

**Example Names:** Azmorigan, Nazgorigan

### \* JABLOGIAN

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 1D/3D

**TECHNICAL** 1D/4D

**Move:** 6/8

**Size:** 1.5-1.7 meters

**Source:** Star Wars Rebels 109 “Idiot’s Array”, 204 “Brothers of the Broken Horn”, wookieepedia, stats by +Oliver Queen.

## LASAT

A humanoid sentient species native to the Outer Rim world of Lasan, though the species originated from the Wild Space region, on a planet called Lira San. They are thought to have been driven to the brink of extinction when their homeworld was devastated by the Galactic Empire, but there are actually millions living on their isolated, true homeworld.

### SOCIETY AND CULTURE

Within the species, those with fighting skills are highly respected, often being members of the Lasan High Honor Guard, a group of highly trained, highly intelligent warriors sworn to protect their homeworld of Lasan. Bo-rifles were a long standing tradition in Lasat culture, used exclusively by the Honor Guard of Lasan.

Facial hair was an important status symbol in Lasat culture. Those with green eyes and prominent purple stripes were considered to be attractive by others of their species.

They spoke Lasat, a language whose r’s were difficult to replicate by most other species.

On Lasan, time was measured by counting how many of their homeworld’s dust seasons they had survived through.

Juvenile Lasat were noted to climb tree branches.

The Lasat believe in the Ashla, a “spirit of the galaxy” a personification of The Force and some seem to have a strong connection to it. Able to see past and future through it, in a similar way to the Jedi.

### HISTORY

Lasats are native to the planet Lira San, beyond a collapsed star cluster in Wild Space. At an unknown point in time, a group of Lasats colonized the Outer Rim world of Lasan, and over the years their homeworld was reduced to myth. The Galactic Empire devastated Lasan, destroying the High Honor Guard, the royal family and killing nearly all members of the species, despite the attempts of the Wookiees to prevent the massacres, often at the cost of their own lives. Since then, Lasats are rarely seen in the galaxy, and none remained on their homeworld. In their conquest of Lasan, T-7 ion disruptor rifles were used extensively by the Galactic Empire. This led to a strong hatred and distrust of such weapons by Lasats. Many of those who survived the fall were enslaved by the Empire.

Following this, Lasat culture fell into decline, with few remaining who could properly speak their native tongue, and the bo-rifle became, like the lightsaber of the Jedi Order, another symbol of a dying age.

In 4 BBY, three of the last remaining Lasats in the wider galaxy embarked on a quest to find the legendary Lira San with the help of the Rebellion. They succeeded, using ancient Lasat technology in a Bo-Rifle to shield the freighter from being torn apart by the collapsed star cluster blocking their way, and with help from the rebels, guided them through the Force to the true homeworld. The Lasats in the wider galaxy regained contact with their original homeworld and Lira San became a safe haven for survivors of the Lasan genocide.

### LASATS IN THE GALAXY

Following the fall of Lasan, very few Lasats are left in the galaxy, and of those who survive, most are enslaved by the Empire. A notable Lasat was Garazeb “Zeb” Orrelios, a former member of the Lasan High Honor Guard. The destruction of his homeworld by the Empire motivated him to become a member of a rebel cell based off the planet Lothal and fight to end the Empire’s tyranny. His grandmother was another of the few Lasat that survived the genocide.

With their destruction in the wider galaxy, the majority of the Lasat species now reside on their origin world of Lira San in Wild Space.

Because of their scarcity and similarities in size and strength, the ignorant sometimes mistook Lasats for Wookiees. While some Lasats felt indebted to the Wookiees for them helping fight the Empire during the fall, they

despised such comparisons, as they felt that it didn't do their own species justice.

**Physical Description:** A humanoid sentient species, Lasats are notable for their impressive height, strength, and agility, with their muscular digitigrade legs enabling them to run faster, jump higher and farther, and move more quietly than humans. They have the strength to open a powered down blast door. Their large finger pads and prehensile toes assist them in climbing. In addition, their large eyes and ears afford them superior sight and hearing over humans. 2 meters tall was considered to be a below average height for a Lasat. The fur patterns of a Lasat varied from individual to individual, and could change suddenly as they aged. Some humans considered a Lasat's strong odor unbearably offensive.

**Homeworld:** Lasan (adopted), Lira San

**Languages:** Lasat

**Example Names:** Chava, Garazeb Orrelios, Gron

**Adventurers:** Garazeb Orrelios, a soldier and rebel.

### \* LASAT

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D+2/3D+1

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/3D

**STRENGTH** 2D+2/5D+2

**TECHNICAL** 1D/3D

#### Special Abilities:

- *Prehensile Toes:* due to their unique physiology, Lasat gain a +1D bonus to their climbing rolls. Lasat toes are very strong, allowing them to pick up items equal to their normal carrying capacity, but lack any fine motor control.
- *Darkvision:* Lasat have highly developed night vision allowing them to see in dark without penalty up to 50 meters.
- *Digitigrade Legs:* +2 modifier to jump and running skill checks.
- *Acute Senses:* +2 modifier to hearing and vision skill rolls.

#### Story Arc:

- Because of their similarities in size and strength, the ignorant sometimes mistake Lasats for Wookiees. Lasat despise such comparisons as they felt that it didn't do their own species justice.
  - Some Lasats feel indebted to Wookiees for attempting to prevent, often at



the cost of their own lives, the Lasat Massacres.

- Lasat are rarely seen throughout the galaxy since the Imperial bombardment and near eradication of the species in retaliation for not submitting to Imperial dominance.
- In their conquest of the Lasat, the Galactic Empire used T-7 ion disruptors extensively. This led to a strong hatred and distrust of such weapons by Lasat.

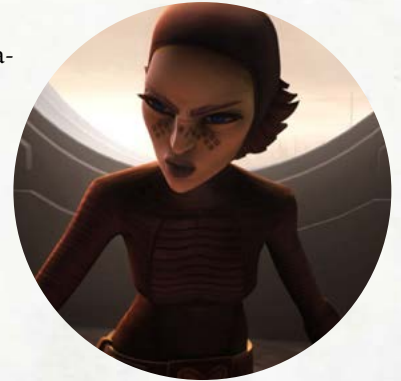
**Move:** 12/14

**Size:** 2.0-2.2 meters tall

**Source:** Star Wars Rebels animated-tv, stats by +Oliver Queen.

### MIRIALAN

A near-human species native to the planet Mirial. They have green to yellow skin and tattoos on their faces. The Mirialans are known for their spirituality and strong connection with the world around them.



### \* MIRIALAN

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Move:** 10/12

**Size:** 1.5-2.0 meters tall

**Source:** Star Wars Rebels 103 "Rise of the Old Master (appears in a hologram and as corpse), 203 "Always Two There Are", 108 "The Future of the Force", 109 "Legacy", 216 "Shroud of Darkness", 219-220 "Twilight of the Apprentice", Star Wars Rebels Magazine UK #16 "Ice Breaking", wookieepedia, Star Wars the Roleplaying Game REUP "Standard Human" (p.278-279).

### MON CALAMARI

Amphibious land-dwellers, the Mon Calamari share their Outer Rim homeworld with the aquatic Quarren. They tend to be soft spoken but vigorously defend causes that inspire them. Mon Calamari suffered under great oppression under the Galactic Empire; it was one of the first worlds to declare support for the Rebel Alliance.

Mon Calamari are widely recognized for their keen analytic and organizational abilities, and they have developed a reputation as being among the foremost ship designers in the galaxy.



They see everything they create as a work of art, not just as a tool or weapon.

Creative, quiet, and inquisitive, the Mon Calamari are dreamers who cherish peace but aren't afraid to fight for the causes they believe in.

The average Mon Calamari stands up to 1.8 meters tall. They have high-domed heads, large eyes, and smooth, mottled skin.

### MON CALAMARI

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+1

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D+1/3D+1

**PERCEPTION** 1D/3D

**STRENGTH** 1D/3D

**TECHNICAL** 1D+1/4D

#### Special Abilities:

- *Moist Environments:* When in moist environments, Mon Calamari receive a +1D bonus for all Dexterity, Perception, and Strength attribute and skill checks. This is only a psychological advantage.
- *Dry Environments:* When in very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty for all Dexterity, Perception, and Strength attribute and skill checks. Again, this is psychological only.
- *Aquatic:* Mon Calamari can breathe both air and water and can withstand the extreme pressures found in ocean depths.

#### Story Factors:

- *Enslaved:* Prior to the Battle of Endor, most Mon Calamari not directly allied with the Rebel Alliance were enslaved by the Empire and in labor camps. Imperial officials have placed a high priority on the capture of any "free" Mon Calamari due to their resistance against the Empire. Theirs was one of the first systems to declare their support for the Rebellion.

**Move:** 9/12 (walking); 8/10 (swimming)

**Size:** 1.3-1.8 meters tall

**Source:** Star Wars Rebels 205 "Wings of the Master", wookieepedia, Star Wars the Roleplaying Game REUP (p.299).

### MUUN

A thin, tall humanoid species native to Muunilist who ran the InterGalactic Banking Clan.

### MUUN

**Attribute Dice:** 12D

**DEXTERITY**

1D+1/4D

**KNOWLEDGE**

2D/4D+2

**MECHANICAL**

2D/4D+2

**PERCEPTION**

2D/4D+1

**STRENGTH**

1D+1/3D+2

**TECHNICAL** 2D+2/5D+1

#### Special Abilities:

- *Businessmen:* At character creation only, Muun characters get 1D for every pip added to value, bureaucracy or business. Additionally, they get a +1D bonus to bargain rolls.

**Move:** 10/12

**Size:** 1.9 meters tall on average

**Source:** Star Wars Rebels Magazine UK #5 "Return of the Slavers", wookieepedia, Alien Stats (p.100).



### RODIAN

Rodians hail from the Tyrius star system in the Mid Rim, their homeworld humid and choked with heavy rain forests teeming with dangerous life forms. In this hostile environment, the Rodians evolved into brutal hunters and killers to survive. As a result, Rodian culture centers around the concept of "the hunt." Their art glorifies violence and the act of stalking prey. The more intelligent and dangerous a hunter's prey, the more honorable the hunt. Rodians have numerous annual festivals that exist solely to honor such activities.

Since joining the rest of the galaxy's spacefaring species, the Rodians have come to view bounty hunting as the most honorable profession in existence, and many have found great success in this field.

Rodians tend to be violent, tenacious, and dedicated.

Humanoid, with multifaceted eyes, a tapered snout, and deep green skin, the average Rodian stands 1.6 meters tall.

### RODIAN

**Attribute Dice:** 12D

**DEXTERITY**

1D+2/4D+2

**KNOWLEDGE**

1D/3D

**MECHANICAL**

1D/2D+2



**PERCEPTION** 1D/3D+2  
**STRENGTH** 1D/4D+1  
**TECHNICAL** 1D/2D+1

**Story Factors:**

- *Reputation:* Rodians are notorious for their tenacity and their eagerness to kill intelligent beings for the sake of a few credits. Certain factions of galactic civilization (most notably criminal organizations, authoritarian/dictatorial planetary governments and the Empire) find Rodians to be indispensable employees, despite the fact that they are almost universally distrusted by other species. Whenever an unfamiliar Rodian is encountered, most other beings assume that it is involved in a hunt, and give the alien a wide berth.

**Move:** 10/12

**Size:** 1.5-1.7 meters tall

**Source:** Servants of the Empire 1, Star Wars Rebels 100B “Art Attack”, 100C “Entanglement”, 100 “Spark of Rebellion”, 102 “Fighter Flight”, Servants of the Empire 2, 106 “Empire Day”, 107 “Gathering Forces”, 109 “Idiot’s Array”, Servants of the Empire 3, 111 “Call to Action”, 112 “Rebel Resolve”, 204 “Brothers of the Broken Horn”, 213 “The Call”, 217 “The Forgotten Droid”, wookieepedia, Star Wars the Roleplaying Game REUP (p.300).

## SULLUSTAN

To survive the natural perils of their harsh, volcanic homeworld, the Sullustans evolved in the planet’s numerous caves. They prefer to dwell underground, constructing highly advanced cities of such great beauty that wealthy sightseers come from all over the galaxy to visit them. Living underground helped the Sullustans to develop acute senses, and they are renowned for their navigational and piloting skills.

This friendly, gregarious species enjoys interacting with unique, unusual, and interesting beings. When Old Republic scouts first visited their homeworld, the Sullustans quickly embraced galactic civilization. The Sullustan manufacturing company SoroSuub is one of the largest non-Human-owned interstellar corporations in the galaxy. In fact, the company is so powerful that it has become the official government of Sullust, and more than half of the planet’s population is on its payroll.

Sullustans tend to be pragmatic, pleasant, and fond of practical jokes.

Humanoid with large round eyes, big ears, and jowls, the average Sullustan stands 1.5 meters tall.

✳ **SULLUSTAN**

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D/2D+2

**MECHANICAL** 2D/4D+1  
**PERCEPTION**  
 1D/3D+1  
**STRENGTH**  
 1D/2D+2  
**TECHNICAL**  
 1D/3D+2

**Special Abilities:**

- *Enhanced Senses:* Sullustans have advanced hearing and vision. Whenever they make Perception or search checks involving vision in low-light conditions or hearing, they receive a +2D bonus.
- *Location Sense:* Once a Sullustan has visited an area, he always remembers how to return to the area — he cannot get lost in a place that he has visited before. This is automatic and requires no die roll. When using the astrogation skill to jump to a place a Sullustan has been, the astrogator receives a bonus of +1D to his (or her) die roll.

**Move:** 10/12

**Size:** 1-1.8 meters tall

**Source:** Servants of the Empire 3, Star Wars Rebels Magazine UK #6 “Eyes on the Prize”, wookieepedia, Star Wars the Roleplaying Game (p.301).

## TALZ

The Empire subjugated the Talz very early in the Dark Times. The New Order wasted no time in secretly enslaving the race and forcing them to mine the mineral wealth of Alzoc III. The Talz did not understand the motives of their new masters, but they could do little but comply. Those few Talz who escaped hid themselves among the fringes of the galaxy, lest the Imperials send them back to their homeworld. A previously unknown colony of Talz thrived on Orto Plutonia for some time, before coming into conflict with the Pantorans. During this time, almost no one in the galaxy at large knew that the Talz even existed.

Although primitive, the Talz are quick learners and take to technology quite well. Their two sets of distinctive eyes allow them to see in bright light and the other in total darkness. Their thick fur is suited to the frigid temperatures of Alzoc III.

Talz are gentle, kindhearted, and slow to anger.

A Talz is completely covered in shaggy white fur. Each one has four black eyes, plus a proboscis for talking and eating, and two large hands with sharp talons.





### \* TALZ

**Attribute Dice:** 11D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D

**PERCEPTION** 2D+1/4D+1

**STRENGTH** 2D+2/4D+2

**TECHNICAL** 1D/3D

#### Story Factors:

- *Enslavement:* One of the few subjects which will drive a Talz to anger is that of the enslavement of their people. If a Talz has a cause that drives its personality, that cause is most likely the emancipation of its people.

**Move:** 8/10

**Size:** 2-2.2 meters tall

**Source:** Star Wars Rebels Magazine UK #5 “Return of the Slavers”, wookieepedia, Star Wars the Roleplaying Game REUP (p.301-302).

### THRADIAN

A species of humanoid sentients from Thrad. They have yellow skin, full black eyes, and annulated appendages that grow from the top of their skulls.

### \* THRADIAN

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Move:** 10/12

**Size:** 1.5-2.0 meters tall

Use the stats for humans, Star Wars the Roleplaying Game REUP (p.278-279).

**Source:** Star Wars Rebels Magazine UK #9 “Senate Perspective”, #14 “No Sympathy”, wookieepedia, Star Wars the Roleplaying Game REUP “Humans”(p.278-279).

### TERRELIAN JANGO JUMPER

Blue-skinned, red-haired humanoids, Terrelians are gifted with impressive physical abilities that make them natural athletes, included being capable of running great distances at great speeds for long periods of time, and being able to jump vast distances, comparable to the Force-enhanced jumps employed by members of the Jedi Order.

**Homeworld:** Terrelia

**Languages:** -

**Example Names:** Cassie Cryar, Eighth Brother, Lika

### \* TERRELIAN JANGO JUMPER

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D+2

**TECHNICAL** 1D/3D

#### Special Abilities:

- *Athletic:* +2D modifier to running and stamina skill rolls.
- *Leaper:* Terrelian Jango Jumper are amongst the galaxies best jumpers (+3D)



modifier to jumping skill rolls). The character uses his normal climbing/jumping skill to perform the jump, but uses the special table below to determine difficulties. At the gamemaster's discretion, a failed climbing/jumping roll might mean the Terrelian Jango Jumper fails to achieve the desired height or distance, fails to properly cushion his landing and suffers normal falling damage, or both.

Height Jumped	Jumping Difficulty
0-1 meter	Very Easy
1-2 meters	Easy
3-4 meters	Moderate
5-8 meters	Difficult
9-15 meters	Very Difficult
16-20 meters	Heroic
21-30 meters	Heroic+

Add +5 to the difficulty for every additional 5 meters. If the character is simply jumping downwards, with no upwards movement, reduce jumping difficulty by one level. Add +1 to the difficulty per meter of horizontal distance jumped.

**Move:** 12/14

**Size:** 1.65-1.75 meters tall, 50 kilograms

**Source:** Star Wars Rebels 219-220 "Twilight of the Apprentice", wookieepedia, Star Wars the Roleplaying Game REUP "Force Jump" (p.167), stats by +Oliver Queen.

## TOGRUTA

Togruta are natives of the planet Shill, a world of dense forests, wild scrublands, and ever-growing urban areas. The most striking features of Togruta are their brightly colored horns, head, tails, and skin. These patterns serve as a sort of camouflage that helps them stalk prey through the red and white, meter-tall turu-grass of the scrublands.

Togruta are natural pack hunters and work effectively in large groups. Individualism is generally discouraged, but despite this fact, most Togruta leaders gain power and prestige through expressions of individuality.

Outsiders often believe that Togruta are venomous. Although no one knows how this rumor was started, Togruta do use their sharp incisors to kill one of their favorite meals, the small, rodent-like thimiar. Outsiders who witness this event could mistake the thimiar's death throes for the result of poisoning.

Togruta are social, outspoken, perceptive and attentive. They prefer to work in



groups and are adept at complex social interaction within a known group.

A Togruta has an oval face flanked by striped, curved horns and a long head tail. Elaborate red and white patterns adorn the face, while a Togruta's body and limbs display red and white stripes.

## ✳ TOGRUTA

**Attribute Dice:** 13D

**DEXTERITY** 2D/4D+2

**KNOWLEDGE** 2D/4D+1

**MECHANICAL** 1D/4D

**PERCEPTION** 2D/4D+1

**STRENGTH** 1D/3D+2

**TECHNICAL** 1D/4D

### Story Factors:

- *Group Oriented:* Togruta work well in large groups, and individualism is seen as abnormal within their culture. When working as part of a team to accomplish a goal, Togruta characters are twice as effective as normal characters (i.e., they contribute a +2 pip bonus instead of a +1 pip bonus when aiding in a combined action; see the rules for Combined Actions).

**Move:** 10/12

**Size:** 1.7-1.9 meters tall

**Source:** Star Wars Rebels Magazine UK #1 "Ring Race", Star Wars Rebels Magazine UK #4 Kallus' Hunt", 113 "Fire Across the Galaxy", Star Wars Rebels Magazine UK #12 "Ocean Rescue", 200 "The Siege of Lothal", 201 "The Lost Commanders", 202 "Relics of the Old Republic", 208 "Future of the Force", 216 "Shroud of Darkness", 218 "The Mystery at Chopper Base", 219-220 "Twilight of the Apprentice", wookieepedia, Star Wars the Roleplaying Game REUP (p.302), tweaks by +Oliver Queen.

## TWI'LEK

From the dry, rocky world of Ryloth, Twi'leks have made a place for themselves along the galactic rim. These tall, thin humanoids include a variety of distinct sub-races, but are all instantly recognizable by the tentacular "head-tails" (called lekku) that protrude from the backs of their heads.

Sly, calculating beings, Twi'leks prefer to avoid trouble and stick to the shadows until an opportunity to act without undue danger to themselves presents itself. Their entrepreneurial spirit leads them to positions of influence,



and Twi'lek corporate executives and ambassadors are no less common than unscrupulous Twi'lek freighter captains and crime lords.

Twi'leks are calculating, pragmatic, and charismatic people. Generally, they try to avoid being swept up in conflict, preferring instead to duck into the shadows where they can observe, plan, and prepare to profit from the outcome.

Humanoids with long head-tails, the average Twi'lek stands 1.8 meters tall. Skin tones include white, green, blue, red, and orange, among others.

### ❖ **TWI'LEK**

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D+1

**KNOWLEDGE** 1D/4D

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/4D+2

**STRENGTH** 1D/3D+2

**TECHNICAL** 1D/3D

#### **Special Abilities:**

- *Lekku:* Twi'leks can use their head-tails to communicate in secret with each other, even if in a room full of individuals. The complex movement of the tentacles is, in a sense, a "secret" language that all Twi'leks are fluent in.
- *Skill Bonus:* At the time the character is generated only, the character receives 2D for every 1D placed in the persuasion skill.

#### **Story Factors:**

- *Slavery:* Slavery is so ingrained as the main trade of Ryloth, that most Twi'leks are generally thought to be either a slave or consort of some kind, and often treated as second class citizens, this is especially true in Hutt space.

**Move:** 10/12

**Size:** 1.6-2.0 meters tall

**Source:** Star Wars Rebels 100A "The Machine in the Ghost", 100B "Art Attack (voice only), Ezra's Gamble, 100 "Spark of Rebellion", 101 "Droids in Distress", 102 "Fighter Flight", 103 "Rise of the Old Masters", 104 "Breaking Ranks", 105 "Out of Darkness", 106 "Empire Day", 107 "Gathering Forces", 108 "Path of the Jedi", 109 "Idiot's Array", 110 "Vision of Hope", 111 "Call to Action", 112 "Rebel Resolve", 133 "Fire Across the Galaxy", 200 "The Siege of Lothal", 201 "The Lost Commanders", 202 "Relics of the Old Republic", 203 "Always Two There Are", 204 "Brothers of the Broken Horn", 205 "Wings of the Master", 206 "Blood Sisters", 207 "Stealth Strike", 208 "The Future of the Force", 209 "Legacy", 210 "A Princess on Lothal", 211 "The Protector of Concord Dawn", 212 "Legends of the Lasat", 213 "The Call", 214 "Homecoming", 215 "The Honorable Ones", 216 "Shroud of Darkness", 217 "The Forgotten Droid", 218 "The Mystery of Chopper Base", 219-220 "Twilight of the Apprentice", wookieepedia, Star Wars the Roleplaying Game REUP (p.303).

### **UGNAUGHT**

Are diminutive, porcine humanoids who have pink skin, upturned noses, white hair, and thick layers of jowls. They are strong and resilient, and their life-spans reach up to 200 standard years. Ugnaughts are divided into a tribal hierarchy. They favor the color red, whose presence tends to improve their work productivity.



Ugnaughts evolved on Gentes, a planet located in the Anoat system of the Outer Rim Territories. However, throughout history, many were sold into slavery and taken to new worlds to work as indentured servants. By the time of the Galactic Empire's blockade of the Anoat sector, few Ugnaught clans remained on Gentes, and slavers still raided their homes. Out of desperation, the porcine beings were forced to hide in the swamps and send out a distress signal, offering supplies to whoever would rescue them.

### ❖ **UGNAUGHT**

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 1D/3D

**MECHANICAL** 2D/4D

**PERCEPTION** 1D+2/3D+1

**STRENGTH** 2D/4D

**TECHNICAL** 1D/3D+2

**Move:** 10/12

**Size:** 1-1.6 meters tall

**Source:** Star Wars Rebels 100C "Entanglement", Ezra's Gamble, 100 "Spark of Rebellion", 102 "Fighter Flight", Servants of the Empire 2, 106 "Empire Day", 109 "Idiot's Array", Servants of the Empire 3, 111 "Call to Action", 200 "The Siege of Lothal", 204 "Brothers of the Broken Horn", 206 "Blood Sisters", 217 "The Forgotten Droid", wookieepedia, Galaxy Guide 2: Yavin and Bespin (p.74-76), Alien Anthology (p.110-111), Alien Stats (p.160).

### **WEEQUAY**

The Weequay are well-known throughout the galaxy for their violent tendencies and lack of individuality. Deeply spiritual, they worship a broad pantheon of deities, the most senior of which is





known as Quay. Zealous Weequay perform ritual sacrifices in Quay's honor, at times resorting to murder. Such incidents have done little to dispel their violent reputation.

Each Weequay carries a spherical totem through which Quay allegedly speaks. The totem is used in times of great need to guide the Weequay, providing spiritual answers to individual questions. In practice, the Weequay asks a question, shakes the device, and waits for the answer to appear. A Weequay treats the totem's advice seriously and becomes angry and violent if such advice is questioned or ridiculed.

Male Weequay ply the galaxy as thugs, mercenaries, and hired assassins, while female Weequay rarely, if ever, leave Sriluur. A Male Weequay who leaves Sriluur grows and cultivates a long braid, which is then shorn off upon his return to the homeworld in celebration.

Weequay who are born off-world or adopted into other societies at an early age often develop more individualistic personalities than their deep-rooted cousins.

Weequay are bullying, brooding, and superstitious by nature. Their culture does not assign names to individuals, as all Weequay are considered to be a part of the same whole. They maintain a sinister silence, refusing to speak in the presence of non-Weequay, preferring instead to use trusted intermediaries to do their talking for them. Those raised apart from traditional values find their own voices and seldom integrate well back into Weequay society.

Weequay are humanoids with thick, leathery skin that ranges in color from tan to dark brown. Their faces are lipless, with flat noses and a well-defined frill along each of their jowls. Males grow their black hair into long braids, while females are bald.

### ✳ WEEQUAY

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D

**KNOWLEDGE** 1D/3D+1

**MECHANICAL** 1D+1/4D

**PERCEPTION** 1D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 1D/3D+2

#### Special Abilities:

- *Short-Range Communication:* Weequays of the same clan are capable of communicating with one another through complex pheromones. Aside from Jedi sensing abilities, no other species are known to be able to sense this form of communication. This form is as complex and clear to them as speech is to other species.
- *Energy Resistance:* Weequays have developed tough, leathery skin that allows them to better endure the harsh conditions of their homeworld, Sriluur, while also granting some measure of natural resistance to

blaster-fire. Weequays gain a +2 bonus to Strength to resist energy damage, including the effects of severe weather and blaster weaponry.

#### Story Factors:

- *Houk Rivalry:* Though the recent Houk-Weequay conflicts have been officially resolved, there still exists a high degree of animosity between the two species.

**Move:** 10/12

**Size:** 1.6-1.9 meters tall

**Source:** Star Wars Rebels 204 "Brothers of the Broken Horn", 212 "Legends of the Lasat", wookieepedia, Star Wars the Roleplaying Game REUP (p.305), tweaks by +Oliver Queen and +Pietre Valbuena.

## WOOKIEE

Wookiees are widely recognized as one of the strongest and fiercest intelligent species in the galaxy. Wookiees have many customs and traditions that revolve around honor and loyalty, including the special bond called the honor family and the sacred pledge called the life debt. A Wookiee never uses his or her climbing claws in combat; doing this is considered dishonorable and a sign of madness.

Wookiees tend to be honorable, rash, loyal, and short-tempered.

Wookiees are large furry bipeds ranging in height from 2 to 2.3 meters.

### ✳ WOOKIEE

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D+2

**KNOWLEDGE** 1D/2D+1

**MECHANICAL** 1D/3D+2

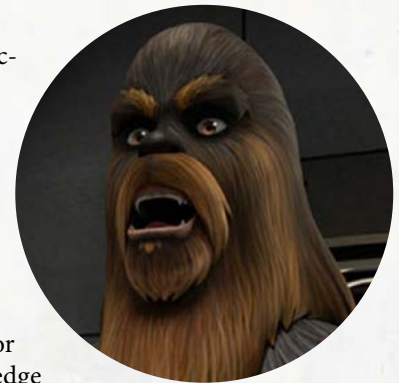
**PERCEPTION** 1D/2D+1

**STRENGTH** 2D+2/6D

**TECHNICAL** 1D/3D+1

#### Special Abilities:

- *Berserker Rage:* If a Wookiee becomes enraged (the character must believe himself of those to whom he has pledged a life debt to be in immediate, deadly danger) the character gets a +2D bonus to Strength for purposes of causing damage while brawling (the character's brawling skill is not increased). The character also suffers a -2D penalty to all non-Strength attribute and skill checks.



When trying to calm down from a berserker rage while enemies are still present, the Wookiee must make a Moderate Perception total. The Wookiee suffers a -1D penalty to Perception and rolls a minimum of 1D for the check (therefore, while most Wookiees are enraged, they will normally have to roll a “6” with their Wild Die to be able to calm down). Please note that this applies to enemies. Close friends of the Wookiee can coordinate with the Wookiee to make this easier.

After all enemies have been eliminated (knocked unconscious, captured, killed or somehow otherwise restrained or stopped), the character must only make an Easy Perception total (with no penalties) to calm down.

Wookiee player characters must be careful when using Force points while in a berserker rage. Since the rage is clearly based on anger and aggression, using Force Points will almost always lead to the character getting a Dark Side Point. The use of the Force Point must be wholly justified not to incur a Dark Side Point.

- *Climbing Claws:* Wookiees have retractable climbing claws which are used for climbing only. They add +2D to their climbing skill while using the claws. Any Wookiee who intentionally uses his claws in hand-to-hand combat is automatically considered dishonorable by other members of his species, possibly to be hunted down — regardless of the circumstances.

#### Story Factors:

- *Reputation:* Wookiees are widely regarded as fierce savages with short tempers. Most people will go out of their way not to enrage a Wookiee.
- *Enslaved:* Prior to the defeat of the Empire, almost all Wookiees were enslaved by the Empire, and there was a substantial bounty for the capture of “free” Wookiees.
- *Language:* Wookiees cannot speak Basic, but they all understand it. Nearly always, they have a close friend who they travel with who can interpret for them... though a Wookiee’s intent is seldom misunderstood.
- *Honor:* Wookiees are honor-bound. They are fierce warriors with a great deal of pride and they can be rage-driven, cruel and unfair — but they have a code of honor. They do not betray their species or desert a friend. They may break the “law”, but never their code. The Wookiee Code of Honor is as stringent as it is ancient. Atonement for a crime against Honor is nearly impossible — it is usually only achieved posthumously. But Wookiees falsely accused can be freed of their dishonor, and there are legends of dishonored Wookiees “coming back”. But those are legends...

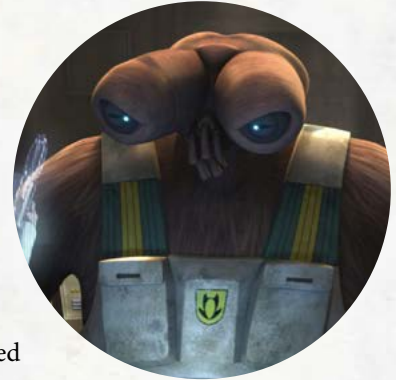
**Move:** 11/15

**Size:** 2-2.3 meters tall

**Source:** Star Wars Rebels 100 “Spark of Rebellion”, Ezra’s Gamble, 112 “Rebel Resolve” (mentioned only), Star Wars Rebels Magazine UK #5 “Return of the Slavers”, wookieepedia, Star Wars the Roleplaying Game REUP (p.306).

## YUSHYN'S SPECIES

Brown furred humanoid, two protruding eyes with horizontally closing eyelids, and several small tentacle-like appendages that surround their mouth. The species is capable of speaking Basic and can breathe unfiltered Clouzon-36 gas.



### ❖ YUSHYN'S SPECIES

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/3D

**PERCEPTION** 1D/3D+2

**STRENGTH** 2D+2/4D+2

**TECHNICAL** 1D/3D

**Move:** 9/12

**Size:** 1.8-2 meters tall

**Source:** Star Wars Rebels 213 “The Call”, wookieepedia, stats by +Oliver Queen.

## ZABRAK

The Zabrak are an early spacefaring race distinguished by patterns of vestigial horns on their heads. Zabrak hail from many worlds and have been spacefarers for so long that they define themselves and each other according to their colony of origin.

The harshness of Iridonia, their homeworld, forged in the Zabrak an iron will to survive. Driven to escape their world, they sought to obtain the knowledge of space flight. When Duros scouts began exploring the Mid Rim Territories, they encountered Zabrak in eight sovereign colonies in five different systems. Though subjugated under the harsh rule of the Empire, the Zabrak colonies eventually regained their independence.





Although most male Zabraks live on the Zabrak colony worlds, some live on Dathomir under the rule of the Nightsisters. These Zabrak are known as the Nightbrothers and are bred with the Nightsisters. The Nightbrothers usually go under the name “Dathomirian”.

Zabrak possess a great amount of confidence, and they believe that there is nothing they can't accomplish. While this innate attitude could lead to feelings of superiority, most Zabrak don't look down on others. They believe in themselves and are proud and strong, but they rarely project any negativity toward those of other species.

Zabrak tend to be dedicated, intense, and focused, sometimes appearing obsessive and single-minded to other species.

Zabraks are considered to be proud, self-determined and even arrogant to some, yet they nevertheless are one of the most independent species in the galaxy.

Humanoid, distinguished by patterns of vestigial horns atop their heads. The average Zabrak stands 1.8 meters tall.

### ✳ ZABRAK

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/4D  
**KNOWLEDGE** 1D+1/4D  
**MECHANICAL** 1D+1/4D  
**PERCEPTION** 1D+1/4D  
**STRENGTH** 1D+1/4D  
**TECHNICAL** 1D+1/4D

#### **Special Abilities:**

- **Hardiness:** Zabrak characters gain a +1D bonus to willpower and stamina skill checks, due to the harsh conditions of their upbringing and evolutionary history.

**Move:** 10/12

**Size:** 1.6 to 2.1 meters tall

**Source:** Star Wars Rebels 219-220 “Twilight of the Apprentice”, wookieepedia, Star Wars the Roleplaying Game REUP (p.307), tweak by +Oliver Queen and Pietre Valbuena.

## ZYGERRIAN

A humanoid species from Zygerria. They built a powerful empire by selling their slaves, until the Jedi of the Old Republic went to war with them and outlawed it. The Zygerrians attempted to openly revive their slave trade when they allied with the Confederacy of Independent Systems during the Clone Wars.

They are ruled by a monarchy, who is served by the Prime Minister and the Zygerrian royal guard. They patrol on the backs of flying brezaks and brandished electro-whips to control their slaves.

During the Age of the Empire, the Zygerrian MaDall established her own slaving operation, which collapsed when the Mandalorian rebel Sabine Wren freed her slaves.

Zygerrian ears inspired the hairstyle known as Zygerrian-style faux crests. The hairstyle was sported by Razoo Qin-Fee, a Kanjiklubber who once participated in an underground Zygerrian fighting circuit on Nar Kanji.

**Homeworld:** Zygerria

### ✳ ZYGERRIAN

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/3D+2  
**MECHANICAL** 2D/4D  
**PERCEPTION** 1D+1/3D+2  
**STRENGTH** 2D+2/4D+1  
**TECHNICAL** 2D/4D

#### **Special Abilities:**

- **Fighters:** During character creation only, Zygerrian characters get 2D for 1D placed in brawling and brawling parry.
- **Iron Will:** Zygerrians have great willpower and very strong convictions, gaining a +1D bonus to willpower rolls.

**Move:** 10/12

**Size:** 1.6-1.9 meters tall

**Source:** Star Wars Rebels Magazine UK #5 “Return of the Slavers”, Servants of the Empire 4: The Secret Academy (mentioned only), wookieepedia, D6 Conversion Galaxy at War (p.6).

# CHAPTER 6: CREATURES

## BONZAMI

Massive, quadrupedal creatures that thrive in frigid temperatures. They have plated spines, razor-sharp teeth, and armored heads with horned mouths. Their bodies are mostly covered in white fur, which allows them to blend in easily with their gelid environment in spite of their large size.

### ✳️ BONZAMI

**Type:** Quadruped predatory

**Habitat:** Ice caves

**Homeworld:** Bahryn

**DEXTERITY 1D+1**

**PERCEPTION 1D**

*Hide 3D+2, search 4D*

**STRENGTH 7D**

#### Special Abilities:

- *Bite:* Does STR+2 damage.
- *Gore Attack:* Can gore with its horn for STR+1D damage.
- *Natural Camouflage:* The white fur of the Bonzami gives it a +3D modifier to hide skill checks while in an arctic or similar environment.
- *Low Light Vision:* Bonzami can see twice as far as humans in dark conditions and receive a +2D modifier to Perception-related skill checks.

**Move:** 10

**Size:** 6 meters

**Scale:** Character

**Orneriness:** -

**Source:** Star Wars Rebels 215 “The Honorable Ones”, wookieepedia, stats by +Oliver Queen.

## CONVOR

Are a species of bird that can be found in several places across the galaxy, including the planets of Atollon and Malachor, as well as the moon of Wasskah.

They have two eyes, two wings, a beak, a prehensile tail, and a gold and brown plumage. In fact, convorees are very similar in appearance to Kiroos birds from the planet Kiroos, who also possess grabbing tails. The two species can be differentiated by the fact that Kiroos birds have purple and blue feathers instead of gold and brown.

Convorees are popular as pets throughout the galaxy. During the Clone Wars, a convor was being sold for 60 credits in the town of Pons Ora on the planet Abafar.

In the jungles of Wasskah, convorees work in pairs to fend off predators such as momongs, lifting those animals into the air together and then dropping them from the treetops. The convoree themselves feed mostly on insects and small rodents.

### ✳️ CONVOR

**Type:** Carnivorous bird

**Habitat:** Jungle

**Homeworld:** Antollon, Malachor, Wasskah

**DEXTERITY 2D**

*Dodge 4D+2, flight 4D*

**PERCEPTION 3D**

**STRENGTH 1D**



**Special Abilities:**

- *Prehensile Tail:* A Convor can use its long, strong tail to grip items or creatures.
- *Intelligence:* Convores are extremely smart for a creature. They quickly learn to understand spoken words and are easily trained.

**Move:** 20 meters (flying)**Size:** 0.5 meters**Scale:** Character**Orneriness:** -

**Source:** Star Wars Rebels 218 “Mystery at Chopper Base”, 219 “Twilight of the Apprentice Part 1”, wookieepedia, stats by +Oliver Queen.

**DACTILLION**

Are a large, flying species that inhabit Utapau and Shantipole. They can be used by sentient species as a means of transportation.

\* **DACTILLION****Type:** Reptavian**Habitat:** Canyons, sinkholes**Homeworld:** Utapau, Shantipole**DEXTERITY 3D+2***Flying 5D***PERCEPTION 2D+2***Search 4D***STRENGTH 7D***Climbing/jumping 8D***Special Abilities:**

- *Claws:* Do STR+2D damage, provide +1D to climbing.
- *Beak:* Does STR+2 damage.
- *Low Light Vision:* A dactillion can see twice as far as a normal human in poor lighting conditions (+2D to Perception-based skill rolls).
- *Cold-Blooded:* During nighttime, dactillions suffer a -2D penalty to all actions.

**Move:** 14 meters (flying), 6 meters (ground)**Size:** 6 meters, 24 meter wingspan**Scale:** Character**Orneriness:** 2D+2

**Source:** Star Wars Rebels 205 “Wings of the Master”, wookieepedia, D6 Conversion: The Clone Wars p.50, Tweaks by +Oliver Queen.

**DOKMA**

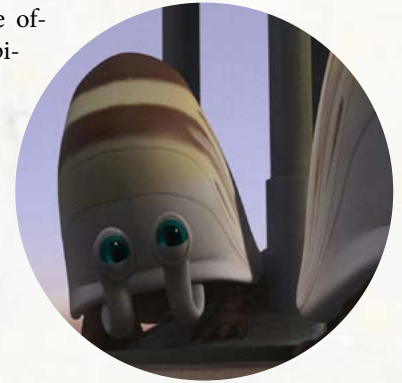
Are a type of creature native to Atollon. Timid creatures, they have a protective shell and two eyestalks. Dokma are often preyed upon by the spider-like krykna, also native to Atollon.

\* **DOKMA****Type:** Quadruped gastropod**Habitat:** Arid deserts and caves**Homeworld:** Atollon**DEXTERITY 1D****PERCEPTION 2D+1****STRENGTH 1D+2****Special Abilities:**

- *Carapace:* The dokma has a large shell that it can retreat into (+1D Strength versus physical attacks).

**Move:** 5**Size:** 0.25 meters**Scale:** Character**Orneriness:** -

**Source:** Star Wars Rebels 218 “The Mystery of Chopper Base”, wookieepedia, stats by +Oliver Queen.

**EEL (QUILA)**

Long-bodied fish that are found on planets throughout the galaxy.

\* **EEL****Type:** Ocean predator**Habitat:** Underwater**Homeworld:** Quila**DEXTERITY 4D****PERCEPTION 2D***Sneak 4D+2***STRENGTH 2D***Brawling: bite 4D, swimming 6D***Special Abilities:**

- *Teeth:* STR+1D, because of their exceptionally sharp teeth and barbed, hard, nodule near their noses, they ignore armor modifiers.

**Move:** 16**Size:** 1 to 1.2 meters in length**Scale:** Character

**Source:** Star Wars Rebels Magazine UK #12 “Ocean Rescue”, wookieepedia, stats by +Oliver Queen.



## GUNDARK

Gundarks are a widespread and robust species, known as one of the most dangerous creatures in the galaxy. Gundarks have four arms, broad hands and feet with opposable digits, ears nearly as wide as their heads, and a covering of short hair that ranges from brown to gray in color. They can be found the galaxy over, but most live in temperate climates. Gundarks are considered to be semi-sentient by most galactic authorities. As such, they are protected from exploitation, even after the Empire's rise to power. This protection does little to stop black market trade in gundarks, which is little better than slavery. Because of the gundarks' reputation as fearless and aggressive combatants, they are most often sold to underground gladiatorial arenas, or to hunters who see them as the ultimate sport. The primitive society of gundarks consists of small matriarchal family units. Multiple families sometimes gather together into tribes, allowing them to support one another. While the females hunt and gather food, the males construct homes and teach young gundarks how to fight. Defense of the home falls to the males, and it is a task they excel at.

### ✳ GUNDARK

**DEXTERITY 4D+2**

*Melee combat 7D*

**PERCEPTION 3D+2**

*Hide 5D+2, search 7D*

**STRENGTH 6D+2**

*Brawling 8D+1, climbing/jumping 8D*

#### Special Abilities:

- *Bite:* Does Strength +1D damage.
- *Crushing Attack:* If a gundark successfully grapples an opponent, it will crush for Strength +1D+1 damage on the following round.

- *Fearless:* Gundarks gain a +1D bonus to resist Intimidation and Force powers that cause fear.
- *Low Light Vision:* A gundark can see twice as far as a normal human in poor lighting conditions.
- *Track by Scent:* Gundarks receive a +3D bonus to Search: Tracking if scent plays a part.
- *Weapons:* Gundarks often wield weapons, such as clubs, which inflict Strength +2 damage.

**Move:** 12

**Size:** 1 to 2.5 meters tall, 1.5 meters on average.

**Source:** Star Wars Rebels Magazine UK #10 "Becoming Hunted", wookieepedia, Star Wars the Roleplaying Game REUP (p.324).

## JOOPA

Are non-sentient species that live deep below the surface of the dusty planet of Seelos. These worm-like creatures have a crown of bright red eyes, long pink tongues, and carapaces of rigid plates that cover their otherwise soft bodies. They lack teeth, which allow them to swallow their prey whole. They are particularly fond of Lasat meat. With their tongues, they can snatch their prey while remaining under the ground, but they will sometimes emerge from their hiding places to attack directly.

### ✳ JOOPA

**Type:** Carnivorous worm

**Habitat:** Salt deserts

**Homeworld:** Seelos

**DEXTERITY 2D**

*Burrowing 7D*

**PERCEPTION 1D**

*Hide 4D, search 3D+1*

**STRENGTH 5D+1**

*Brawling: grappling tongue 7D+1*

**Special Abilities:**

- **Tunneling:** The joopa can burrow through hard earth (but not rock) with a Move of 25.
- **Sense Vibrations:** Joopa are attuned to the vibrations of approaching objects in contact with the ground up to 300 meters away (roll a search skill check difficulty based on scale, the GM may give additional modifiers as appropriate to the scene. Walker: Very Easy, Speeder: Easy, Character: Moderate).
- **Armor:** +2D to resist physical damage.
- **Swallow Whole:** A joopa can swallow victims less than half its size. When the joopa makes a successful attack with its tongue (up to 35 meters), it will attempt to grasp its target. The target may make a difficult Strength or brawling parry roll. If the character's roll is higher, then the attempt to grasp is unsuccessful. Characters that have been grasped by the joopa are then pulled into its mouth during the next round. Characters can attempt to prevent themselves from being swallowed whole by making an opposed Strength or brawling check versus the Strength of the joopa. Swallowed creatures take STR damage each round from the creature's potent digestive juices (cannot be defended against, though some closed-system equipment may afford temporary protection).

**Story Arcs:**

- Joopa are extremely difficult to hunt as they burrow below the surface and cannot be seen. Some hunters have found that electropoles cause the joopa discomfort and can even force the creature to the surface (anytime a joopa rolls a 1 on the Wild die while resisting electropole, it will briefly surface at the beginning of the next round and begin attacking whatever is disturbing it).
- Joopa are rumored to love Lasat above all other prey (+1D modifier to search skill rolls if a lasat is within 300 meters).

**Move:** 10 (on land), 25 (underground)

**Size:** 26 meters long

**Scale:** Speeder

**Orneriness:** -

**Source:** Star Wars Rebels 201 "The Lost Commanders", wookieepedia, stats by +Oliver Queen with suggestions by Pietre Valbuena.

**KRYKNA**

Are predatory, spider-like creatures native to Atollon. They have durable skin and cocoon their prey in underground hives. They keep away from sensor markers, and their eyes are vulnerable to blaster bolts. Krykna feast primarily upon Dokma, and they can not be connected with through the Force.

\* **KRYKNA**

**Type:** Arachnid predator

**Habitat:** Arid deserts and caves

**Homeworld:** Atollon

**DEXTERITY** 2D

**PERCEPTION** 2D+2

**STRENGTH** 3D

*Brawling 4D+2, climbing/jumping 5D*

**Special Abilities:**

- **Mandibles:** Does STR+1D damage.
- **Six Legs:** Due to their number of legs, krykna receive a +2D modifier to climbing and +1D+1 to brawling.
- **Carapace:** The krykna's thick, rock textured carapace grants it +7D versus physical and energy attacks. The exposed head and eyes below the carapace are vulnerable points on the krykna (+2D difficulty modifier to hit, on result of Wounded or better the kryknas is incapacitated).
- **Natural Camouflage:** Krykna burrow into the ground during the warm days, blending into the natural desert and rocky areas of Atollon (+2D to hide sneak skill checks).
- **Darkvision:** Can see up to 20 meters in total darkness.
- **Webbing:** Kryknas can weave one web a round; creating up to three webs per standard hour. The abdominal sac typically holds up to 10 webs. Breaking out of the webbing is a Very Difficult Strength or lifting (or body/hull) task. Normal webbing lasts up to two hours, although kryknas can produce a preservative saliva that allows a web to last for several weeks. For every three webs weaved the scale increases one level, up to a max of starfighter.
- **Force Resistance:** Kryknas have an innate defense against Force-based mind manipulation techniques and roll double their Perception dice to resist such attacks.

**Story Arcs:**

- Krykna have highly developed senses and will avoid equipment or that gives off a strong signal, like perimeter sensor suites (within 5-10 meters radius).

**Move:** 8  
**Size:** 2.4 meters  
**Scale:** Character  
**Orneriness:** -

**Source:** Star Wars Rebels 218 “The Mystery of Chopper Base”, wookieepedia, stats by +Oliver Queen.



## LOTH-CAT

Are members of the tooka family and native to Lothal, often found in the grassy plains of the Outer Rim planet. They are small, temperamental creatures, and while at times friendly, are still able hunters with sharp teeth and claws. They feast on Loth-rats.

### ❖ LOTH-CAT (TOOKA)

**Type:** Feline predator  
**Habitat:** Grasslands  
**Homeworld:** Lothal

#### DEXTERITY 3D

*Dodge 4D+1*

#### PERCEPTION 2D+2

*Search 5D+2, sneak 6D+2*

#### STRENGTH 2D+2

*Brawling 4D, climbing/jumping 6D+2*

#### Special Abilities:

- *Bite:* STR+1D damage.
- *Claws:* STR+2 damage.
- *Pounce:* When pouncing on a target the Loth-cat's jumping and brawling are considered a single action, taking no MAPs and happening simultaneously.

**Move:** 13

**Size:** 0.46 meters tall, 0.94 meters long, 10 kilograms

**Scale:** Character

**Orneriness:** -

**Source:** Star Wars Rebels 103 “Rise of the Old Masters”, 106 “Empire Day”, 108 “Path of the Jedi”, 111 “Call to Action”, 112 “Rebel Resolve”, 209 “Legacy”, and 210 “A Princess on Lothal”, wookieepedia, stats by +Oliver Queen.

## PURRGIL

Are a species of massive, whale-like creatures that live in deep space, traveling from star system to star system. It was their natural ability to fly through hyperspace that inspired sentient beings to develop the hyperdrive technology. However, most spacers consider purrgil a pest due to their habit of approaching and flying into starships near their flight paths, and for ships crashing into their swarms during hyperspace travel. Numerous spacer deaths could be attributed to purrgil-related incidents, leading most spacers to fire upon them on sight.



Purrgil are large creatures with a streamlined, torpedo-shaped body, and a horizontally flattened head with two cloudy eyes placed on the sides of it. They look like a cross between a whale, a squid, and a stingray. They have four large hind tentacles, a single dorsal fin, and two side fins, all of which allow them to move gracefully across the vacuum of realspace. The skin of purrgil is smooth-looking, and often a bluish purple color. Their large mouths are filled with egg-shaped, irregularly implanted teeth. Some specimens have slender, whisker-like organs near the mouth.

In order to breathe, these space-whales need to inhale stores of a specific green gas, Clouzon-36. Once sufficiently provided with said gas, they can jump into hyperspace, an alternate dimension that could only be entered by traveling at lightspeed or faster.

Purrgil live in groups called flocks or swarms that could count up to eight individuals. Such groups are led by a bigger specimen, referred to as a Purrgil King. Although they show a certain degree of intelligence, the purrgil can unintentionally cause harm by crashing into starships, killing their occupants in the process.

Several millennia before the First Order-Resistance conflict, the purrgil's ability to travel through hyperspace inspired sentient beings to find their own way of entering that alternate dimension. After studying purrgil, sentient beings ended up inventing the hyperdrive.

Although few people actually witnessed their special ability to attain lightspeed, the purrgil became the stuff of legend for smugglers and pilots across the galaxy. However, due to their habit of unwittingly crashing into starships, the legendary space-whales came to be regarded as “a big, lumbering menace.”



### ✦ PURRGIL

**Type:** Deep space nuisance

**Habitat:** Deep space

**Homeworld:** -

**DEXTERITY** 3D

*Flight* 4D

**PERCEPTION** 1D

**STRENGTH** 5D

**Special Abilities:**

- *Natural Hyperspace Travel:* Purrgil have an innate ability to enter hyperspace (8x). This requires effort and requires them to store adequate natural stores for this. Requiring them to consume large quantities of Clouzon-36 or similar substance. It takes the Purrgil 2D rounds to enter hyperspace.
- *Instinctive Astrogation:* Purrgil require no time to calculate their destination and can even alter their destination while in hyperspace without error.

**Move:** 3 space

**Size:** 22 meters

**Scale:** Starfighter

**Orneriness:** 1D

**Source:** Star Wars Rebels 213 “The Call”, wookieepedia, stats by +Oliver Queen.

### TIBIDEE

Are a type of creature native to Stygeon Prime, though they could also be found on other mountainous Outer Rim planets, such as Oosalon. The creatures are able to fly through a combination of their giant wings and internal gasbags. They have green eyes and long tails, and can detect different frequencies. This led a group of tibidees to think that the jamming frequency of the Phantom, an attack shuttle, was a mating call. Though normally gentle, tibidees would attack anything they felt was threatening, including stormtroopers. They are remotely related to neebrays and mynocks, both of which were also pests to starships.

### ✦ TIBIDEE

**Type:** Herbivore flyer

**Habitat:** lower atmosphere, rocky cliffs

**Homeworld:** Stygeon, Oosalon

**DEXTERITY** 1D+2

**PERCEPTION** 2D

**STRENGTH** 5D+2

**Special Abilities:**

- *Chest Bump:* STR+3D

**Move:** 36 (flying)

**Size:** 16 meters long

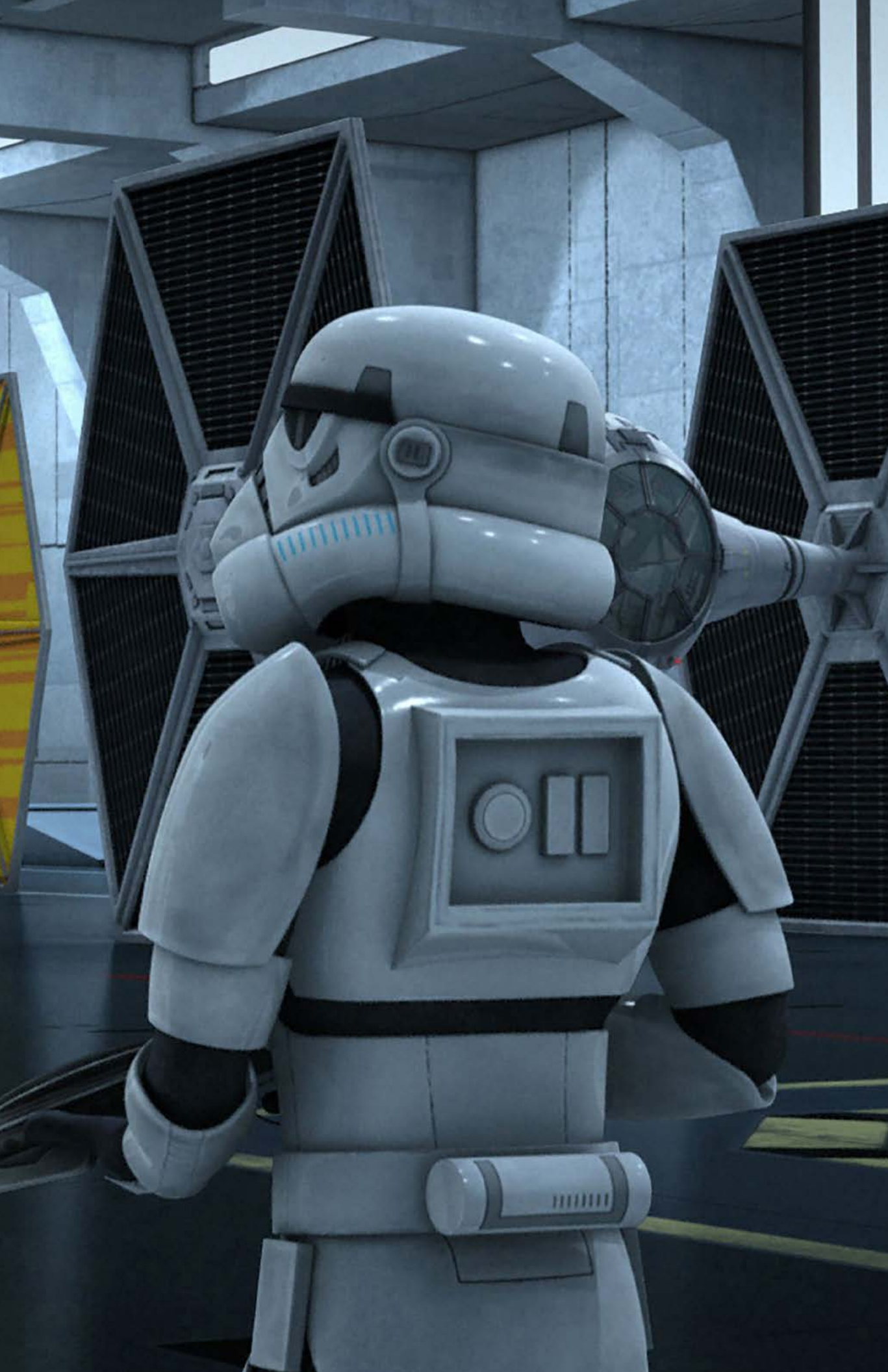
**Scale:** Speeder

**Orneriness:** 1D

**Source:** Star Wars Rebels 103 “Rise of the Old Masters”, 216 “Shroud of Darkness”, wookieepedia, stats by +Oliver Queen.







**FANTASTIC TECHNOLOGY**

# CHAPTER 7:

## NEW EQUIPMENT AND WEAPONS

### ENERGY WEAPONS

#### BLASTERS

##### BLURRG-1120 HOLDOUT BLASTER

A type of blaster that was popular among Twi'lek freedom fighters who used the weapon during the Clone Wars. The weapon featured nine firing modes, including single and double shot.

##### \* BLURRG-1120 HOLDOUT BLASTER

**Type:** Holdout blaster pistol  
**Scale:** Character  
**Skill:** Blaster  
**Ammo:** 30 (power packs: 25)  
**Cost:** 350  
**Availability:** 2, R or X  
**Fire Rate:** -  
**Range:** 3-10/20/35  
**Damage:** 4D

**Game Notes:** The character may make two shots as a single action. This counts as a single action but increases the task difficulty by one rank. If shooting at a single target make one roll, if shooting at two targets roll vs each.

**Source:** Source: Star Wars Rebels 100 "Spark of Rebellion", 101 "Droids in Distress", 105 "Out of Darkness", 109 "Idiot's Array", 110 "Vision of Hope", 111 "Call to Action", 113 "Fire Across the Galaxy", 200 "The Siege of Lothal", 214 "Homecoming", 218 "The Mystery of Chopper Base", wookieepedia, stats by +Oliver Queen.

##### DC-15 BLASTER RIFLE

The weapon of choice for the Galactic Republic's clone troopers in the Grand Army of the Republic. A version with a wooden stock was the standard weapon of the Senate Commandos. It was a larger and more powerful long-range alternative to the DC-15A.

##### \* DC-15

**Model:** BlasTech DC-15 Clone Rifle  
**Type:** Assault blaster rifle  
**Scale:** Character  
**Skill:** Blaster: blaster rifle  
**Ammo:** 300 (500 low power)  
**Cost:** 1,500  
**Availability:** 3, R or X

**Fire Rate:** 1D  
**Range:** 10-40/130/350  
**Damage:** 5D+1

**Source:** Star Wars Rebels 201 "The Lost Commanders", 202 "Relics of the Old Republic", wookieepedia, Weapons Stats (p.49).

##### DC-15A BLASTER RIFLE

A model of blaster used by the Grand Army of the Republic. While smaller than the larger DC-15 blaster rifle, both could be referred to as blaster rifles.

##### \* DC-15A

**Model:** BlasTech DC-15A Clone Rifle  
**Type:** Assault blaster rifle  
**Scale:** Character  
**Skill:** Blaster: blaster rifle  
**Ammo:** 300 (500 low power)  
**Cost:** 1,300  
**Availability:** 3, R or X  
**Fire Rate:** 1D  
**Range:** 3-30/100/300  
**Damage:** 4D+1

**Source:** Star Wars Rebels 204 "Brothers of the Broken Horn", wookieepedia, stats by +Oliver Queen.

##### DC-17 HAND BLASTER

A model of blaster pistol that was carried by most clone troopers during the Clone Wars, particularly high-ranking commanders, captains, and ARC troopers.

##### \* DC-17

**Model:** BlasTech DC-17 Blaster Pistol  
**Type:** Blaster pistol  
**Scale:** Character  
**Skill:** Blaster: blaster pistol  
**Ammo:** 50  
**Cost:** 500 (power packs: 25)  
**Availability:** 1, F, R or X  
**Fire Rate:** 1  
**Range:** 3-10/30/120  
**Damage:** 4D+2

**Source:** Star Wars Rebels 207 "Stealth Strike", 214 "Homecoming", 218 "Mystery at Chopper Base", wookieepedia, stats by +Oliver Queen.



## DL-18 BLASTER PISTOL

For decades, the DL-18 has been one of the galaxy's most prevalent blaster pistols. The basic design is the foundation for several of BlasTech's later designs. Inexpensive and allows for easy customization.

### ☛ DL-18

**Model:** BlasTech DL-18 Blaster Pistol

**Type:** Blaster pistol

**Scale:** Character

**Skill:** Blaster: blaster pistol

**Ammo:** 100

**Cost:** 500 (power packs: 25)

**Availability:** 1, F, R or X

**Fire Rate:** 1

**Range:** 3-10/30/120

**Damage:** 4D

### Game Notes:

- When performing repairs or upgrades +1D modifier to skill roll.

**Source:** Star Wars Rebels 100 "Spark of Rebellion", 101 "Droids in Distress", 105 "Out of Darkness", 106 "Empire Day", 107 "Gathering Forces", 109 "Idiot's Array", 111 "Call to Action", 200 "The Siege of Lothal", 208 "The Future of the Force", 209 "Legacy", wookieepedia, Star Wars the Roleplaying Game REUP (p.351).

## E11 BLASTER RIFLE

A light but powerful blaster rifle manufactured by BlasTech Industries. It serves as the standard issue weapon of Imperial stormtroopers, and is based on the DC-15A blaster used by clone troopers during the Clone Wars. The E-11 features three power settings; lethal, stun, and sting. The E-11 includes a telescopic range-finding sight and a folding three-position stock, which can convert the blaster

into a full-length rifle. Its standard issue power cells carry energy for 100 shots however the rifle can also be loaded with plasma cartridges that can last for more than 500 shots. It also has a fully automatic fire setting.

### ☛ E11 BLASTER RIFLE

**Model:** BlasTech E-11 Military Issue Blaster Rifle

**Type:** Blaster rifle

**Scale:** Character

**Skill:** Blaster: blaster rifle

**Ammo:** 100

**Cost:** 1,000 (power packs: 25)

**Availability:** 1, R

**Range:** 3-30/100/300

**Damage:** 5D

### Game Notes:

- *Three-position retractable stock:* Allows the weapon to be fired from a fixed and braced position giving better stability (+1D modifier to blaster skill rolls).
- *Telescopic range-finder:* +1D modifier to shoot targets more than 100 meters distance.
- *Sting Setting:* An alternative setting to stun that does not render its targets unconscious. Typically used for crowd dispersal. For any damage result that would incapacitate, target is not knocked unconscious, but must roll will-power vs. sting damage in order to avoid fleeing. Any pain inflicted by sting setting dissipates after 1D hours.

**Source:** Star Wars Rebels 100B "Art Attack", 100C "Entanglement", 100 "Spark of Rebellion", 101 "Droids in Distress", 102 "Fighter Flight", 103 "Rise of the Old Masters", 104 "Breaking Ranks", 106 "Empire Day", 107 "Gathering Forces", 110 "Vision of Hope", 111 "Call to Action", 112 "Rebel Resolve", 113 "Fire Across the Galaxy", 200 "The Siege of Lothal", 202 "Relics of the Old Republic", 214 "Homecoming", 215 "The Honorable Ones", 216 "Shroud of Darkness", 217 "The Forgotten Droid", wookieepedia, Weapon Stats (p.46-47), tweaks by +Oliver Queen.

## T-21 LIGHT REPEATING BLASTER (T-21 HEAVY BLASTER)

A model of light repeating blaster used by some of the Galactic Empire's Stormtrooper Corps. It delivered massive damage at long ranges, however had a low rate of fire and lacked optics. Magma troopers and Shadow Troopers were known to use the T-21. Shortly before the Battle of Yavin, a number of the stormtroopers deployed to the planet Tatooine in search of a set of stolen Death Star plans carried T-21s. A long-range version with optics, the T-21B heavy blaster, was modeled after the T-21 design.

### ❖ BLASTECH T-21 LIGHT REPEATER

**Model:** BlasTech T-21 Light Repeating Blaster

**Type:** Light repeating blaster

**Scale:** Character

**Skill:** Blaster: repeating blaster

**Ammo:** 25

**Cost:** 2,000 (power packs (25)

**Availability:** 2, X

**Range:** 3-50/120/300

**Damage:** 6D

**Source:** Star Wars Rebels Magazine UK #14 "No Sympathy", wookieepedia. Weapons Stats (p.54).

## VILMARH'S REVENGE

A popular blaster pistol model manufactured by DevTech Sidearms. The weapon is easy to customize to one's liking, as the barrel adapter can fit various kinds of attachments. The Vilmarh's Revenge pistol also has a pressure-sensitive trigger. Increased pressure on the trigger would result in an increased rate of fire.

### ❖ VILMARH'S REVENGE

**Model:** Devtech Sidearms Vilmarh's Revenge

**Type:** Blaster pistol

**Scale:** Character

**Skill:** Blaster

**Ammo:** 25

**Cost:** 1,200 (power packs: 25)

**Availability:** 1, F, R or X

**Range:** 3-10/30/90

**Damage:** 5D

**Game Notes:** Because of its easy customization, upgrade rolls are 1 difficulty easier.

**Source:** Star Wars Rebels 100 "Spark of Rebellion", 101 "Droids in Distress", 112 "Rebel Resolve", wookieepedia, stats by +Oliver Queen.

## WESTAR-35 BLASTER PISTOLS

A model of blaster pistol from the WESTAR series of blasters. The WESTAR-35 blaster pistol was used around and during the time of the Clone Wars by several members of the Mandalorian culture and saw extensive use among the Death Watch soldiers. Officers of the Mandalorian police force in the New Mandalorian capital city of Sundari also utilized the weapon. As a product of the WESTAR series of blasters, the WESTAR-35 was the successor to the WESTAR-20 and WESTAR-34 blaster pistols.

### ❖ WESTAR-35 BLASTER PISTOLS

**Model:** WESTAR-35 Blaster Pistol

**Type:** Blaster Pistol

**Scale:** Character

**Skill:** Blaster: blaster pistol

**Ammo:** 100

**Cost:** 850 (power packs: 25)

**Availability:** 3, R

**Range:** 3-10/20/100

**Damage:** 4D+2

**Game Notes:** Drawing this weapon is a free action.



**Source:** 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 103 “Rise of the Old Masters”, 104 “Breaking Ranks”, 105 “Out of Darkness”, 109 “Idiot’s Array”, 110 “Vision of Hope”, 111 “Call to Action”, 112 “Rebel Resolve”, 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 203 “Always Two There Are”, 206 “Blood Sisters”, 214 “Homecoming”, 218 “The Mystery of Chopper Base”, wookieepedia, stats by +Oliver Queen.

## Z06 BLASTER CANNON (ROTARY BLASTER CANNON)

A blaster cannon used by the Grand Army of the Republic during the Clone Wars. During the reign of the Galactic Empire, these weapons were used by both the Imperial Army’s Heavy Weapons Stormtroopers and Rebel Alliance’s Heavy Weapons Soldiers.

### ❖ Z06 BLASTER CANNON

**Model:** Merr-Sonn Z-6 rotary blaster cannon

**Type:** Blaster cannon

**Scale:** Character

**Skill:** Blaster: repeating blaster

**Ammo:** 20

**Cost:** 5,500 (power packs:50)

**Availability:** 3, X

**Range:** 3-60/150/400

**Damage:** 7D

**Game Notes:** The rotary blaster cannon will fire shots in bursts, each burst delivers a high concentration of blaster fire. Once a hit is established, all following shots against nearby (within 1 meter) targets are one difficulty lower. The blaster is designed to be braced against the hip when firing, allowing for more mobility when firing. However, when the blaster is used without bracing, the character using it takes a -1D penalty to his blaster skill roll. The Z-6 may be attached to a generator for extended firing without reloading.

**Source:** Star Wars Rebels 202 “Relics of the Old Republic”, wookieepedia, D6 Conversion Galaxy at War (p.23).

## OTHER WEAPONS

### AB-75 BO-RIFLE

A model of bo-rifle manufactured by the Lasan-Malamut Firearms Corporation. Bo-rifles have a long tradition in the Lasat culture, and are used exclusively by the Lasan High Honor Guard. Since the destruction of Lasan by the Empire, bo-rifles are rarely seen anywhere in the galaxy. They strongly resembled electrostaves.

### ❖ AB-75 BO-RIFLE

**Model:** Lasan-Malamut Firearms Corporation AB-75 Bo-Rifle

**Type:** Melee weapon/blaster pistol

**Scale:** Character

**Skill:** Melee; Blaster

**Ammo:** NA; 50 (power packs: 25)

**Cost:** 725 credits

**Availability:** 3, R or X

**Fire Rate:** -, 1

**Difficulty:** Difficult; by range

**Range:** Melee; 3-30/120/350

**Damage:** STR+2D Stun (Max: 6D); 5D+2

**Game Notes:** Amongst the Lasan High Honor Guard, bo-rifles are passed down from one guardsman to another. Some are so old that their pasts are shrouded in mystery. Zeb’s bo-rifle hearkens back to a time when the High Honor Guard were still trained in the use of Ashla (The Force).\* The bo-rifle has at least one configuration that is no longer used since it appears to serve no purpose, though it is rumored the ancients used it to perform miraculous deeds.

**Lira San:** The Lasan who would travel from Lira San to Lasan established the Honor Guard and later, the High Honor Guard. This highly-esteemed group could not only perform amazing feats through their trust in Ashla, but every one of them also held the coordinates for their homeworld within their bo-rifles.

**The Star Maze:** The imploded star cluster has been in existence for thousands of years and this information is embedded in the bo-rifles of the captain of that expedition. (Bo-rifle grants +10 to rolls required in the navigation of the magnetic eddies of the “maze”; however, its wielder must expend a Force point and be at peace, as well as “trust” in the power of the Ashla. Effect may be prolonged if wielder is Force Sensitive or is in physical contact with Force users.)\*

- Characters with the melee weapons specialization in bo-rifle gain a +5 bonus to melee parry rolls.
- Can be configured to make use of ancient Lasat technology; this configuration grants access to Lasat star charts and under certain circumstances, allows interface with the Force / Ashla; knowledge of this configuration is rare, available only to those with specialized knowledge of Lasat culture and ritual.\*

**Source:** Star Wars Rebels 100C “Entanglement”, 100 “Spark of Rebellion”, 101 “Droids in Distress”, 105 “Out of Darkness”, 106 “Empire Day”, 109 “Idiot’s Array”, 110 “Vision of Hope”, 111 “Call to Action”, 112 “Rebel Resolve”, 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, 203 “Always Two There Are”, 208 “The Future of the Force”, 212 “Legends of the Lasat”, 214 “Homecoming”, 215 “The Honorable Ones”, 216 “Shroud of Darkness”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, wookieepedia, stats by +Oliver Queen. \*Force-related capabilities of Bo-rifle are based on conjecture and have not been verified by canon sources.

## KETSU'S STAFF

A versatile weapon used by Ketsu Onyo and deceptively deadly. It can act as both a blaster and close-combat tool. Ketsu carries her staff on her back, where she can quickly draw it and strike.

### ⊛ KETSU'S STAFF

**Type:** Custom melee and ranged weapon

**Scale:** Character

**Skill:** Melee; Blaster

**Ammo:** 100 (power packs: 25)

**Cost:** Unknown

**Availability:** Unique item

**Fire Rate:** 1

**Difficulty:** Moderate; by range

**Range:** Melee; 3-10/30/120

**Damage:** STR+2D (Max: 6D); 4D

**Source:** Star Wars Rebels 206 "Blood Sisters", wookieepedia, stats by +Oliver Queen.

## RPS-6 ROCKET LAUNCHER (SIENAR SHOULDER-LAUNCHED MISSILE)

A model of missile launcher manufactured by Sienar Fleet Systems. They were used by the Grand Army of the Republic during the Clone Wars.

### ⊛ RPS-6 ROCKET LAUNCHER

**Model:** Sienar RPS-6 Rocket Launcher

**Type:** Rocket launcher

**Scale:** Walker

**Skill:** Missile weapons: rocket launcher

**Ammo:** 1

**Cost:** 2,250 (450 per missile)

**Availability:** 3, X

**Range:** 10-100/300/600

**Blast Radius:** 0-1

**Damage:** 6D

### Game Notes:

- Moderate sensors roll to sight in target. If successful, shooter gains +2D modifier to missile weapons skill roll.

**Source:** Star Wars Rebels 202 "Relics of the Old Republic", wookieepedia, Equipment Stats "RPS-8" (p.85), tweaks by +Oliver Queen.

## EXPLOSIVES AND ORDNANCE

### THERMAL DETONATORS

Palm-sized, spherical devices that are used as extremely deadly explosive weapons. In addition to being surprisingly powerful for their size, they can only be turned off by whoever turned them on.

### ⊛ THERMAL DETONATOR

**Type:** Thermal Detonator

**Scale:** Character

**Skill:** Grenade

**Cost:** 2,000

**Availability:** 2, X

**Range:** 3-4/7/12

**Blast Radius:** 0-2/8/12/20

**Damage:** 10D/8D/5D/2D

### Game Notes:

- Most thermal detonators are built standard with a timer. Sometimes the user will security lock the timer, requiring a difficult demolitions roll to turn it off. Most thermal detonators are made for throwing or rolling, but there are some that have a strong magnetic lock that allows it





to be secured to any ferrous surface (treat as Strength 6D for opposed rolls to break the magnetic lock).

**Source:** Star Wars Rebels 103 “Rise of the Old Masters”, 110 “Vision of Hope”, wookieepedia, Star Wars the Roleplaying Game REUP (p.356), tweaks by +Oliver Queen.

## MELEE WEAPONS

### ELECTROSTAFF (ELECTROPOLE)

A pole-like melee weapon used by Imperial riot troopers and Heavy Troopers. They have the ability to block lightsaber strikes. Either or both ends of the staff is tipped with electricity, and is powerful enough to stop a being’s heart after five seconds’ contact.

#### ✳ ELECTROSTAFF

**Type:** Single prod electric staff  
**Scale:** Character  
**Skill:** Melee combat: electrostaff  
**Cost:** 3,750  
**Availability:** 3  
**Difficulty:** Moderate  
**Damage:** STR+2D (maximum: 5D)

**Game Notes:** Characters with the melee combat: electrostaff specialization gain a +5 bonus to melee parry rolls. This weapon can parry lightsabers without taking damage.

**Source:** Star Wars Rebels 201 “The Lost Commanders”, wookieepedia, Star Wars the Roleplaying REUP (p.337), tweaks by +Oliver Queen.

## LIGHTSABERS

### AHSOKA TANO'S WHITE LIGHTSABERS

In the years before the Battle of Yavin, Ahsoka Tano used two white lightsabers as her personal weapons. The lightsabers are white in color and have somewhat curving hilts and were wielded in the unorthodox reverse-grip of her preferred Shien style. One of the lightsabers is a short-style lightsaber, which emits a shorter blade.

#### ✳ SHORT LIGHTSABER

**Type:** Melee weapon  
**Scale:** Character  
**Skill:** Lightsaber  
**Cost:** Unavailable for sale  
**Availability:** 4, X  
**Difficulty:** Moderate  
**Damage:** 4D

**Game Notes:**

- If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their

opponent’s parry total), the character has injured himself with the lightsaber. Apply normal damage to the character wielding the lightsaber.

**Source:** Star Wars Rebels 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, 208 “The Future of the Force”, 126 “Shroud of Darkness”, 217 “The Mystery of Chopper Base”, 219-220 “Twilight of the Apprentice”, wookieepedia, Star Wars the Roleplaying Game REUP (p.349).

### CROSSGUARD LIGHTSABER

An ancient lightsaber design that dates back to the Great Scourge of Malachor. It typically emits three blades, a primary blade and two raw power vents known as quillons. The quillons are tributaries of the main blade and emitter shrouds are used on each of the lateral vents to protect the wielder’s hands from harm. To create the quillons an array of focusing crystal activators are used to split the energy from the lightsaber crystal.

**Source:** Star Wars Rebels 219-220 “Twilight of the Apprentice”, wookieepedia, stats by +Oliver Queen.

### DARTH VADER'S LIGHTSABER

Built some time after his fall to the dark side of the Force at the end of the Clone Wars the lightsaber is equipped with a dual-phase function, allowing the blade’s length to be manually controlled and altered in combat.

**Game Notes:**

- Using a dual-phase function Darth Vader could lengthen or shorten his blade during a lightsaber battle, possibly throwing off the offense and defense of his opponent. This requires an action, and an opposed sneak skill roll versus the opponent’s Perception or search skill roll. If successful, Vader gains a +10 modifier on his next attack roll. This tactic will typically only work once during a duel.

**Source:** Star Wars Rebels 200 “The Siege of Lothal”, 219-220 “Twilight of the Apprentice”, wookieepedia, Star Wars the Roleplaying Game REUP (p.348), tweaks by +Oliver Queen.

### DOUBLE-BLADED SPINNING LIGHTSABER

A specially-designed lightsaber model used by the Inquisitorius. It is capable of both single and double blades, and is capable of spinning in a circular motion when both blades are emitted. As was custom with the Jedi and Sith, the lightsabers used by the Inquisitorius thus far have shown variation in the weapon’s design while maintaining core features.

The lightsaber's overall design hardly makes it any bigger than a single-emitter lightsaber, a stark contrast to the design of dual-blade weapons previously used. Another unique feature of this weapon is the blade emitters could spin along tracks in the disc while the pommel would remain motionless by comparison, allowing for more emphasis on the attack whilst maintaining a better degree of control over the weapon.

Some versions of the lightsaber contain a rotating wheel of sharp razor blades which could intimidate an enemy or be used as an alternative way of slicing through opponents. The weapon suffers from a design flaw: if given the opening, an opponent can cut through the disc from the inside of the ring, causing the weapon to fly apart if spinning. It could also be used to fly, spinning in a propeller-like motion strong enough to lift the wielder off the ground. This was often used as a way to escape.

### ❁ DOUBLE-BLADED SPINNING LIGHTSABER

**Type:** Melee weapon

**Scale:** Character

**Skill:** Lightsaber: double-bladed

**Cost:** Unavailable for sale

**Availability:** 4, X

**Difficulty:** Difficult

**Damage:** 5D

#### Game Notes:

- Proper use of a double-bladed lightsaber requires the specialization Lightsaber: Double-Bladed Lightsaber. Without the proper specialization, the difficulty to use a double-bladed lightsaber is very difficult, and none of the special benefits of the double-bladed lightsaber may be used.
- If properly trained, a Jedi wielding a double-bladed lightsaber gains a +5 bonus to all parry rolls made when both lightsaber blades are extended.
- If used with only a single blade projected, a double-bladed lightsaber is treated as if it were a normal lightsaber.
- If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's parry total), the character has injured himself with the lightsaber. Apply normal damage to the character wielding the lightsaber.
- Spinning Double-blade (Very Difficult; +10 bonus to all parry rolls, +5 to strike; if the wielding character misses the base difficulty number by more than 10 points they have injured themselves with the lightsaber).
- May be thrown (use the Thrown Weapon skill; 5D; 3-5/8/15).
- Some, but not all Inquisitor blades are equipped with a small repulsor field generator. Strong enough to decrease the mass of a single person and by using the spinning motion of the blade, Inquisitors are able to fly for short

distances. This maneuver requires an Easy acrobatics skill roll. If successful, the Inquisitor can move up to 50 meters vertically and horizontally. Each use expends one charge, a fully charged unit has 10 charges.

**Source:** Star Wars Rebels 100 "Spark of Rebellion", 102 "Rise of the Old Masters", 104 "Breaking Ranks", 106 "Empire Day", 107 "Gathering Forces", 108 "Path of the Jedi" (Vision to Ezra Bridger), 211 "Call to Action", 212 "Rebel Resolve", 213 "Fire Across the Galaxy", 202 "Relics of the Old Republic", 203 "Always Two There Are", 208 "The Future of the Force", 209 "Legacy", 216 "Shroud of Darkness", 219-220 "Twilight of the Apprentice", Star Wars the Roleplaying Game REUP (p.348), wookieepedia, tweaks by +Oliver Queen.

### EIGHTH BROTHER'S LIGHTSABER

A double-bladed spinning lightsaber, similar to other double-bladed spinning lightsabers wielded by Imperial Inquisitors. Additionally, the Eighth Brother's lightsaber was distinct among other double-bladed spinning lightsabers used by his fellow members of the Inquisitorius in that it has the unique ability to convert into a buzz-saw-like weapon that employs the handle while the blades were deactivated.

#### Game Notes:

- The emitter can convert into a buzz-saw like weapon (Moderate; STR+1D+1; Max: 6D).

**Source:** Star Wars Rebels 219-220 "Twilight of the Apprentice", wookieepedia, stats by +Oliver Queen.

### EZRA'S LIGHTSABER

The weapon is a lightsaber-blaster hybrid, allowing Ezra to engage in lightsaber combat as well as firefights. The lightsaber blade is light and swift, which complements Bridger's speed and size. The blaster component is built as a result of Bridger's lack of skill at deflecting blaster bolts with his blade; blaster mode, which requires disengaging the lightsaber blade as the powerpack can not handle both at once, fires stun blasts at an enemy.

At the heart of the lightsaber is a kyber crystal, which Bridger received in the Jedi Temple on Lothal. In addition to the crystal, the lightsaber is built out of a number of parts from different members of the rebel crew of the Ghost. Kanan Jarrus had spare lightsaber parts that he had found over the previous fifteen years. Sabine Wren, a fellow crew member, donated modulation circuits and an energy gate. C1-10P, an astromech droid nicknamed Chopper, donated a power cell. Hera Syndulla, the owner and pilot of the Ghost, likewise provided additional technology based on Bridger's specifications. Those specifications included a blade emitter shroud, handgrip ridges, a blade length adjuster, an activator, and a blaster barrel. There are also a few secretly acquired parts from Garazeb Orrelios' supplies.



The unconventional double-bar design is necessary, as the outer bar contains the blaster components. This design is unusual and unproven, and poses some risk of a short-circuit at crucial moments. As Ezra had to learn how to build the entire assembly through trial and error, the blaster component is designed to be easily removed to facilitate maintenance and repairs. It also has a low-power setting to avoid injuring a sparring partner during practice. In this mode, the blade has a different shade of blue, and makes a noticeably higher-pitched humming noise than usual.

#### Game Notes:

- Lightsaber performs as normal (Star Wars the Roleplaying Game REUP p.348), but when used in blaster mode: 5D Stun, 3-10/30/120, ammo: 25.
- Ezra's lightsaber also has a training mode in which the blade has a distinctive sound, darker blade and causes no damage.

**Source:** Star Wars Rebels 108 "Path of the Jedi", 109 "Idiot's Array", 110 "Vision of Hope", 111 "Call to Action", 112 "Rebel Resolve", 113 "Fire Across the Galaxy", 200 "The Siege of Lothal", 201 "The Lost Commanders", 202 "Relics of the Old Republic", 203 "Always Two There Are", 204 "Brothers of the Broken Horn", 206 "Blood Sisters", 207 "Stealth Strike", 208 "The Future of the Force", 209 "Legacy", 215 "The Honorable Ones", 216 "Shroud of Darkness", 217 "The Forgotten Droid", 218 "The Mystery of Chopper Base", 219-220 "Twilight of the Apprentice", wookieepedia, stats by +Oliver Queen.

### FIFTH BROTHER'S LIGHTSABER

A double-bladed spinning lightsaber similar to other double-bladed spinning lightsabers wielded by Imperial Inquisitors.

#### Game Notes:

- Use the stats for dual-bladed spinning lightsaber (p.94).

**Source:** Star Wars Rebels 202 "Relics of the Old Republic", 203 "Always Two There Are", 208 "The Future of the Force", 209 "Legacy", 216 "Shroud of Darkness", 219-220 "Twilight of the Apprentice", wookieepedia, stats by +Oliver Queen.

### KANAN'S LIGHTSABER

Rather than hang the hilt on his belt, which would easily identify him as a Jedi, Jarrus stored it directly on his belt as two separate pieces. The main body and grip of the hilt at the small of his back, and the top portion that produced the blade on his left side. Jarrus only needed to insert the top portion into the main body and twist to lock them together. The lightsaber also had a low-power setting to avoid injuring sparring partners during practice. In this setting, the blade had a different shade of blue, and the weapon vibrated at a slightly higher pitch.

#### Game Notes:

- Lightsaber performs as normal (Star Wars the Roleplaying Game REUP p.348), but requires an action to assemble.
- In order to identify weapon as lightsaber when it is disassembled, characters must make a Very Difficult search or lightsaber repair/engineering check.
- Kanan's lightsaber also has a training mode in which the blade has a distinctive sound, darker blade and causes no damage.

**Source:** 100 "Spark of Rebellion", 103 "Rise of the Old Masters", 106 "Empire Day", 107 "Gathering Forces", 108 "Path of the Jedi", 110 "Vision of Hope", 111 "Call to Action", 112 "Rebel Resolve", 113 "Fire Across the Galaxy", 200 "The Siege of Lothal", 201 "The Lost Commanders", 202 "Relics of the Old Republic", 207 "Stealth Strike", 208 "The Future of the Force", 209 "Legacy", 210 "A Princess on Lothal", 211 "The Protector of Concord Dawn", 212 "Legends of the Lasat", 213 "The Call", 214 "Homecoming", 216 "Shroud of Darkness", 218 "The Mystery of Chopper Base", 219-220 "Twilight of the Apprentice", wookieepedia, Star Wars the Roleplaying Game REUP (p.348), tweaks by +Oliver Queen.

## MAUL'S LIGHTSABER

The lightsaber produces two crimson-red blades, and the upper grip-guard resembles that of the Inquisitors' lightsabers, albeit broken and bent outward. He could hide the hilt by attaching a piece of wood to it, and pretending it was a walking stick, all the while masquerading as a feeble old man.

### Game Notes:

- Double-bladed lightsaber performs as normal (Star Wars the Roleplaying Game REUP p.348).
- Designed to look like a walking stick. Those who try to figure out what it is must make a Difficult search skill roll.

**Source:** Star Wars Rebels 219-220 "Twilight of the Apprentice", wookieepedia, Star Wars the Roleplaying Game (p.348), tweaks by +Oliver Queen.

## SEVENTH SISTER'S LIGHTSABER

A double-bladed spinning lightsaber, similar to other lightsabers wielded by Imperial Inquisitors. Additionally, the Seventh Sister's lightsaber was cosmetically distinct in that the weapon had two small blades and ornate engravings on its ringed emitter.

### Game Notes:

- The two small blades on the emitter grant a +1 damage modifier when used as a melee weapon or thrown weapon.

**Source:** Star Wars Rebels 203 "Always Two There Are", 208 "The Future of the Force", 209 "Legacy", 216 "Shroud of Darkness", 219-220 "Twilight of the Apprentice", wookieepedia, stats by +Oliver Queen.

# ARMOR

## ARMOR AND CLOTHING

### AT-AT ARMOR

#### ✳ AT-AT ARMOR

**Model:** Standard AT-AT Pilot Armor

**Type:** Military armor

**Scale:** Character

**Cost:** Not available for sale

**Availability:** 3, X

### Game Notes:

- *Armor Protection:* +3 physical and energy.
- *Comlink:* Voice-activated helmet comlink.
- *Sealed Body Glove:* Climate controlled body glove and breath mask allows operation in extremely cold climates and toxic-air environments for up to 10 hours.
- *Polarized helmet lenses:* prevent flash blinding.
- *Survival Backpack:* Spare blaster power packs, ion

flares, concentrated rations, spare comlink, water packs, 2 medpacs, thermal tent, blaster pistol (4D), two grenades (5D), thermal detonators (10D).

**Source:** Star Wars Rebels 202 "Relics of the Old Republic", 210 "A Princess on Lothal", wookieepedia, stats by +Oliver Queen.

## MANDALORIAN ARMOR

Refers to the traditional armor worn by the human warrior clans of Mandalore. Common traits include a helmet with a T-shaped visor that concealed their faces, and armaments like whipcord throwers, flamethrowers and jetpacks. The Mandalorians' bloody history makes their armor an iconic symbol of fear. The bounty hunters Jango and Boba Fett wore customized Mandalorian armor.

Traditional Mandalorian armor consists of a helmet, shoulder pauldrons, wrist gauntlets, breastplate, codpiece, knee pads, thigh and shin guards clasped over a body stocking. Mandalorian helmets have a macrobinocular viewplate, a comlink and antenna tipped with a rangefinder that could be pulled over the viewplate to enhance imagery. Sabine Wren programmed a holo-imager in her rangefinder to take snapshots. They wore magnetized shoes.

Mandalorian wrist gauntlets were computer-controlled tools bristling with weaponry. They potentially included:

- ZX miniature flame projector
- Dur-24 wrist laser
- MM9 mini concussion rocket launcher
- Whipcord throwers
- Projectile buzzsaws
- Small portable shield
- Retractable wrist blades

The Z-6 jetpack allowed Mandalorians to fly in combat. These are tipped with a launcher often to fire anti-vehicle homing missile. However, they can also be used to fire a grappling hook linked to an internal winch. Gyro-stabilizers make it easy to maneuver in the air, although the tank only contains enough fuel for twenty short bursts of flight. These jetpacks were also liable to explode.

#### ✳ MANDALORIAN ARMOR

**Type:** Personal armor

**Scale:** Character

**Cost:** Not available for sale

**Availability:** 4, with upgrades typically X

### Game Notes:

- *Armor Protection:* +1D to physical and energy attacks.
- *Combat Helmet:* Integrated voice-activated comlink, external audio pickups, voice synthesizer, macrobinocular viewplate (Easy sensors difficulty at short range, increasing one level per range band. If successful, +3D modifier to Search and Perception-based skill rolls to find something more than 100 meters away; 100-250/500/1,000),



antenna tipped with a rangefinder that can be pulled over the viewplate to enhance imagery (requires one round of aiming, decrease the range difficulty for firing at medium and long range by one difficulty rank.).

- *Personalized Upgrades:* Armor is a very personal to Mandalorians, when created it reflects on the outside the warrior on the inside. Things as simple as color schemes, patterns, motifs, choosing of external equipment. Everything attached to the armor has some meaning to the owner.

**Source:** Star Wars Rebels 100B “Art Attack”, 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, 103 “Rise of the Old Masters”, 104 “Breaking Ranks”, 105 “Out of Darkness”, 106 “Empire Day”, 107 “Gathering Forces”, 108 “Path of the Jedi”, 109 “Idiot’s Array”, 110 “Vision of Hope”, 111 “Call to Action”, 112 “Rebel Resolve”, 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, 203 “Always Two There Are”, 204 “Brothers of the Broken Horn”, 205 “Wings of the Master”, 206 “Blood Sisters”, 207 “Stealth Strike”, 208 “The Future of the Force”, 209 “Legacy”, 210 “A Princess on Lothal”, 211 “The Protector of Concord Dawn”, 212 “Legends of the Lasat”, 213 “The Call”, 214 “Homecoming”, 215 “The Honorable Ones”, 216 “Shroud of Darkness”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, 219-220 “Twilight of the Apprentice”, wookieepedia, Star Wars the Roleplaying Game REUP (p.338), D6 Conversion Scum and Villainy “Rangefinder” (p.21, 23-24), tweaks and stats by +Oliver Queen.

## PHASE I CLONE TROOPER ARMOR

Created by Kaminoan armorsmiths for the clone troopers of the Galactic Republic, the Phase I armor consisted of twenty form-fitting plates of lightweight plastoid-alloy composite. Those plates are sealed to a black temperature control bodysuit via magnatonic gription panels. The bodysuit is also

pressurized, offering temporary protection against the vacuum of space. Its design was reminiscent of the Mandalorian armor, including the helmet with a distinctive T-shaped visor. Despite its advantages, the Phase I armor proved uncomfortable for the troopers to fit in, which was due to the Kaminoans’ unfamiliarity with human ergonomics. It was introduced at the same time as the first batch of clone troopers, which were deployed at the Battle of Geonosis. Sometime prior to the Battle of Mon Cala, it was replaced by Phase II clone trooper armor, which was more comfortable and capable of supporting more specialized equipment.

## ✳ CLONE TROOPER ARMOR MK I

### Game Notes:

- *Armor Protection:* +2D physical, +1D energy, -1D penalty Dexterity and related skills.
- *Combat Helmet:* Integrated voice-activated comlink. HUD display (integrated compass/GPS (if available), time display, map display).
- *Combat Armor and Body Glove:* Integrated rebreather and sealed suit protect against poisonous atmospheres, chemical agents and the vacuum of space. Climate controlled body glove allows operation in moderately warm or cold climates.
- *Utility Belt:* High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.

**Source:** Star Wars Rebels 106 “Empire Day” (helmet only), 201 “The Lost Commanders” (helmet only), wookieepedia, stats by +Oliver Queen.

## PHASE II CLONE TROOPER ARMOR

The standard issue armor of the Grand Army of the Republic’s Clone troopers during the later days of the Clone Wars. More advanced than its predecessor, it was capable of supporting more specialized equipment.

Unlike the Phase I, the armor did not feature an internal life support system, necessitating the use of an external respirator in the absence of breathable atmosphere. Prototypes of the armor were first fielded sometime prior to the Battle of Ryloth, to be tested by the elite ARC troopers. After the reorganization of the Galactic Republic into the Galactic Empire, the kit would be retained by early stormtroopers until the introduction of their own unique armor set. However, the Empire's shocktroopers would continue to use the armor years after its replacement by most other branches.

## ☛ CLONE TROOPER ARMOR MK II

### Game Notes:

- *Armor Protection*: +2D physical, +1D energy, -1D penalty Dexterity and related skills.
- *Combat Helmet*: Integrated voice-activated comlink. HUD display (integrated compass/GPS (if available), time display, map display, rangefinder can measure distance to target up to 350 meters).
- *Combat Armor and Body Glove*: Highly customizable allowing integration of additional devices and upgrades (+5 modifier to Technical skill rolls to perform upgrades).
- *Utility Belt*: High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.

**Source:** Star Wars Rebels 201 "The Lost Commanders", 202 "Relics of the Old Republic", 203 "Always There Are Two", "Brothers of the Broken Horn", 217 "The Forgotten Droid", 218 "The Mystery of Chopper Base", 219 "Twilight of the Apprentice" Part 1, wookieepedia, stats by +Oliver Queen.

## STORMTROOPER ARMOR

Developed by the Imperial Department of Military Research, stormtrooper armor is the standard issue armor of the Imperial Army's Stormtrooper Corps, and is manufactured on planets such as Gilvaanen. It was introduced sometime after the conclusion of the Clone Wars, and was intended to replace the Phase II clone trooper armor. It is made up of 18 individual, overlapping plastoid composite plates and synth-leather boots which allow for mobility, while also dispersing energy, protecting the wearer from glancing blaster bolts. A soft click will inform the wearer of whether or not they had correctly attached the armor. The armor is highly resistant to projectile weapons and blast shrapnel. However, the plating makes running difficult, and is vulnerable to direct hits from blasters or Cyclers. Its reinforced combat helmet features an integrated comlink, audio pick-up, two artificial air-supply hoses, and a broadband communications antenna powered by a single power cell. The helmets visual processor assists the wearer in seeing in darkness, glare, and smoke, though it limits the wearer's field of vision. A built-in heads-up display also provides targeting diagnostics, power levels and environmental readings at the corner of the wearer's eyesight, and

one would access data on various military subjects and civilian organizations on the helmets display.

Capable of protecting its wearer in extreme environments, including deserts, forest, icy wastelands, and limited exposure to the vacuum of space. The armor's torso plating features environmental controls on its midsection, the black body glove is vacuum-sealed and made of a smart material that can adjust to the wearer's body heat and external temperature. A rebreather pack is required for extended use in environments that lack breathable atmosphere.

Utility belts are equipped with a grappling hook, a back-up C1 personal comlink, a holster for an E-11 blaster rifle, and one BlasTech N-20 Baradium-core thermal detonator.

Higher ranks are signified with a color coded pauldron worn over the right shoulder. The rank of commander is represented with an orange pauldron, though one soldier who served under the Grand Inquisitor had his colored red. Black identified enlisted soldiers. White pauldrons represented the rank of sergeant. Blue pauldrons were used to identify stormtrooper snipers.

### Game Notes:

- *Armor Protection*: +2D physical, +1D energy, -1D penalty Dexterity and related skills.
- *Combat Helmet*: Integrated voice-activated comlink. HUD display (integrated compass/GPS (if available), temperature, atmosphere conditions, time display, map display, rangefinder can measure distance to target up to 350 meters); night vision (will offset up to 2D negative modifiers to vision-based Perception or search rolls due to darkness/smoke up to 50 meters); polarized lenses prevent flash blinding (+4D modifier to Perception roll to avoid being blinded).
- *Combat Armor and Body Glove*: May be pressurized giving temporary protection against poisonous atmospheres, chemical agents and the vacuum of space (up to 10 minutes before need to use a rebreather). Climate controlled body glove allows operation in moderately warm or cold climates. Because of a design flaw, running is difficult (+5 difficulty modifier when moving at High-Speed or faster).
- *Utility Belt*: High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.

**Source:** Star Wars Rebels 100B "Art Attack", 100C "Entanglement", 100 "Spark of Rebellion", 101 "Droids in Distress", 102 "Fighter Flight", 103 "Rise of the Old Masters", 104 "Breaking Ranks", 106 "Empire Day", 107 "Gathering Forces", 110 "Vision of Hope", 111 "Call to Action", 112 "Rebel Resolve", 113 "Fire Across the Galaxy", 200 "The Siege of Lothal", 206 "Blood Sisters", 207 "Stealth Strike", 208 "The Future of the Force", 209 "Legacy", 210 "A Princess on Lothal", 211 "The Protector of Concord Dawn", 212 "Legends of the Lasat", 213 "The Call", 214 "Homecoming", 216 "Shroud of Darkness", 217 "The Forgotten Droid", wookieepedia, stats by +Oliver Queen.

## VADER'S ARMOR (DARK ARMOR)

A suit of cybernetic armor. The armor's belt and chest plate hold the controls for the life support system, ensuring that Vader received enough oxygen, nutrients, and medicine; through this system, Vader can endure nearly any environment, including the vacuum of space. In addition to its life support functions, the Sith Lord's helmet contributes to giving him a frightening appearance, and can be removed to use a feeding tube in his private chamber due to his inability to eat normally. The helmet creates Vader's menacing growl due to his natural voice being very weak due to damaged vocal cords, and contains neural needles that painfully connect with the top of Vader's skull and spine, to form one interconnected unit. Without these, Vader cannot use his artificial limbs. The armor has ten protective layers, while Vader had four artificial limbs as a result of his injuries on Mustafar, he weighed 120 kilograms in his armor, and was 2.03 meters tall in it. The armor also features a remote to prep Vader's interceptor for combat.

### Game Notes:

- *Armor Protection:* +1D vs physical and energy damage.
- *Cybernetic Helmet:* HUD display (rangefinder can measure distance to target up to 350 meters); night vision (will offset up to 4D negative modifiers to vision-based Perception or search rolls due to darkness/smoke, up to 100 meters); polarized lenses prevent flash blinding.
- *Cybernetic Armor:* May be pressurized protecting against poisonous atmospheres, chemical agents and the vacuum of space (up to 8 hours). Climate control allows operation in extremely hostile, warm or cold climates.
- *Cybernetic Arms and Legs:* +1D+2 modifier to climbing/jumping, stamina and physical damage rolls (up to maximum of item used).
- *Frightening Visage:* The armor is designed specifically to intimidate those who see it (+2D modifier to intimidation skill rolls).

**Source:** Star Wars Rebels 100 "Spark of Rebellion" (appear in hologram), 113 "Fire Across the Galaxy", 200 "The Siege of Lothal", 208 "Shroud of Darkness", 220 "Twilight of the Apprentice" Part 2, wookieepedia, stats by +Oliver Queen.

## GEAR AND EQUIPMENT

### COMMODITY, TRADE GOOD

#### CLOUZON-36

A type of blue-green gas typically mined from asteroid fields. It is inhaled by purrgil to power their natural ability to jump into hyperspace. Although species such as humans and Lasats could not breathe in Clouzon-36, Rodians and members of Yushyn's species could.

**Source:** Star Wars Rebels 213 "The Call", wookieepedia.

### COMMUNICATIONS EQUIPMENT

#### C1 PERSONAL COMLINK

A standard model of comlink produced by SoroSuub Corporation and used by the Galactic Empire.

#### ✦ C1 PERSONAL COMLINK

**Model:** SoroSuub C1

**Type:** Personal comlink

**Skill:** Communications

**Cost:** 200

**Availability:** 1

**Range:** 50 kilometers over land and up to low orbit depending on terrain and weather

### Game Notes:

- For double the cost, it can be miniaturized to a wrist-sized unit.
- Military version has access to restricted and encrypted military frequencies.



**Source:** 100 “Spark of Rebellion”, 113 “Fire Across the Galaxy”, 217 “The Forgotten Droid”, wookieepedia, Equipment Stats (p.80)

## TRANSMITTER

A communications device.

### Game Notes:

- Uses the stats for Subspace Transceiver (small) (Star Wars the Roleplaying Game REUP p.336).

**Source:** Star Wars Rebels 212 “Legends of the Lasat”, wookieepedia, Star Wars the Roleplaying Game REUP (p.336).

## COMPUTERS AND STORAGE DEVICES

### CODE CYLINDER (DATA CYLINDER)

A common security device used by military officers, corporate executives, and politicians. It acts as a sophisticated keycard for secure areas. Each cylinder contains its user’s personal security clearance codes and data. It is not uncommon for high-ranking personnel to own multiple code cylinders, each with their own encrypted access codes. They are used extensively in the Galactic Empire, particularly to facilitate security measures. The device, usually carried within a pocket or on one’s belt, uses the same interface as a droid’s scomp link.

Additionally, code cylinders can be reprogrammed. In situations where it is impossible for a slicer to be physically present and hack a security door, they sometime elect to reprogram the cylinder instead. Cylinders are programmed with countermeasures such that a failed reprogramming causes the data to become irretrievably corrupted.

Within the Imperial Navy, code cylinders are also utilized as rank identifiers. In the case of flag officers, it related to their fleet responsibilities. New code cylinders are typically issued with every new assignment, and the officers do not normally wear them when not on active duty. They are worn in small pockets near the shoulders of the uniform tunic, with the first always placed on the left-hand pocket near the rank plaque. Those in specialist positions in the Imperial Navy also have access to them, although in their case, they serve purely as insignia.

### Game Notes:

- Refer to Star Wars the Roleplaying Game REUP p.336.

**Source:** Star Wars Rebels, 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, 109 “Breaking Ranks”, 106 “Empire Day”, 107 “Gathering Forces”, 109 “Idiot’s Array”, 110 “Call to Action”, 111 “Rebel Resolve”, 113 “Fire Across the Galaxy”, wookieepedia.

## DATABANK

An electronic storage terminal for data.

**Source:** Star Wars Rebels 215 “The Honored Ones” (mentioned only), wookieepedia.

## DATAPAD

A small electronic device used for storing and displaying information.

### ✳ DATAPAD

**Model:** Standard Datapad

**Type:** Personal information device

**Skill:** Computer programming/repair

**Cost:** 200-600

**Availability:** 1





**Game Notes:**

- Datapads may be used to access public information networks or the HoloNet either wirelessly (if available) or at a physical data connection.
- Datapads vary greatly in processing power and data storage. A typical datapad may give a +1 to +2D skill or information modifier provided the stored information is appropriate.

**Source:** Star Wars Rebels “Breaking Ranks”, wookieepedia, Star Wars the Roleplaying Game REUP (p.337), tweaks by +Oliver Queen.

**HOLOGRAM**

A visual projection of a person or object, generally used for communication or entertainment purposes.

**Source:** 100 “Spark of Rebellion”, 101 “Droids in Distress”, 103 “Rise of the Old Masters”, 104 “Breaking Ranks”, 106 “Empire Day”, 107 “Gathering Forces”, 110 “Vision of Hope”, 111 “Call to Action”, 112 “Rebel Resolve”, 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 203 “Always Two There Are”, 214 “Homecoming”, 216 “Shroud of Darkness”, 217 “The Forgotten Droid”, wookieepedia.

**CURRENCY****CREDIT CHIPS**

A means of carrying credits, standard currency in the Galactic Empire. They are small enough to be convenient to carry on one’s person and come in a number of common denominations for easy exchange.

**Source:** Star Wars Rebels 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, 109 “Idiot’s Array”, 111 “Call to Action”, wookieepedia.

**CREDIT INGOTS**

Are small, flat, rectangular bars of gold and silver-colored metal, the silver ones being a bit longer than the gold ones. They have symbols stamped onto their surface, including the credit symbol. Another means of carrying credits is through credit chips.

**Source:** wookieepedia.

**CREDITS (IMPERIAL CREDITS)**

A standardized form of currency in use throughout the the Galactic Empire. They are considered acceptable as currency on most major planets. The credit symbol resembled an Aurebesh letter R with two vertical strokes at the top. Credits can be carried on one’s person via credit chips. Credits also come in the form of credit ingots, which were often kept in vaults and transported under heavy guard. The Empire often uses Arquitens-class light cruisers for this task.

**Source:** Star Wars Rebels 100C “Entanglements”, 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, 109 “Idiot’s Array”, 211 “Call to Action” (appears in a hologram), wookieepedia.

**CYBERNETICS, PROSTHETICS AND BIOTECH****CONTROL CHIP (INHIBITOR CHIP)**

A type of inorganic biochip that the Kaminoan cloners implanted within each clone trooper in the Grand Army of the Republic. It was installed into the brain of every clone trooper at the third stage of their embryonic development.

The purpose of the chips was to limit the independence and aggressiveness of the clones. The chips, however, were also tooled to another purpose: to force the clones to comply with the execution of Order 66, which wiped out nearly all Jedi.

Some clones, however, did not obey the order and removed the chips from their heads before the order was given so they did not betray their Jedi comrades. Examples include Rex, Wolffe and Gregor, all of whom managed to extract their chips.

**Source:** Star Wars Rebels 202 “The Lost Commanders” (mentioned only), wookieepedia.

**ESPIONAGE EQUIPMENT****HOMING BEACON**

Are devices used to track starships and other vehicles.

**Source:** Star Wars Rebels 200 “The Siege of Lothal” (mentioned only), wookieepedia.

**HOLOCRONS****KANAN JARRUS' HOLOCRON**

Kanan owns a Jedi holocron. Though not stated explicitly, more than likely this is a Padawan instruction holocron, containing some Jedi lore and training exercises.

Ezra Bridger was able to sense the holocron with the Force. When he was later captured by Imperials, Ezra accidentally used the Force to access the holocron, discovering a recorded message from Kenobi.

**Game Notes:**

- *Holographic recorder/projector*
- *Force Lock:* To use the Holocron for anything more than a holo recorder/player requires opening the Force Lock. The lock may be set for various difficulties and may include additional Force attributes, skills, etc to open. Additionally, files may be Force Locked as well.



- *Information Storage:* There is a lot of information about the history of the Jedi, Force techniques, and much more. Treat the holocron as having Scholar: Jedi lore 5D. Depending on the information being researched the GM sets a difficulty and rolls versus the holocrons Scholar: Jedi lore.
- *Force Power Lessons:* Sense force, danger sense, lightsaber combat, lightsaber combat: form IV, telekinesis, Force push, Force leap.

**Source:** Star Wars Rebels 100 “Spark of Rebellion”, 108 “Path of the Jedi”, 216 “Shroud of Darkness”, 219-220 “Twilight of the Apprentice” (mentioned only), wookieepedia, stats by +Oliver Queen.

## SITH HOLOCRON

A device used by the Sith that is capable of containing information. Although their function is similar to that of Jedi holocrons, they usually had a pyramidal shape, whilst the Jedi holocrons are of cuboid shape, and are accessible only to those who were able to control the dark side of the Force. The Jedi Order considered these to be some of the most dangerous artifacts in the galaxy.

**Source:** Star Wars Rebels 219-220 “Twilight of the Apprentice”, wookieepedia.

## SECURITY EQUIPMENT

### GRAVITY LOCK

A type of portable, hovering tractor beam that can prevent a starship from taking off by anchoring it in place. This type of gravitational technology was developed by the Galactic Empire around 4 BBY. Once clamped down onto a vessel's landing gear, a gravity lock cannot be removed by force, and is nearly impossible to destroy. The only way to remove such devices is to dismantle them, which required knowledge of their inner workings.

### GRAVITY LOCK

**Model:** Imperial Tech Gravity Lock Immobilizer

**Type:** Starship immobilization device

**Scale:** Starfighter

**Skill:** Security

**Cost:** 800

**Availability:** 2, R

#### Game Notes:

- If a ship attempts to take off while the gravity lock is active, roll opposed hull strength vs the 5D strength of the lock (refer to Star Wars the Roleplaying Game REUP p.136 for results). Disabling the gravity lock, once it is activated, is normally a Heroic task that requires 1 full round to accomplish. However, if one is able to bypass the primary power flux coupling located behind a sealed access panel, then the difficulty is two levels lower.

**Source:** Star Wars Rebels 210 “A Princess on Lothal”, wookieepedia, stats by +Oliver Queen with suggestions by Pietre Valbuena.

### OFFICER'S DISK (IDENTITY DISK)

An identification device used by the military of the Galactic Empire. These disks are placed on the command cap and belt buckle of Imperial officers. They take the form of a metallic stepped cone appearing to be three disks stacked on top of one another.

**Source:** Star Wars Rebels 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, 104 “Breaking Ranks”, 106 “Empire Day”, 107 “Gathering Forces”, 109 “Idiot's Array”, 111 “Call to Action”, 112 “Rebel Resolve”, 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, wookieepedia.

## RANK INSIGNIA PLAQUES (RANK PINS)

Badges used in the military forces of the Galactic Empire as a means to indicate and distinguish officer ranks. They originated during the Clone Wars. The plaque is worn on the left side of the regulation tunic over the heart, consisted of translucent, colored rectangular tiles mounted on a metal bar. These plaques could comprise one or two rows of tiles mounted on top of another. Double-row plaques are made from two separate parts of one row each, rather than two rows of caps on a single backing piece. The different types of tiles come in blue, red, yellow, and grey. Members of media organizations such as the Imperial Press Corps wore Imperial media badges.

**Source:** Star Wars Rebels 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, 104 “Breaking Ranks”, 106 “Empire Day”, 107 “Gathering Forces”, 109 “Idiot’s Array”, 110 “Vision of Hope”, 111 “Call to Action”, 112 “Rebel Resolve”, 113 “Fire Across the Galaxy”, wookieepedia.

## SHOCK COLLAR

A device placed around the neck of a captive individual or creature in order to shock them into submission. Practitioners of slavery, Zygerrians make use of shock collars for their servants.

### \* SHOCK COLLAR

**Type:** Slave control device

**Cost:** 600 (one collar and controller), 300 (collar)

**Availability:** 2, R or X

**Game Notes:** The shock collars are passive and can be activated remotely, by distance or perimeter. Typical range is 100 meters and up to 500 meters. The collar has a variable setting, able to shock the wearer for 4-7D stun. Deactivating the collar requires a Very Difficult security roll, but if the roll fails by 10 or more, the cuff stuns both the wearer and touching them. The control can be coded, requiring a Heroic computer programming/repair roll, failure by 10 or more causes the the control to “lock out” making it impossible to use until reset.

**Source:** Star Wars Rebels Magazine UK #5 “Return of the Slavers”, wookieepedia, stats by +Oliver Queen.

## SURVIVAL GEAR

### JETPACKS

Personal aerial transportation devices that allow the operator to fly into and through the air with great mobility.

**Game Notes:**

- Use the stats for Jet Pack, Star Wars the Roleplaying Game REUP, p.342.

**Source:** Star Wars Rebels 218 “The Mystery of Chopper Base (mentioned only), wookieepedia.

## MOISTURE VAPORATOR

A device used to capture water from the air. These are typically found on desert planets such as Tatooine. Moisture farmers collect water using moisture vaporators and sell it for a living. Although they did not have the artificial intelligence of droids, they used binary as a programming language. A single unit could cost up to 500 credits.

**Source:** Star Wars Rebels 100 “Spark of Rebellion”, 102 “Fighter Flight”, 200 “The Siege of Lothal”, wookieepedia.

## TOOLS AND EQUIPMENT

### AIRBRUSH

A handheld device pigment disperser, a favorite among urban taggers. Small and easy to use, typical models held up to three different color cartridges and came with an assortment of nozzles for different effects. Typical cost was from 15 credits to as much as 500 credits for high-end models.

**Source:** Star Wars Rebels 100B “Art Attack”, 102 “Fighter Flight”, 203 “Always Two There Are”, wookieepedia, stats by +Oliver Queen.

### POWER CELL

A component found in many weapons, droids, and other devices that make use of electric currents. They are typically installed in devices that are required to be small and portable. The power cell (or multiple cells, in some devices) provide the necessary voltage for the circuits to function.

**Source:** Star Wars Rebels 217 “The Forgotten Droid” (mentioned only), wookieepedia.

### POWER GENERATORS

Devices capable of generating power. Some generators are capable of generating enough energy to power an entire colony. Other models are far smaller and used to power vehicles, such as the Moll K-19 power generator which powered Joben T-85 speeder bikes. The generators are easy to detect with scanners while active.

**Source:** Star Wars Rebels 204 “Brothers of the Broken Horn”, 215 “The Honorable Ones”, wookieepedia.

## TRANSLATORS

### ITHORIAN TRANSLATORS

Devices which translate Ithorese into Basic, as Ithorians are incapable of speaking the widely spoken languages of the galaxy.

**Source:** Star Wars Rebels 106 “Empire Day”, 109 “Idiot’s Array”, 2000 “The Siege of Lothal” (appears in hologram), wookieepedia, Star Wars the Roleplaying Game REUP (p.336).

# DROID EQUIPMENT AND ATTACHMENTS

## DEFENSIVE ACCESSORIES

### SPARK PROJECTOR

A tool carried by military-grade astromech droids during the Clone Wars and the time of the Galactic Empire. They could fire a concentrated bolt of electricity that had the potential to short-circuit electronics and electrocute a human into unconsciousness.

#### ✦ SPARK PROJECTOR

**Type:** Droid appendage

**Scale:** Character

**Skill:** Brawling

**Cost:** 600

**Availability:** 3, X

**Range:** 0-1

**Damage:** 4D stun/ionization damage

**Source:** Star Wars Rebels 217 “The Forgotten Droid”, wookieepedia, stats by +Oliver Queen.

## LOCOMOTION

### AMBULATORY STRUTS

Parts that astromech droids used as legs.

**Source:** Star Wars Rebels 217 “The Forgotten Droid”, wookieepedia, stats by +Oliver Queen.

## DROID SECURITY

### HONDO'S MODIFIED DROID CALLER

#### ✦ DROID CALLER

**Skill:** Droid programming

**Range:** 5 meters

**Cost:** Unique

**Availability:** 3, R or X

**Game Notes:** Hondo's modified caller is compact, with a limited range of 5 meters. The caller has a special algorithm used to crack the security lock on restraining bolts. Once the security lock is circumvented, the rod broadcasts a short-range signal directly into a droid's motivational processor (via a restraining bolt). Hondo's droid caller is programmed to broadcast only commands such as activate or deactivate. The decryption algorithm has an effectiveness of 8D.

**Source:** Star Wars Rebels “Brothers of the Broken Horn”, Cynabar's Fantastic Technology: Droids (p.40), tweaks by +Oliver Queen.

## RESTRAINING BOLT

### (RESTRAINING SEPARATOR BOLT)

A small device that can be attached to most droids in order in order to limit its functions and ensure obedience. When fitted with a restraining bolt, droids can be commanded not leave a designated designated, and forced to obey simple commands given from a small remote device called a caller. When activated, the restraining bolt turns off a droid's motor impulse without actually shutting down the droid. Restraining bolts have to be secured to specific locations on the droid. Restraining bolts could be used to shut down a droid, and power it back up again. This could be used to force a restart if there was an error in the droid's memory. The shutdown can be accomplished with a switch on the bolt, or through the use of the caller. Some droids felt sheer horror at the mere mention of restraining bolts.

#### ✦ RESTRAINING BOLT

**Skill:** Droid repair

**Cost:** 50 credits

**Availability:** 1

#### Game Notes:

- A droid fitted with a restraining bolt must obey commands sent by a “Caller.” The droid cannot resist the effects of the restraining bolt.

**Source:** Star Wars Rebels, wookieepedia, Star Wars the Roleplaying Game REUP (p.399).

## TRAITWARE

### LOGIC CIRCUIT

A part of a droid's internal circuitry governing the unit's logic and reasoning.

**Source:** Star Wars Rebels 103 “Rise of the Old Masters”, 217 “The Forgotten Droid”, wookieepedia.

## THERMOSENSORS

Devices installed in the upper-back of 3PO and RA-7 protocol droids that were critical to the droid's survival.

**Source:** Star Wars Rebels 101 “Droids in Distress”, 217 “The Forgotten Droid”, wookieepedia.

## STARSHIP MODIFICATIONS

### ATTACHMENTS

#### COLICOID 49-V99 DEFLECTOR

A military grade deflector shield generator developed by Kuat Drive Yards for the Galactic Empire. It is easily portable, allowing to move it from one starship to another.

### ❖ SHIELD DEFLECTOR

**Model:** Colicoid 49-v99 Deflector

**Skill:** Starship/capital repair (Difficult)

**Cost:** 5,000

**Availability:** 2, F

#### Game Notes:

Shield Code	Cost	Weight in Tons
1D	8,000	3 tons
2D	20,000	4 tons
3D	40,000	5 tons

**Source:** Star Wars Rebels 200 “The Siege of Lothal”, 205 “Wings of the Master”, wookieepedia, D6 Conversion Scum and Villainy (p.24), tweaks by +Oliver Queen.

### GRAVITY WELL PROJECTOR

Is a powerful device affixed to an Interdictor cruiser used to pull ships out of hyperspace. As a ship usually cannot enter hyperspace when within a planet’s gravitational pull, the gravity well projector mimics the effect by creating a strong gravity field known as an interdiction field.

#### Game Notes:

- Use the rules from Star Wars the Roleplaying Game REUP, p.436-438.

**Source:** Star Wars Rebels 207 “Stealth Strike”, wookieepedia.

### MASKING TRANSPONDER

A device manufactured by the Corellian Engineering Corporation that is used to replicate starship-identifying signals, thereby masking a starship’s actual signal or acting as a diversion.

**Game Notes:** This device can be adjusted to create a ship signature but only one. The device is easy to setup and operate, the problem is getting registered signature codes.

**Source:** Star Wars Rebels 200 “The Siege of Lothal”, wookieepedia, stats by +Oliver Queen

### PROTON BOMB (SPACE BOMB, OR HEAVY SPACE BOMB)

A large energy explosive device used in space combat and orbital bombardment. They are most effective against fixed or slow moving targets such as fortifications, space sta-

tions, and capital ships. These energy weapons often emit the signature blue “glow” of proton torpedoes.

Its self-propulsion is very weak and relies upon the inertia of the fighter deploying it. As it took a long time to travel to its destination, many pilots choose to release them close to their target, though this tactic carries the risk of being exposed to enemy fire. The proton torpedo and concussion missile are significantly less powerful compared to the proton bomb.

### ❖ PROTON BOMB

**Model:** Imperial Arms Proton Bomb

**Type:** Energy explosive

**Scale:** Capital

**Skill:** Starship gunnery

**Cost:** Not available for sale (blackmarket: 10,0000)

**Availability:** 3, X

**Space Range:** 1/3/5

**Atmosphere Range:** 1-100/300/500 km

**Blast Radius:** 0-30/300/600/1,200

**Damage:** 13D/11D/9D/7D

#### Game Notes:

Blast radius applies only if the munition is delivered in atmosphere.

Because it relies mainly on inertia to close with the target, the speed of the ship is important. The faster the ship approaches the target, the harder it is to precise:

Cautious Movement/-5 difficulty modifier/5 rounds  
Cruising Movement/no difficulty modifier/3 rounds  
High-Speed Movement/+5 difficulty modifier/1 round

**Source:** Star Wars Rebels 214 “Homecoming”, wookieepedia, Starships Stats “Droid Bomber” (p.37).

### TRACTOR BEAM

A projected force field that manipulates gravitational forces to push or pull objects. Such devices are employed on some vessels, creating an energy field that allows them to lock onto and move other vessels or objects.

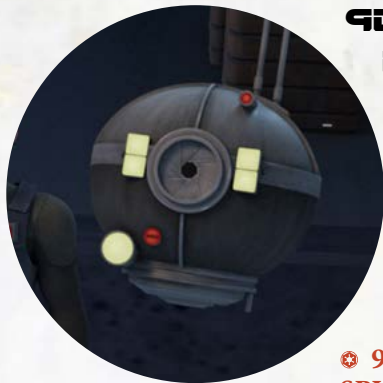
#### Game Notes:

- See rules for the use of tractor beams, Star Wars the Roleplaying Game REUP, sidebar, p.136.

**Source:** Star Wars Rebels 100 “Spark of Rebellion” (mentioned only), 200 “The Siege of Lothal”, 206 “Blood Sisters”, 207 “Stealth Strike” (mentioned only), wookieepedia.



# CHAPTER 8: DROIDS



## 9D9-S54 SPY DROID

Also known as the Dianoga Spy Droid, was a model of droid developed by the Imperial Department of Military Research for espionage purposes.

### ❖ 9D9-S54 "DIANOGA" SPY DROID

Type: Imperial 9D9-S54 Spy Droid

#### DEXTERITY 3D

*Dodge 6D*

#### KNOWLEDGE 2D

#### MECHANICAL 1D

#### PERCEPTION 2D

*Hide 5D, search 4D, search: tracking 5D, sneak 5D*

#### STRENGTH 2D+2

#### TECHNICAL 1D

#### Equipped With:

- Repulsor unit
- Holographic/audio recorder (up to 8 hours)
- Internal comlink

Move: 20

Size: 1 meter diameter

Availability: 3, R

Cost: 5,000 credits

Personality Matrix: None

Source: Star Wars Rebels 200 "The Siege of Lothal", Tapani Sector Instant Adventures "SIS Surveillance Droid" (p.9), tweaks by +Oliver Queen

## R3 ASTROMECH DROID

Part of the line of R-series astromech droids manufactured by Industrial Automaton. It has faster processing abilities than the more common R2 units.

### ❖ R3 ASTROMECH DROID

Type: Industrial Automaton R3 Astromech Droid, military issue

#### DEXTERITY 1D

#### KNOWLEDGE 1D

#### MECHANICAL 2D

*Astrogation 4D, starfighter piloting 4D, space transports 3D*

#### PERCEPTION 1D

*Search 4D*

#### STRENGTH 1D

#### TECHNICAL 2D

*Capital ship repair 6D, capital ship weapon repair 6D, computer programming/repair 5D, security 5D*

#### Equipped With:

- Three wheeled legs (one retractable)
- Retractable heavy grasping arm (lifting at 2D)
- Retractable fine work arm
- Small electric arc welder (1D to 5D, as fitting situation, 0.3 meters range)
- Small circular saw (4D, 0.3 meter range)
- Video display screen
- Acoustic signaler
- Holographic projector/recorder
- Fire extinguisher

Move: 5

Size: 1 meter tall

Availability: 2, R or X

Cost: 5,000

Personality Matrix: Elementary

Source: Star Wars Rebels 205 "wings of the Master", The DarkStryder Campaign Boxed Set (p.84), Droid Stats (p.19), wookieepedia.

## GNK-SERIES POWER DROID

Also known as the Gonk droid or GNK-series power droid, is a type of well-known power droid manufactured by Industrial Automaton. They are often referred to as Gonk droids in imitation of their simple vocalizations.

Power droids are unsophisticated droids that acted as ambulatory batteries, recharging vehicles and machinery. Although they are extremely important to both military and civilian life, power droids are so commonly encountered in the galaxy that they often are unnoticed. The GNK droid by Industrial Automaton and the EG-series droid by Veril Line Systems are popular power droids. Both are commonly referred to as "gonks," after the low honking sound they emitted.



### ❖ GNK POWER “GONK” DROID

**Type:** Industrial Automaton GNK-series Power Droid

**DEXTERITY 1D**

**KNOWLEDGE 1D**

*Languages: droid languages 4D*

**MECHANICAL 1D**

*Energize power cells 5D+2*

**PERCEPTION 1D**

**STRENGTH 1D**

**TECHNICAL 3D**

*Machinery repair 5D, repulsorlift repair 4D+1, systems diagnosis 5D*

**Equipped With:**

- Video sensor
- Bipedal locomotion
- Ultra-fine manipulator (+1D to Technical skills)
- System diagnosis package, with infrared receptor, sonar, X-ray and spectrometer equipment (+1D to system diagnosis)
- Cybot acoustic signaler (droid and computer languages; GNK Power Droids cannot speak basic or other common languages)
- Armored housing (+2D to Strength)

**Move:** 3

**Size:** 1.1 meters

**Availability:** 1

**Cost:** 2,500 credits

**Personality Matrix:** None

**Game Notes:** The GNK Power Droid is capable of reenergizing the power cells of a large vehicle (Walker scale) in one standard day. After this, the droid requires direct attachment to an energy reservoir to recharge its containment cells. The GNK Power Droid always conserves enough power to maintain its own functionality.

**Source:** Star Wars Rebels 206 “Blood Sisters”, Cynabar’s Fantastic Technology: Droids, Galaxy Guide 1: A New Hope (pages 24-25), The DarkStryder Campaign Boxed Set.

### ID9 SEEKER DROID

Nicknamed Parrot Droids, were a model of seeker droids that resembled the Viper probe droids manufactured by Arakyd Industries. The body of ID9 seekers consisted in a half-hemisphere dome with a red photoreceptor. Attached to that dome were four articulated, tentacle-like limbs that ended in pincers. The ID9s were outfitted with electro-shock prods that allowed them to harm organic lifeforms and incapacitate mechanical beings. They were capable of imitating the sounds of other droid models, and had two locomotions modes: hovering and crawling. The Seventh Sister, a member of the Galactic Empire’s Inquisitorius, employed a small army of such seekers in her efforts to capture Jedi and insurgents.

### ❖ ID9 SEEKER DROID

**Type:** Arakyd Industries ID9 “Parrot” Seeker Droid Seeker Droid

**DEXTERITY 5D**

**KNOWLEDGE**

**1D+2**

**MECHANICAL 1D**

**PERCEPTION 3D+2**

*Hide 6D, search 5D,*

*search: tracking 6D,*

*sneak 5D*

**STRENGTH 2D**

**TECHNICAL 3D**

**Equipped With:**

- 2 grasping arms
- 4 legs (can be used for walking and grasping objects)
- Monocular photoreceptor (human range; blaster 3D+2, 2-4/8/12)
- Repulsorlift unit
- Audio and video recording unit (up to 2 hours)
- Antenna allows communication and streaming real time/recorded data.
- Improved sensors package (+2 to all search rolls)
- Infrared vision (can see in the dark up to 30 meters)
- Sonic sensors (+2 to search rolls that involve sound)
- Locked access (the droid’s shut-down switch is secured or internally located)
- Electro-shock Rod (Easy, up to 3 meters, 4D stun)

**Move:** 20

**Size:** 0.2 meter diameter

**Availability:** 3, R

**Cost:** 4,000

**Personality Matrix:** None

**Source:** Star Wars Rebels 2xx “Always Two There Are”, 2xx “The Future of the Force”, 2xx “Shroud of Darkness”, 2xx “Twilight of the Apprentice”, Droid Stats “Mark VII Inquisitor” (p.85), tweaks by +Oliver Queen

### IG-RM BODYGUARD AND ENFORCER DROID

More commonly known as the IG-RM thug droid and sometimes known as the IG-RM war droid or IG-RM assassin droid, the IG-RM is a security droid model manufactured by Holowan Laboratories. They are commonly used as enforcers, and as such are popular with gangsters.



Cikatro Vizago, a crime lord on Lothal during the reign of the Galactic Empire, employed IG-RM thug droids to conduct his criminal operations. All IG-RMs are equipped with DLT-18 laser rifles.

### ❖ IG-RM BODYGUARD DROID

**Model:** Holowan Laboratories IG-RM Bodyguard Droid

**Type:** Bodyguard droid

#### DEXTERITY 3D

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

#### KNOWLEDGE 1D

*Intimidation 3D*

#### MECHANICAL 1D

#### PERCEPTION 2D

*Search 3D+2*

#### STRENGTH 4D

*Brawling 5D, lifting 5D*

#### TECHNICAL 1D

#### Equipped With:

- Humanoid body (two arms, two legs)
- Visual sensor recorder (human range)
- Auditory sensor (human range)
- Body armor (+1D to Strength to resist damage)
- Vocabulator speech/sound system
- AA-1 VerboBrain

**Move:** 10/12

**Size:** 2.2 meters tall

**Availability:** 2, possibly R

**Cost:** 12,500 (new)

**Personality Matrix:** Masculine

**Game Notes:** The IG-RM do not have mounted weapons and must be equipped. Typically, they will have a BlasTech DLT-18 laser rifle (5D; 5-50/180/350).

**Source:** Star Wars Rebels 101 “Droids in Distress”, 112 “Rebel Resolve”, 204 “Brothers of the Broken Horn”, stats by +Oliver Queen.

### IT-O INTERROGATOR DROID

The IT-O is an interrogation droid designed by the Imperial Security Bureau and is used by the Galactic Empire for prisoner interrogations.

The droid is a black hovering sphere, perhaps a third of a meter in diameter, with various attachments. It is deliberately frightening in appearance. The droid is generally successful in getting information from prisoners using elaborate and scien-

tific torture methods. First, it injects the prisoner with a mentally disabling chemical that would decrease the pain threshold and also forces the subject to remain conscious. IT-O runs its sensors over its victim, detecting the most sensitive body parts. The droid has onboard systems to record the entire process, in case any information was lost in the screams of the prisoner. Its reputation is so feared that many prisoners begin reciting their sins as soon as they see an IT-O floating into their cell.

The droid is designed with an emotionless personality to ask questions in flat monotone. When working with a living assistant the IT-O often says nothing at all, thus making the prisoner fear and hate the droid, while viewing the living interrogator as a source of potential mercy.

### ❖ IT-O INTERROGATOR DROID

**Type:** Imperial Department of Military Research IT-0 Interrogator Droid

#### DEXTERITY 1D

*Dodge 3D, melee combat 3D, melee combat: interrogation tools 4D+1*

#### KNOWLEDGE 3D

*Alien species 4D, intimidation 6D, intimidation: interrogation 7D, scholar: humanoid biology 5D*

#### MECHANICAL 2D

*Sensors 3D*

#### PERCEPTION 4D

*Investigation 5D, search 5D*

#### STRENGTH 3D

#### TECHNICAL 2D

*First aid 5D, (A) medicine 5D, security 4D*

#### Equipped With:

- Repulsorlift engine
- Visual/sound sensor package (human range)
- Vocabulator speech/sound system
- Laser scalpel (2D damage)
- Hypodermic injectors (4D stun damage)
- Power shears (5D damage)
- Grasping claw (+1D to lifting)

#### Special Ability:

- *Mind Probe:* Feature of an interrogation droid that can delve into a captive being's mind and forcibly learn information. Depending on the information and how strongly the subject resists this can take several hours to days. At the end of this time the interrogation droid rolls an opposed interrogation skill roll versus the subject's willpower. If successful, one simple question will be answered.

**Move:** 3 (repulsor)

**Size:** 1 meter

**Availability:** 3, X

**Cost:** Not available for sale

**Personality Matrix:** None





**Source:** Star Wars Rebels 112 “Rebel Resolve”, 207 “Stealth Strike”, Servants of the Empire 2: Rebel in the Ranks, Star Wars the Roleplaying Game REUP (p.373), tweaks by +Oliver Queen.



## LOTHAL ASTROMECH DROID

A model of astromech droid manufactured by Lothal Logistics Limited. Although they are not considered to be on par with the more advanced astromech models from Industrial Automation, Lothal astromech droids are considered to be decent enough droids. The droids have mostly white bodies, and have transparent domes that reveals some of their inner mechanisms much like Industrial Automaton's R3-series Astromech droid. The droids could also be found on the planet Garel.

### ❖ LOTHAL ASTROMECH DROID

**Type:** Lothal Logistics Limited Astromech Droid

**DEXTERITY 1D**  
**KNOWLEDGE 1D**  
**MECHANICAL 1D**

*Astrogation 3D, space transports 3D*

**PERCEPTION 1D**  
**STRENGTH 2D**  
**TECHNICAL 2D**

*Space transports repair 5D*

#### Equipped With:

- Three wheeled legs (center leg retractable)
- Retractable heavy grasper arm (lifting at 2D)
- Retractable fine work heavy grasper arm
- Two retractable medium arms
- Small electric arc welder (1D to 5D, as fitting situation; Moderate)
- Electroshock Prod (when contact is made, causes extreme discomfort; Easy, 3D stun)
- Video display screen

**Move:** 4

**Size:** 1.04 meters, 32 kilograms

**Availability:** 2 (Lothal, Garel)

**Cost:** 2,100

**Personality:** None

**Source:** Star Wars Rebels 200C “Entanglements”, 101 “Droids in Distress”, 205 “Wings of the Master”, stats by +Oliver Queen.

## MSE-6 SERIES REPAIR DROID

Also known as a mouse droid, is a roving maintenance droid that is employed in the hundreds to clean the floors of starships and bases. They are small, boxy droids that move around on four driver wheels, half-hidden under the body. A command order tray in the top of the droid is used to hold sealed orders. Designed by Rebaxan Columni in the days of the Galactic Republic, it remains a mainstay aboard starships.



### ❖ MSE-6 UTILITY DROID

**Type:** Rebaxan Columni MSE-6 General Purpose Droid

**DEXTERITY 2D**  
**KNOWLEDGE 1D**  
**MECHANICAL 1D**  
**PERCEPTION 1D**  
**STRENGTH 1D**  
**TECHNICAL 1D**

#### Equipped With:

- Electro-photoreceptor
- Auditory sensors (human range)
- Holocam
- Treads
- Retractable heavy manipulator (+2D to lifting)
- Retractable fine manipulator (+1D to lifting)
- One skill matrix programmed with one of the following skills: bureaucracy 3D, sensors 3D, hide 3D, search 3D, armor repair 3D, blaster repair 3D, capital ship repair 3D, capital ship weapon repair 3D, computer programming/repair 3D, droid programming 3D, droid repair 3D, security 3D, starfighter repair 3D.

**Move:** 5

**Size:** 0.25 meters

**Availability:** 3, R

**Cost:** 2,000 credits

**Personality Matrix:** None

**Source:** Star Wars Rebels 214 “Homecoming”, Star Wars the Roleplaying Game REUP (p.381).

## PIT DROID

The DUM-series pit droid is a model of repair droid manufactured by Serv-O-Droid prior to the Invasion of Naboo. Designed for maintaining podracers, pit droids are cheap, durable repair droids. Pit droids stand at a height of 1.19 meters but have the ability to fold into a compact form when not in use. This feature can be toggled by tapping their “nose”.



### ✳ PIT DROID

**Model:** Serv-O-Droid  
DUM-series Pit Droid

**DEXTERITY 1D**

*Running 2D+1*

**KNOWLEDGE 1D**

**MECHANICAL 1D**

**PERCEPTION 1D**

**STRENGTH 2D**

*Lifting 4D*

**TECHNICAL 2D**

*Podracer repair 4D*

#### Equipped With:

- Foldable humanoid body (two arms, two legs, head; may be manually toggled by tapping the “nose”)
- Monocular photoreceptor (human range)
- Receiver/transmitter antenna (range 0.25 km)
- Hardened alloy casing (+3D to resist physical damage)

**Move:** 6

**Size:** 1.19 meters, 35 kilograms

**Availability:** 2

**Cost:** 750 for one, 3,500 for a crew of five

**Personality Matrix:** Masculine

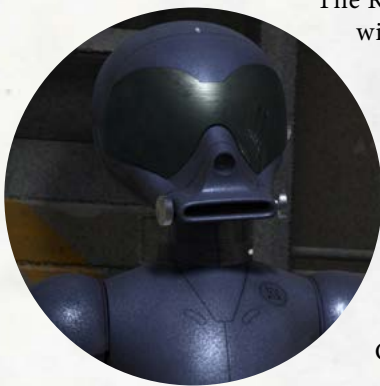
**Source:** Star wars Rebels 217 “The Forgotten Droid”, wookieepedia, stats by +Oliver Queen.

### RA-7 SERIES PROTOCOL DROID

Also known as Insect Droids due to their appearance, the RA-7 series are a fifth degree, low intelligence model protocol droids produced by Arakyd Industries specifically for the Galactic Empire.

They were a common sight in the galaxy around the time of the Clone Wars. Units produced early in the war shared much of their body plating with Cybot Galactica’s 3PO unit, though this would be discontinued in favor of unique plating in the final years of the war. During the reign of the Galactic Empire, many RA-7s are used by Imperial officers as servants.

The RA-7 is humanoid in shape with an insectoid head, and similar in build to the 3PO-series of protocol droids. The RA-7 is covered in reflective plating and commonly found in the offices of high ranking Imperial officials, military officers, courtiers, and Coruscant dignitaries. It



is intended to help its owner with scheduling and translating. Unlike 3PO-series with their delicate personalities, RA-7 are programmed to be “stern”, but bland. It has a secret surveillance system installed in its head, hidden beneath layers of benign cognitive circuitry. The espionage unit is hidden behind sensor bafflers that are disguised as soldering welds. It records everything using extremely sensitive audio pickups and low-light photoreceptors and would make periodic dumps of data via encrypted frequencies on standard public comm units to the Imperial Security Bureau.

The RA-7 series was first shown at the North Quadrant Intergalactic Automaton Show. The model was an attempt by Arakyd Industries to duplicate most of the abilities of the 3PO series of protocol droids, and in most aspects it failed. A prototype, 4A-7, saw use by Separatist agent Asajj Ventress during the Clone Wars in 22 BBY.

A number of RA-7 droids are used aboard Star Destroyers to monitor medical equipment, such as life support capsules.

### ✳ RA-7 SERIES PROTOCOL DROID

**Type:** Arakyd Industries RA-7 Series Protocol Droid

**DEXTERITY 2D**

**KNOWLEDGE 2D**

*Bureaucracy 3D, cultures 4D, languages 8D, scholar: culinary arts 5D, scholar: home economics 4D*

**MECHANICAL 1D**

*Repulsorlift operation 2D*

**PERCEPTION 2D**

**STRENGTH 2D**

**TECHNICAL 1D**

#### Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audial sensors (human range)
- Vocabulator speech/sound system
- AA-1 VerboBrain
- TransLang I Communications module with over two million languages

**Move:** 9

**Size:** 1.7 meters tall

**Availability:** 2

**Cost:** 3,000

**Personality Matrix:** Masculine

**Source:** “Ezra’s Gamble” (junior novel), 219 “The Forgotten Droid”, 220 “The Mystery of Chopper Base”, and 221 “Twilight of the Apprentice Part 1”, Death Star Technical Companion (p.93), tweaks by +Oliver Queen.



## RQ-SERIES PROTOCOL DROID

A model of protocol droid produced by Lothal Logistics Limited around five years before the Battle of Yavin, the RQs are humanoid in shape, and at least some of them are covered in green and gray plating, and have yellow photoreceptors. The RQs have the ability to perform many of the same functions as more expensive protocol droids, they remain relatively local to Lothal and its neighboring systems. At least four of these units are part of Senator-in-exile Gall Trayvis' personal guard, and are equipped with force pikes. Those particular units are finished with the symbols and the blue coloring associated with the Galactic Empire.

### ❖ RQ-SERIES PROTOCOL DROID

**Type:** Lothal Logistics Limited RQ-series Protocol Droid

**DEXTERITY 2D**

**KNOWLEDGE 2D**

*Bureaucracy 3D, cultures 4D, languages 8D*

**MECHANICAL 1D**

**PERCEPTION 1D**

**STRENGTH 1D**

**TECHNICAL 1D**

**Equipped With:**

- Humanoid body (head, two arms, two legs)
- Two Visual and audial sensors (human range)
- Vocabulator speech/sound system
- AA-1 VerboBrain processor
- TransLand III communication/protocol module with over seven million languages

**Move:** 8

**Size:** 1.7 meters tall

**Availability:** 2

**Cost:** 3,000 (new)

**Personality Matrix:** Masculine

**Source:** Star Wars Rebels 101 “Droids in Distress”, 102 “Fighter Flight” 109 “Idiot’s Array”, 110 “Vision of Hope”, 200 “The Siege of Lothal”, 206 “Blood Sisters, stats by +Oliver Queen.

## RX-SERIES PILOT DROID

The RX—Series pilot droid from industrial Automaton is a common, if quirky, replacement for biological pilots. Designed to serve as both copi-

lots for living pilots as well as autonomous pilots in charge of menial piloting duties, RX-Series droids are renowned for their tendency to develop personalities much more rapidly than other droids. The RX—Series droid hovers at the piloting station and has three appendages to manage the controls of a starship. Most spaceports have at least a few RX-Series droids on hand to help move docked starships, pilot skiffs full of supplies, or pilot chartered flights through well-traveled regions.

The RX-Series pilot droid has a cylindrical body that shares many features with astromech droids. Their bodies flare out at the bottom into wide repulsorlift platforms, and their heads are slightly more humanoid than an astromech’s, with a domed helmet stretching across its top. RX-Series pilot droids generally have amicable personalities (Industrial Automaton designed them to interact with their passengers) and are frequently used as pilots by space tourism companies.



### ❖ RX-SERIES PILOT DROID

**Type:** Industrial Automaton RX-Series Pilot Droid

**DEXTERITY 1D**

**KNOWLEDGE 1D**

*Planetary systems 3D, scholar: Imperial flight regulations 4D*

**MECHANICAL 3D**

*Astrogation 4D, communications 3D, repulsorlift ops 4D, sensors 3D, space transports 4D*

**PERCEPTION 1D**

**STRENGTH 1D**

**TECHNICAL 2D**

*Space transport repair 3D*

**Equipped With:**

- 3 claw appendages
- Repulsorlift motor
- Vocabulator
- Piloting package

**Move:** 10 (repulsor)

**Size:** 1.2 meters tall

**Availability:** 1

**Cost:** 7,300 (new)

**Personality Matrix:** Masculine

**Source:** Star Wars Rebels 101 “Droids in Distress”, 206 “Blood Sisters”, Scum and Villainy (Saga), stats by +Oliver Queen.

# CHAPTER 9: VEHICLE PROFILES

## AIRSPEDERS

### IMPERIAL PATROL TRANSPORT (AKA POLICE GUNSHIP)

The police gunship, also known first as the Republic police gunship or Republic police helicopter and later as the Imperial patrol transport, is a gunship introduced during the Clone Wars to perform law enforcement functions on the Republic capital of Coruscant. Designed to be sleeker and smaller as well as less heavily armed than the Republic attack gunship, the police gunship is better suited for policing the dense city-wide planet while reducing the risks of collateral damage. The police gunship is armed with ball-mounted turrets and fixed cannons. A troop bay allows for the rapid deployment of police officers. Though utilized primarily by the Coruscant Security Force, the police gunship is available to the Coruscant Guard shock troopers who can procure them if need be. After the formation of the Galactic Empire, the police gunship sees broader use as a patrol craft for the Imperial Military on various worlds.

The Republic police gunship is the civilian model of the Republic attack gunship and is sleeker, smaller, and less heavily armed. The police gunship possesses a spoked cockpit and solar gatherer panels which act as the power generator for the ship. Two ball-mounted laser cannons are underneath the cockpit and one laser cannon is mounted on the rear of the ship which are better suited for patrolling the city scape as well as having a lower risk overall in causing collateral damage.

The police gunships are also equipped with searchlights in the event that they have to conduct searches at night or in areas of Coruscant where visibility is low, such as the underworld. The gunship's cockpit also has two seats for the pilot and gunner, with the pilot being slightly behind of and elevated over the gunner. The side hatches open for entry, and have a ramp near the rear in the event that the circumstances require rapid deployment of its personnel.

#### ❖ IMPERIAL PATROL TRANSPORT

**Craft:** Imperial Patrol Transport (formerly Republic Police Gunship)

**Type:** Airspeeder

**Scale:** Speeder

**Length:** 11.48 meters

**Skill:** Repulsorlift operation: Police Gunship

**Crew:** 1 pilot; Gunner: 1

**Crew Skill:** All skills typically at 4D

**Passengers:** 15 (troops)

**Cargo Capacity:** 2 tons

**Cover:** Full; Half (cargo bay when doors open)

**Altitude Range:** Up to 1,000 meters

**Cost:** 49,000 (new), 30,000 (used)

**Maneuverability:** 2D+1

**Move:** 216; 620 km/h

**Body Strength:** 4D



#### Weapons:

##### 2 Laser Cannon (fire-linked)

**Fire Arc:** Front (ball turret)

**Skill:** Vehicle blasters

**Scale:** Vehicle

**Fire Control:** 1D

**Range:** 20-100/150/250

**Damage:** 3D+1

##### Laser Cannon

**Fire Arc:** Rear (turret)

**Skill:** Vehicle blasters

**Scale:** Vehicle

**Fire Control:** 1D

**Range:** 5-10/100/300

**Damage:** 2D+1

##### 2 Rocket Launchers (4 missiles each)

**Fire Arc:** Front

**Skill:** Missile weapons

**Scale:** Vehicle

**Fire Control:** 2D

**Range:** 2 km

**Damage:** 5D

#### Game Notes:

- There is an additional drop exit at the rear allowing for swift deployments, as well as side dropping hatches for passengers to disembark.
- *Search light:* has a range of 300m and illuminates a 15m radius as though daylight (no penalties for darkness).

**Source:** Star Wars Rebels 111 “Call to Action”, 202 “Relics of the Old Republic”, 216 “Shroud of Darkness”, wookieepedia, stats by +Oliver Queen.



## REPULSORS

### 614-AvA SPEEDER BIKE (AKA IMPERIAL SPEEDER BIKE)

The 614-AvA is a series of speeder bikes used by the Galactic Empire and manufactured by Aratech Repulsor Company. These speeder bikes are armed with twin laser cannons located at the front and work alongside All Terrain Defense Pod walkers and TIE Fighters to form a high-speed strike force, cutting down escaping rebels.

Speeder Bikes are ideal for long-distance scouting missions and patrolling large areas with minimal use of fuel or personnel. More nimble than Troop Transports, they allow Stormtroopers to survey difficult terrain or chase after fleeing suspects. It could also tow up to two crates. The bike has telescopic parts that could retract into the body for ease of storage.

#### ✳ 614-AvA SPEEDER BIKE

**Craft:** Aratech Repulsor Company 614-AvA Speeder Bike

**Type:** Military speeder

**Scale:** Speeder

**Length:** 4.4 meters

**Skill:** Repulsorlift ops: 614-AvA

**Crew:** 1

**Cargo Capacity:** 3 kilograms

**Cover:** 1/4

**Altitude Range:** Ground level to 10 meters

**Cost:** 3,500 (new); 1,200 (used)

**Maneuverability:** 4D

**Move:** 165; 375 km/h

**Body Strength:** 1D+2

**Weapons:**

Twin Blaster Cannon (fire-linked)

**Fire Arc:** Front

**Skill:** Vehicle blasters

**Fire Control:** 2D

**Range:** 3-50/100/200

**Damage:** 3D

**Source:** 100 “Sparks of Rebellion”, 106 “Empire Day”, 111 “Call to Action”, 202 “Relics of the Old Republic”, wookieepedia, stats by +Oliver Queen.

### IMPERIAL TROOP TRANSPORT (ITT)

Also known as an RTT or Recon Troop Transport, the Imperial Troop Transport is a boxy repulsorcraft used by the Galactic Empire. Developed by Ubrikkian Industries, it is used to either move Imperial stormtroopers in to locations or to transport prisoners. Despite not being designed for combat, the Imperial Troop Transport was fitted with two forward laser guns, and one dorsal twin laser turret.

The ITT was a long, box-shaped repulsorcraft with a plating of grey metal. Because of its repulsorlift engine, a hovering ITT emits a distinct noise that makes it recognizable from a distance. Two pilots and a commanding officer ride in the vehicle’s cab, the bow of which is equipped with a transparisteel viewport, while up to six individuals ride on the sides of the vehicle in exposed racks, the doors of which are auto-locking.

Although not designed as an infantry fighting vehicle, the ITT is still armed with two forward laser guns, and a single dorsal laser turret. Thanks to its ample firepower, the transport can deter most infantry. However, insertion of a foreign body in the barrel of an ITT’s laser gun causes it to explode upon firing.



The primary function of the Imperial Troop Transport was to move stormtroopers between important locations in times of conflict.

A single transport could carry at least one squad of such troops. Likewise, ITTs were also used to forcibly relocate prisoners, including farmers whose land had been seized by the government. On at least one occasion, an ITT's side racks were used to transport food supplies.

### ❖ IMPERIAL TROOP TRANSPORT

**Craft:** Ubrikkian K79-S80  
**Type:** All purpose troop transport  
**Scale:** Speeder  
**Length:** 8.77 meters  
**Skill:** Repulsorlift operation: landspeeder  
**Crew:** 2 (pilot, co-pilot)  
**Crew Skill:** Varies  
**Passengers:** 6 (exterior)  
**Cargo Capacity:** 500 kilograms  
**Cover:** 1/2 exterior; full interior  
**Altitude Range:** Ground level to 1.5 meters  
**Cost:** 35,000 credits  
**Maneuverability:** 0D  
**Move:** 52 ; 150 km/h  
**Body Strength:** 3D

#### Weapons:

**Twin Laser Cannon**  
**Fire Arc:** turret (top)  
**Fire Control:** 2D  
**Scale:** Speeder  
**Range:** 3-50/100/200  
**Damage:** 5D

**2 Laser Cannon**  
**Fire Arc:** 1 (front, right), 1 (front left)  
**Skill:** Vehicle blasters  
**Scale:** Character  
**Fire Control:** 2D  
**Range:** 3-50/100/200  
**Damage:** 5D

#### Game Notes:

- Side compartments can be converted for additional cargo storage. The top, which is flat, can also be used for storage. This allows for up to 1,500 kilograms of additional cargo to be carried, but depending on how this cargo is stored will take up passenger space (up to 6 spots).
- Prisoner Immobilization Unit towards the rear, had space for one to four prisoners (if placed tightly).

**Source:** 100 “Sparks of Rebellion”, 102 “Fighter Flight”, 104 “Breaking Ranks”, 106 Empire Day”, 111 “Call to Action”, 216 “Shroud of Darkness”, wookieepedia, stats by +Oliver Queen.

## REPULSOR FORKLIFT

A vehicle used for lifting heavy materials.



### ❖ REPULSOR FORKLIFT

**Craft:** Repulsor Loading Vehicle  
**Type:** Forklift  
**Scale:** Speeder  
**Length:** 3 meters  
**Skill:** Repulsor vehicle operation  
**Crew:** 1 (some versions use a droid operator)  
**Cargo Capacity:** 50 kilograms  
**Cover:** 1/2  
**Cost:** 5,000 (new), 1,000 (used)  
**Move:** 30; 90 km/h  
**Body Strength:** 2D+2

#### Game Notes:

- *Lifting Forks:* Capable of lifting 1 ton. 10D lifting (include sale differences if any).

**Source:** Star Wars Rebels 206 “Wings of the Master”, wookieepedia, D6 Conversion Galaxy at War “T8 Loading Vehicle” (p.14), tweaks by +Oliver Queen.

## UNDICUR-CLASS JUMPSPEEDER

A portable speeder bike manufactured by Kuat Vehicles. Though designed as an emergency craft for the Jedi Order and regional military patrols, the design proved popular with civilians after the Clone Wars.

### ❖ UNDICUR-CLASS JUMPSPEEDER

**Type:** Kuat Vehicles Undicur-class Jumpspeeder  
**Scale:** Speeder  
**Length:** 1.84 meters  
**Skill:** Repulsorlift operation: Undicur-class jumpspeeder  
**Crew:** 1  
**Cargo Capacity:** 50kgs  
**Cover:** None  
**Altitude Range:** Ground level up to 10 meters  
**Maneuverability:** 2D



**Move:** 84; 250 km/h  
**Body Strength:** 2D+2

**Source:** Star Wars Rebels 111 “Call to Action”, 112 “Rebel Resolve”, wookieepedia, stats by +Oliver Queen.

## WALKER

### ALL TERRAIN ARMORED TRANSPORT (AT-AT)

The All Terrain Armored Transport is an imposing, quadrupedal combat walker that stands 22.5 meters tall. Due to their impressive appearance, it is used as much for psychological effect as for tactical reasons. Additionally, it also serves as a transport for combat personnel. The vehicle’s cockpit and sensor array are located in the “head” part of the walker, which also carries the main armaments: dual medium blasters located on the “temples,” and a pair of heavier laser cannons fitted on the “chin.” Inside the cockpit stands an AT-AT commander behind two AT-AT pilots who control the walker’s movement. Due to the AT-ATs lack of climate control, AT-AT pilots and personnel wears specialized suits in case the walker’s pressurized cockpit is smashed open in hostile environments. The armor plating of the AT-AT is impervious to blaster bolts, however the neck and joints prove to be weak spots and can be damaged by blaster cannons and other heavy weaponry. The entire walker is vulnerable to other AT-AT fire, if one happened to be hijacked and turned against the other.

Connecting the “head” to the “body” is what is dubbed the “tunnel,” which leads to a troop compartment capable of ferrying numerous soldiers, along with a vehicle bay at the walker’s rear that holds five 614-AvA speeder bikes. The main, rectangular troop hatch is located in the middle of the walker’s side, while two smaller escape hatches are located both to the main hatch’s immediate left and right. The walker’s tail end consists of filtered atmosphere intakes on its upper part, while a blaster cannon energizer is located within. At the bottom of the behemoth is the walker’s fuel slug tank, which has a reputation of being dangerous. The walker’s four legs are aided with the assistance of ankle drive motors, while inside the giant footpads were several terrain scanners.

The AT-AT walker is developed for use by the Imperial Army. It is the successor of the All Terrain Tactical Enforcer that saw use during the Clone Wars, although it constitutes a far more imposing example of walker technology. Heavily armored and awe-inducing, the AT-AT positions itself as the standard of Imperial firepower on the battlefield.

### ⊛ AT-AT

**Craft:** All Terrain Armored Transport  
**Type:** Assault walker  
**Scale:** Walker  
**Length:** 20.6 meters long, 15.5 meters tall  
**Skill:** Walker operation: AT-AT  
**Crew:** 5, skeleton: 3/+10  
**Crew Skill:** vehicle blasters 5D, walker operation 5D  
**Passengers:** 40 (troops) or 2 AT-STs  
**Cargo Capacity:** 1 metric ton  
**Cover:** Full  
**Cost:** Not available for sale  
**Move:** 21; 60 km/h  
**Body Strength:** 6D

#### Weapons:

##### 2 Heavy Laser Cannons (fire-linked)

**Fire Arc:** Front  
**Crew:** 1 (co-pilot or commander)  
**Skill:** Vehicle blasters  
**Fire Control:** 2D  
**Range:** 50-500/1.5/3 Km  
**Damage:** 6D

##### 2 Medium Blasters (fire-linked)

**Fire Arc:** Front  
**Crew:** 1 (co-pilot or commander)  
**Skill:** Vehicle blasters  
**Fire Control:** 2D  
**Range:** 50-200/500/1 Km  
**Damage:** 3D

#### Game Notes:

- The AT-AT walker’s head is mounted on a pivoting neck, which can turn to face left, front and right fire arcs. An AT-AT may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left).
- The lone vulnerability in the AT-AT’s armor is the pivot of its neck. If struck at this weak point, roll for damage results using the Severely Damaged vehicle table. Successfully hitting this weak point is a Heroic task of 35+ difficulty. Knowledge of this weakness is rare and requires some familiarity with Imperial military vehicles, tactics and armament.

**Source:** Star Wars Rebels 106 “Empire Day”, 202 “Relics of the Old Republic”, 210 “A Princess on Lothal”, wookieepedia, Star Wars the Roleplaying Game REUP (p.402-403), tweaks by +Oliver Queen and Pietre Valbuena.

### ALL TERRAIN ARMORED TRANSPORT (AT-AT DEVELOPMENTAL.)

Larger than what would later be used by the Galactic Empire, and carries at least 1 614-AvA speeder bike in its vehicle bay.

## ⊛ AT-AT

**Craft:** All Terrain Armored Transport

**Type:** Assault walker

**Scale:** Walker

**Length:** 31.2 meters long, 22.5 meters tall

**Skill:** Walker operation: AT-AT

**Crew:** 3 (pilot, co-pilot/gunner, commander), skeleton: 1/+10

**Crew Skill:** vehicle blasters 5D, walker operation 5D

**Passengers:** 40 (troops)

**Cargo Capacity:** 1 metric ton

**Cover:** Full

**Cost:** Not available for sale

**Move:** 21; 60 km/h

**Body Strength:** 6D

### Weapons:

#### 2 Chin-Mounted Laser Cannons (fire-linked)

**Fire Arc:** Front

**Crew:** 1 (co-pilot/gunner)

**Scale:** Walker

**Skill:** Vehicle blasters

**Fire Control:** 2D

**Range:** 50-500/1.5/3 Km

**Damage:** 6D

#### 2 Temple-Mounted Medium Blasters (fire-linked)

**Fire Arc:** Front

**Crew:** 1 (co-pilot/gunner)

**Scale:** Speeder

**Skill:** Vehicle blasters

**Fire Control:** 2D

**Range:** 30-150/300/900

**Damage:** 5D

#### Laser Cannon

**Fire Arc:** Back

**Crew:** 1 (co-pilot/gunner)

**Scale:** Walker

**Skill:** Vehicle blasters

**Fire Control:** 2D

**Range:** 50-500/1.5/3 Km

**Damage:** 6D

### Game Notes:

- The AT-AT walker's head is mounted on a pivoting neck, which can turn to face left, front and right fire arcs. An AT-AT may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left).
- The lone vulnerability in the AT-AT's armor is the pivot of its neck. If struck at this weak point, roll for damage results using the Severely Damaged vehicle table. Successfully hitting this weak point is a Heroic task of 35+ difficulty. Knowledge of this weakness is rare and requires some familiarity with Imperial military vehicles, tactics and armament.
- Twin mounted floodlights directly under command module.
- Typical Complement: 5 614-AvA speeder bikes, 25 LX-4 proton mines, 20 E-11 blaster rifles, 5 DLT-20A blaster rifles.

**Source:** Star Wars Rebels 202 "Relics of the Old Republic", wookieepedia, Star Wars the Roleplaying Game REUP (p.402-403), tweaks by +Oliver Queen and Pietre Valbuena.

## ALL TERRAIN DEFENSE POD (AT-DP)

A bipedal walker, used by the Galactic Empire, the AT-DP is built for speed. Much larger than the AT-RT or the AT-ST, this Imperial machine can reach speeds up to ninety kilometers per hour on flat terrain.







The chin-mounted laser cannon is set in a ball turret for an increased arc of fire, and the walker's armored head serves as the walker's cockpit command center. The cockpit has seating for a driver and a gunner, with the gunner stationed behind the driver.

The AT-DP is used by the Empire, to defend Imperial assets, especially military installations and distribution centers.

#### \* AT-DP

**Craft:** All Terrain Defense Pod

**Type:** Medium walker

**Scale:** Walker

**Length:** 6.4 meters

**Skill:** Walker operation: AT-DP

**Crew:** 2, skeleton: 1/+15

**Crew Skill:** Vehicle blasters 4D+2, walker operation 5D

**Cargo Capacity:** 200 kilograms

**Cover:** Full

**Cost:** Not available for sale

**Maneuverability:** 1D

**Move:** 45; 100 km/h

**Body Strength:** 2D+2

#### Weapons:

##### Laser Cannon

**Fire Arc:** Front

**Crew:** 1 (co-pilot)

**Skill:** Vehicle blasters

**Fire Control:** 1D

**Range:** 50-200/1/2 Km

**Damage:** 4D

#### Game Notes:

- Narrow slits along sides of vehicle compartment allows personnel to fire their weapons if the AT-DP becomes flanked.

**Source:** Star Wars Rebels 201 "Droids in Distress", 104 "Breaking Ranks", 106 "Empire Day", 112 "Rebel Resolve", 200 "The Siege of Lothal", 215 "The Honorable Ones", 217 "The Forgotten Droid", wookieepedia, stats by +Oliver Queen.

## ALL TERRAIN TACTICAL ENFORCER (AT-TE)

Also referred to as a tank by clone troopers, was a multipurpose military ground walker used by the Galactic Republic during the Clone Wars. They boasted six legs

that could be magnetized, six laser cannon turrets located along the body of the walker, and a heavy projectile mass-driver cannon on top.

The All Terrain Tactical Enforcer is a low-built vehicle that features six articulated legs for propulsion. Its body consists of two armored halves that are connected by a flexible concertina section, which increases the walker's mobility on the field. Because its legs are low to the ground, the walker has a relatively low top speed, but it also enjoys greater stability. As its name suggests, the AT-TE is suitable for all terrains; not only is it able to climb sheer surfaces, it could also survive in the vacuum of realspace.

The AT-TE's most powerful weapon is a single mass-driver cannon located on the vehicle's dorsal surface. Four smaller ball-turret laser cannons are mounted at the front, and two others at the rear. The hexapod's armor can easily deflect small arms fire. However, it can be pierced by tanksmasher rockets, which could result in the destruction of the vehicle's complex propulsion mechanisms.

The walker's pilot sits in a forward compartment, while a gunner sits exposed atop the walker to operate the mass-driver cannon. The standard version of the AT-TE carries 20 troops, and some variants carried smaller All Terrain Recon Transports in their rear hold.

#### \* AT-TE

**Craft:** Rothana Heavy Engineering All-Terrain Tactical Enforcer

**Type:** Walker

**Scale:** Walker

**Length:** 12.4 meters long

**Skill:** Walker operation: AT-TE

**Crew:** 1, gunners 6

**Crew Skill:** Applicable skills typically at 5D

**Passengers:** 20 (troops) or cargo

**Cargo Capacity:** 60 tons

**Cover:** Full

**Cost:** Not available for sale

**Maneuverability:** 0D+2

**Move:** 21; 60 km/h

**Body Strength:** 4D+1

#### Weapons:

##### Heavy Projectile Cannon

**Fire Arc:** Front

**Skill:** Vehicle blasters

**Fire Control:** 2D

**Range:** 50-300/1/3 Km

**Damage:** 5D

**Source:** Star Wars Rebels 201 "The Lost Commanders", 202 "Relics of the Old Republic", wookieepedia, Star Wars the Roleplaying Game REUP (p.404-405).

# CHAPTER 10: STARSHIP PROFILES

## STARFIGHTERS AND PATROL BOATS

### FANG FIGHTER

A model of starfighter flown by the Mandalorian Protectors. An intimidating ship tailor-made for combat, it is equipped with pivot wings that provide a vector thrust control. Thanks to this feature, Fang fighters can make turns of which few other ships were capable. Each Fang fighter has a hidden proton torpedo port in its belly, and wing-mounted laser cannons.

#### ✳ FANG FIGHTER

**Craft:** Fang Fighter  
**Type:** Mandalorian Protectorate starfighter  
**Scale:** Starfighter  
**Length:** 10.2 meters  
**Skill:** Starfighter piloting: Fang fighter  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+2.  
**Cargo Capacity:** 25 kilograms  
**Consumables:** 3 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** -  
**Hyperdrive Backup:** -  
**Nav Computer:** -  
**Maneuverability:** 3D+2  
**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
**Passive:** 20/0D  
**Scan:** 35/1D  
**Search:** 40/2D

**Focus:** 2/3D

#### Weapons:

2 Heavy Blaster Cannons  
(fire-linked)  
**Fire Arc:** Front  
**Crew:** 1 (pilot)  
**Scale:** Starship  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-5/10/17  
**Atmosphere Range:** 100-500/1.0/1.7 km  
**Damage:** 6D

#### Proton Torpedo Launcher

**Fire Arc:** Front  
**Crew:** 1 (pilot)  
**Scale:** Starship  
**Skill:** Starship gunnery  
**Fire Control:** 1D  
**Space Range:** 1/3/7  
**Atmosphere Range:** 50-100/300/700  
**Ammo:** 2 torpedoes  
**Damage:** 9D

#### Game Notes:

- The proton torpedo launcher is in a hidden bay residing in the belly of the Fang fighter. While recessed, scans to detect this weapon are at a +3D difficulty modifier.

**Source:** Star Wars Rebels 211 “The Protector of Concord Dawn”, wookieepedia, stats by +Oliver Queen.

### MINING GUILD TIE FIGHTER

Modified TIE/LN starfighters the Mining Guild is allowed to use due to its association with the Galactic Empire. In order to make these fighters clearly distinct from the ones in direct service, they have a yellow color scheme. They also have a notch cut in their stabilizers, giving them only eight solar collectors instead of twelve, which gives them improved visibility, but greatly diminishes their combat capabilities and maneuverability.

#### ✳ TIE/LN

**Craft:** Modified Sienar Fleet Systems TIE/ln  
**Type:** Space superiority fighter  
**Scale:** Starfighter  
**Length:** 8.99 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D+1, starship gunnery 3D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 2 days  
**Cost:** 60,000 (new), 25,000 (used)  
**Maneuverability:** 1D+2  
**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 2D



**Sensors:****Passive:** 10/0D**Scan:** 20/1D**Search:** 40/2D**Focus:** 1/3D**Weapons:****2 Laser Cannons (fire linked)****Fire Arc:** Front**Skill:** Starship gunnery**Fire Control:** 2D**Space Range:** 1-3/12/25**Atmosphere Range:** 100-300/1.2/2.5 km**Damage:** 4D

**Source:** Star Wars Rebels 213 “The Call”, wookieepedia, stats by +Oliver Queen.

**RZ-1 A-WING INTERCEPTOR**

A quick, powerful strike fighter manufactured by Kuat Systems Engineering. Influenced by the designs of the Republic starfighters flown during the Clone Wars, the A-wing is wedge-shaped with dual engines mounted on the stern. The craft comes equipped with a hyperdrive. The fighters are armed with two laser cannons and twelve concussion missiles. A-wings are modified by the Alliance to favor raw speed over power or protection. The Alliance’s modified A-wings consist of a stock model stripped of its shields, armor, and heavy weapons. As a result, the ship is faster than the Empire’s variant, the TIE Interceptor.

\* **A-WING****Craft:** Kuat Yards RZ-1 A-Wing Interceptor**Type:** Interceptor and multi-purpose starfighter**Scale:** Starfighter**Length:** 9.6 meters**Skill:** Starfighter piloting: A-wing**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1**Crew:** 1**Cargo Capacity:** 40 kilograms**Consumables:** 1 week**Cost:** 175,000 (new) 70,000 (used)**Hyperdrive Multiplier:** x1**Hyperdrive Backup:** No**Nav Computer:** Yes (limited to 2 jumps)**Maneuverability:** 4D**Space:** 12**Atmosphere:** 450; 1,300 kmh**Hull:** 2D+2**Shields:** No**Sensors:****Passive:** 30/0D**Scan:** 50/1D**Search:** 75/2D**Focus:** 4/4D+1**Weapons:****2 Laser Cannons (fire-linked)****Fire Arc:** Front**Crew:** 1 (pilot)**Scale:** Starfighter**Skill:** Starship gunnery**Fire Control:** 3D**Space Range:** 1-3/12/25**Atmosphere Range:** 100-300/1.2/2.5 km**Damage:** 5D**Medium Concussion Missile Launcher****Fire Arc:** Front**Crew:** 1 (pilot)**Scale:** Starfighter**Skill:** Starship gunnery**Space Range:** 1/3/7**Atmosphere Range:** 30-100/300/700**Ammo:** 12 missiles**Damage:** 8D

**Source:** Star Wars Rebels, 201 “The Lost Commanders”, 205 “Wings of the Master”, 207 “Stealth Strike”, 208 “The Future of the Force”, 209 “Legacy”, 214 “Homecoming”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, 219-220 “Twilight of the Apprentice”, wookieepedia, tweaks by +Oliver Queen.

**TIE ADVANCED V1**

An experimental TIE fighter model of the Imperial Navy. It is heavily based upon Republic Sienar Systems’ own Scimitar. The starfighter is fitted with a hyperdrive and basic shields, and unlike the TIE Advanced x1, the v1’s S-foils can fold in around the cockpit when not in flight, conserving hangar space. Unusually for a TIE model, it has solar panels only on the inside surface of the wings, instead armor-plating the outside surfaces in order to make it more resistant to enemy fire from the sides (although it still lacked shields). This results in lower power output from the panels, requiring the engines to run on fuel instead of the solar reactor, which only powers weapons, sensors, and auxiliary systems. The TIE Advanced v1 is armed with dual chin mounted laser cannons, and had the ability to launch warheads, including an XX-23 S-thread tracker.

The TIE Advanced v1 was unveiled on Empire Day, on the planet Lothal, in 5 BBY. During the unveiling, it was announced that the TIE Advanced v1 was to be produced on Lothal by Sienar Fleet Systems.



## ☼ TIE ADVANCED V1

**Craft:** Sienar Fleet Systems TIE Advanced v1

**Type:** Space superiority starfighter

**Scale:** Starfighter

**Length:** 3.57 meters

**Skill:** Starfighter piloting: TIE v1

**Crew:** 1

**Crew Skill:** Starfighter piloting 6D, starship gunnery 5D, starship shields 4D+2

**Cargo Capacity:** 165 kilograms

**Consumables:** 5 days

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** No

**Nav Computer:** Yes, limited to 4 jumps

**Maneuverability:** 2D

**Space:** 13

**Atmosphere:** 555, 1,600 km/h

**Hull:** 2D+2

**Shields:** No

**Sensors:**

**Passive:** 20/0D

**Scan:** 40/1D

**Search:** 60/2D

**Focus:** 3/3D

**Weapons:**

**2 Heavy Laser Cannons (fire-linked)**

**Fire Arc:** Front

**Skill:** Starship gunnery

**Fire Control:** 2D

**Space Range:** 1-3/12/25

**Atmosphere Range:** 100-300/1.2/2.5 km

**Damage:** 6D

**Multi-Ordnance Missile Launcher**

**Fire Arc:** Front

**Skill:** Starship gunnery

**Fire Control:** 2D

**Space Range:** varies depending on ordnance

**Atmosphere Range:** varies depending on ordnance

**Ammo:** 1 missile

**Damage:** varies depending on ordnance

**Game Notes:**

- The v1 has a cockpit, though designed for a single pilot, can comfortably accommodate a passenger. The cockpit also had life support so a pilot did not need an environment suit in order to fly the v1.
- The Multi-Ordnance Launcher typically loaded with either a concussion missile or XX-23 S-thread trackers.

**Source:** Star Wars Rebels 106 "Empire Day", 107 "Gathering Forces", 113 "Fire Across the Galaxy", 208 "The Future of the Force", 216 "Shroud of Darkness", 219-220 "Twilight of the Apprentice", wookieepedia, stats by +Oliver Queen.

## TIE BOMBER

Is a bombing variant of the TIE line used by the Galactic Empire, and is their main source of anti-emplacment air-support.

## ☼ TIE BOMBER

**Craft:** Sienar Fleet Systems TIE Bomber

**Type:** Dedicated light space bomber

**Scale:** Starfighter

**Length:** 9.2 meters

**Skill:** Starfighter piloting: TIE

**Crew:** 1

**Crew Skill:** Starship gunnery 4D+1, starfighter piloting 4D, starship gunnery 5D

**Cargo Capacity:** 15 metric tons (bomb bay)

**Consumables:** 2 days

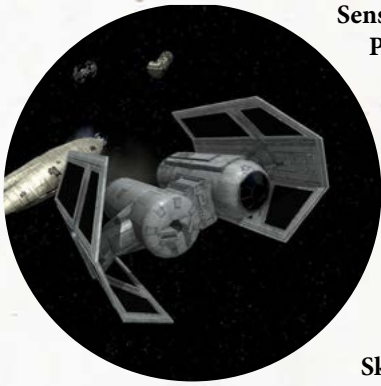
**Cost:** 150,000 (new), 75,000 (used)

**Space:** 6

**Atmosphere:** 295; 850 kmh

**Hull:** 4D+1



**Sensors:****Passive:** 20/0D**Scan:** 35/1D**Search:** 50/2D**Focus:** 3/2D+2**Weapons:****2 Laser Cannons (fire-linked)****Fire Arc:** Front**Crew:** 1**Scale:** Starfighter**Skill:** Starship gunnery**Fire Control:** 2D**Space Range:** 1-3/12/25**Atmosphere Range:** 100-300/1.2/2.5 km**Damage:** 3D**Concussion Missiles Launcher****Fire Arc:** Front**Crew:** 1**Scale:** Starfighter**Skill:** Starship gunnery**Fire Control:** 3D+2**Space Range:** 1/3/7**Atmosphere Range:** 50-100/1/5 km**Ammo:** 16 missiles**Damage:** 9D**Game Notes:**

- Equipped with ejector seat.
- *Additional ordinance:* orbital mines, proton bombs.

**Source:** Star Wars Rebels 106 “Empire Day”, 214 “Homecoming”, wookieepedia, Star Wars the Roleplaying Game REUP (p.428-429).

**TIE/LN STARFIGHTER**

The TIE fighter is the unforgettable symbol of the Imperial fleet. Carried aboard Star Destroyers and battle stations, TIE fighters are single-pilot vehicles designed for fast-paced dogfights.

The TIE/LN starfighter is small, short-range fighter developed and manufactured en masse by the Empire. The basis for the TIE fighter can be traced back to Kuat Systems Engineering’s Alpha-3 Nimbus starfighter, along with several other outmoded models from the Old Republic. Like their predecessors, TIEs employ two vertical wings similar in appearance to V-wing starfighters, however the Eta-2 Actis-class light interceptor bore even more similarities with its central cockpit pod, twin ion engines and common weapons technology.

A TIE fighter’s twin ion engines provide thrust and boosters capable of quickly adjusting the ship’s direction, however in order to minimize power drain, the TIE lacks key systems such as deflector shields and hyperdrives. The fighter’s black wings are in fact an array of twelve solar

collectors that pool power and directed it to the fighter’s twin engines and low-temperature lasers. Its central cockpit is tightly fitted, incorporating flight controls, viewscreens, targeting systems, tracking equipment—including a homing beacon in case the vessel was stolen—and room for a pilot all in the central pod. Despite being designed for a single occupant, several other passengers can fit inside the central cockpit, although the fit is extremely tight. Flight controls on the other hand are considered intuitive and easy to learn, in some cases allowing rebel novices to fly and operate them after having stolen them from Imperial airfields. TIEs are also outfitted with an ejector seat and twin low-temperature laser cannons mounted to the ‘chin’ section of the cockpit module. The fighter could also feature a single proton torpedo launcher.

The Empire favors the TIE fighter for its versatility, if not for its durability. They are able to operate both in space as well as in planetary atmospheres, acting as fighters or scouts. One great advantage of the TIE fighter is the fact that it is not limited to linear flight, like other fighters of the time. On occasion the fighters demonstrate an ability to hover in place and even fly completely sideways, adding to the usefulness of the fighter as a scout vehicle.

TIE pilots are instructed to ignore their own well-being in order to achieve their objectives, the fighters are extremely fragile and their pilots expendable. With the Imperial Navy’s vast size and unchallenged reign over the galaxy, the use of swarm tactics and subsequent mass production and refreshment of the vessels barely puts a dent into Imperial manpower and industrial capacity. As a result, many features are sacrificed to facilitate mass production by Sienar Fleet Systems factories, even causing Wilhuff Tarkin to dread the thought of ever having to pilot one due to its cramped cockpit. Imperial fighters also act as psychological deterrents to potential seditious activities, with their roaring engines inspiring fear in those who heard them, leading to Imperial commanders purposely ordering their pilots to fly low over areas that needed reminding of Imperial might.

As part of the five year plan for the industrialization of the Outer Rim Territories, TIE fighters are produced on a number of planets, including Lothal. TIEs produced in Sienar’s factories on Lothal have shorter, sturdier wings. This allows the fighters to make surface landings, a feature not included in the standard TIE. The Empire also gives some of its TIE fighters to loyalist companies to help secure its interests, leading to variants such as the Mining Guild TIE fighter.



## \* TIE/LN

**Craft:** Sienar Fleet Systems TIE/ln  
**Type:** Space superiority fighter  
**Scale:** Starfighter  
**Length:** 8.99 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 2 days  
**Cost:** 60,000 (new), 25,000 (used)  
**Maneuverability:** 2D  
**Space:** 10  
**Atmosphere:** 415; 1,200 km/h  
**Hull:** 2D  
**Sensors:**  
**Passive:** 20/0D  
**Scan:** 40/1D  
**Search:** 60/2D  
**Focus:** 3/3D  
**Weapons:**  
**2 Laser Cannons (fire linked)**  
**Fire Arc:** Front  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 5D

### Game Notes:

- Ejection Seat
- Some Variations were equipped with a proton torpedo launcher:

#### Proton Torpedo Launcher

**Fire Arc:** Front  
**Crew:** 1 (pilot)  
**Scale:** Starfighter  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 1/3/7  
**Atmosphere Range:** 30-100/300/700  
**Ammo:** 3 missiles  
**Damage:** 7D

**Source:** 100A “The Machine in the Ghost”, 100B “Art Attack”, 100C “Entanglement”, 100D “Property of Ezra Bridger”, 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, 103 “Rise of the Old Masters”, 104 “Breaking Ranks”, 105 “Out of Darkness”, 106 “Empire Day”, 107 “Gathering Forces”, 109 “Idiot’s Array”, 111 “Call to Action”, 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 202 “Relics of the Old Republic”, 205 “Wings of the Master”, 209 “Legacy”, 210 “A Princess on Lothal”, 212 “Legends of the Lasat”, 214 “Homecoming”, 215 “The Honorable Ones”, 217 “The Forgotten Droid”, wookieepedia, Star Wars the Roleplaying Game REUP (pages 427-428), tweaks by +Oliver Queen.

## FREIGHTERS AND TRANSPORTS

### GX1 SHORT HAULER

Designed for long, extended missions and tours of constituencies. One of its variants, which was used during diplomatic missions, was fitted with a turret-mounted double laser cannon. A civilian variant, used as a starbus for interplanetary travel, was devoid of armament. Each GX1 was also equipped with a docking tube that extended from the ship like an accordion.

The Lantillian GX1 short haulers exist as far back as the time of Clone Wars. After the conclusion of the Clone Wars, a number of weaponless GX1s are used as interplanetary starbuses ferrying commuters from one location to another, piloted by an RX-series droid.

## \* GX1 SHORT HAULER

**Craft:** Converted Lantillian Shipwrights GX1 Short Hauler  
**Type:** Starbus  
**Scale:** Starfighter  
**Length:** 37.8 meters  
**Skill:** Space transports: GX1  
**Crew:** 1  
**Crew Skill:** Astrogation 4D, communication 4D, sensors 4D, space transports 4D  
**Passengers:** 6  
**Cargo Capacity:** 85 metric tons  
**Consumables:** 1 month  
**Cost:** 20,500 (used only)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
**Passive:** 10/0D  
**Scan:** 25/1D  
**Search:** 40/2D  
**Focus:** 2/2D  
**Weapons:**  
**Laser Cannon**  
**Fire Arc:** Turret  
**Crew:** 1 (can be fired by pilot or co-pilot, +5 to difficulty)  
**Scale:** Starfighter  
**Skill:** Starship gunnery  
**Fire Control:** 1D



**Space Range:** 1-3/12/25

**Atmosphere Range:** 100-300/1.2/2.5 km

**Damage:** 3D

**Game Notes:** Hyperspace-equipped escape craft.

**Source:** Star Wars Rebels “Blood Sisters”, “Stealth Strike”, wookieepedia, Stock Ships (p.5-7), Pirates & Privateers (p.65), tweaks by +Oliver Queen.

## CLASS FOUR CARGO TRANSPORT

Shaped like a tetrahedron resting on the longest of its six edges. The bridge module is located in front of the ship, at the narrowest vertex of the recumbent tetrahedron, and resembled that of the Imperial light cruiser. An assembly of up to 126 big containers could be attached to the rear triangular side of the ship, encased between the sublight engines positioned at each of the three angles.

In addition to its sublight drives, the Imperial cargo ship is equipped with a hyperdrive, which allows it to travel through hyperspace. It is also armed, boasting one top-mounted double-barreled turbolaser battery and two side-mounted laser turrets.

Every Imperial cargo ship required the presence of an inventory droid to track and monitor all the goods.

Imperial cargo ships were used to haul large quantities of containers and crates from spaceport to spaceport.

### \* CLASS FOUR CARGO TRANSPORT

**Craft:** Kuat Drive Yards Imperial Cargo Ship

**Type:** Freighter

**Scale:** Starfighter

**Length:** 81.7 meters

**Skill:** Space transports: Imperial cargo ship

**Crew:** 3 (pilot, co-pilot, captain); Skeleton: 1/+5

**Crew Skill:** Astrogation 3D, communications 2D+2, sensors 2D+2, space transports 3D, starship gunnery 3D+1, starship shields 2D+2

**Passengers:** 10

**Cargo Capacity:** up to 210 large cargo containers (typically 10 tons each)

**Consumables:** 1 month

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 0D

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 3D

**Shields:** 1D

**Sensors:**

**Passive:** 15/0D

**Scan:** 20/1D

**Search:** 30/1D+2

**Focus:** 3/2D

**Weapons:**

**Double Laser Cannons**

**Fire Arc:** Turret

**Crew:** 1 (pilot or co-pilot)

**Scale:** Starfighter

**Skill:** Starship gunnery

**Fire Control:** 2D

**Space Range:** 3-15/35/75

**Atmosphere Range:** 300-1.5/3.5/7.5 km

**Damage:** 4D

**2 Laser Cannons**

**Fire Arc:** Turret (1 front, left, 1 front right)

**Crew:** 1 (pilot, co-pilot)

**Scale:** Starfighter

**Skill:** Starship gunnery

**Fire Control:** 2D

**Space Range:** 1-3/12/25

**Atmosphere Range:** 100-300/1.2/2.5 km

**Damage:** 4D

**Source:** Star Wars Rebels 217 “The Forgotten Droid”, wookieepedia, stats by +Oliver Queen.



## LAMBDA-CLASS T-4A SHUTTLE (IMPERIAL LAMBDA, IMPERIAL TRANSPORT OR THE IMPERIAL SHUTTLE)

A type of transport shuttle with a trihedral foil design used by the Galactic Empire during the Galactic Civil War. The shuttles were used by such dignitaries as Darth Vader and Emperor Sheev Palpatine. The hyperdrive-equipped shuttle was armed with two forward double laser cannons, two wing-mounted double cannons, and one rear double laser cannon.

### ✦ LAMBDA SHUTTLE

**Craft:** Sienar Fleet Systems Shuttle  
**Type:** Lambda-class Shuttle  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: Lambda Shuttle  
**Crew:** 2 (2 can coordinate), gunners: 4, Skeleton: 1/+10  
**Crew skill:** Space transports 5D, starship gunnery 5D, starship shields 4D  
**Passengers:** 10 (modifiable to hold up to 20)  
**Cargo capacity:** 80 metric tons  
**Consumables:** 2 months  
**Cost:** No available for sale (valued at 240,000 credits)  
**Hyperdrive multiplier:** x1  
**Hyperdrive backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
     **Passive:** 20/0D  
     **Scan:** 40/1D  
     **Search:** 80/2D  
     **Focus:** 4/2D+2  
**Weapons:**  
**3 Double Blaster Cannons**  
**Fire Arc:** 2 front, 1 back  
**Crew:** 3

**Scale:** Starfighter  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:**  
 100-300/1.2/2.5 km  
**Damage:** 4D  
**2 Double Laser Cannons (fire-linked)**  
**Fire Arc:** Front  
**Crew:** 1  
**Scale:** Starfighter



**Skill:** Starship gunnery  
**Fire Control:** 3D+1  
**Space Range:** 1-4/12/25  
**Atmosphere Range:** 100-400/1.2/2.5 km  
**Damage:** 4D

**Source:** Star Wars Rebels Magazine UK #14 “No Sympathy”, wookieepedia, Star Wars the Roleplaying Game REUP (p.444-445).

## LUXURY 3000 SPACE YACHT (OR SOROSUUB 3000)

A luxurious transport ship manufactured by SoroSuub Corporation.

### ✦ LUXURY 3000 YACHT

**Craft:** SoroSuub Luxury 3000  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: Luxury 3000 yacht  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 10  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 1 month  
**Cost:** 250,000 (new), 150,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
     **Passive:** 25/1D  
     **Scan:** 50/2D  
     **Search:** 75/2D+2  
     **Focus:** 3/3D

**Source:** Star Wars Rebels 204 “Brothers of the Broken Horn”, wookieepedia, Starships Stats (p.69).



## NU-CLASS TRANSPORT

Also known as the Republic attack shuttle, is a model of shuttle used by the Republic Navy during the Clone Wars. It was the predecessor of the Lambda-class T-4a shuttle.

### ✦ NU-CLASS TRANSPORT

**Craft:** Cygnus Works Nu-class Transport  
**Type:** Multi-purpose transport  
**Scale:** Starfighter  
**Length:** 18.9 meters





**Skill:** Space transports: Nu-class transport

**Crew:** 2, gunners: 1-2, skeleton: 1/+10

**Crew Skill:** Space transports 5D, starship gunnery 5D, starship shields 4D

**Passengers:** 30

**Cargo Capacity:** 2 metric tons

**Consumables:** 2 days

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** No

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 5

**Atmosphere:** 295; 850 km/h

**Hull:** 3D+2

**Shields:** 2D

**Sensors:**

**Passive:** 20/0D

**Scan:** 35/1D

**Search:** 75/2D

**Focus:** 3/2D+2

**Weapons:**

**2 Double Medium Laser Cannons (fire-linked)**

**Fire Arc:** Front

**Crew:** 1

**Scale:** Starfighter

**Skill:** Starship gunnery

**Fire Control:** 2D

**Space Range:** 1-4/12/25

**Atmosphere Range:** 100-200/1.2/2.5 km

**Damage:** 4D

**2 Double Light Laser Cannons (fire-linked)**

**Fire Arc:** Front

**Crew:** 1 (co-pilot)

**Scale:** Starfighter

**Skill:** Starship gunnery

**Fire Control:** 2D+1

**Space Range:** 1-3/10/20

**Atmosphere Range:** 100-300/1.0/2.0 km

**Damage:** 4D

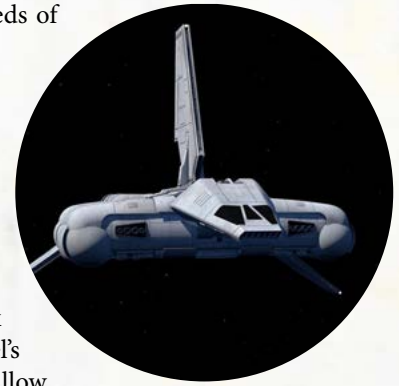
**Source:** Star Wars Rebels 214 "Homecoming", wookieepedia, D6 Conversion The Clone Wars Campaign Guide "Nu Attack Shuttle" (p.22), tweaks by +Oliver Queen.

## SENTINEL-CLASS LANDING CRAFT

Also known as a Sentinel-class shuttle. Sturdily built, it includes armor plating nearly twenty-five percent heavier than standard Lambda armor and four deflector-shield generators. Powerful Cygnus HD7 engines allow the ship

to reach atmospheric speeds of 1,00 kilometers per hour.

The ship's Troop compartment can carry six squads, for a total of fifty-four soldiers. The hold behind the troop compartment has room for a dozen repeating blasters as well as six speeder bikes. The Sentinel's removable seating units allow the ship to be converted quickly to a straight delivery vessel or to a cargo ship.



## SENTINEL-CLASS SHUTTLE

**Craft:** Sienar Fleet Systems Sentinel-class Landing Craft

**Type:** Heavily armed landing craft

**Scale:** Starfighter

**Length:** 20 meters

**Skill:** Space transports: Sentinel-class shuttle

**Crew:** 2 (pilot, sensor operator), gunners: 4

**Crew Skill:** Space transports 5D, starship gunnery 5D, starship shields 4D

**Passengers:** 10 (may be modified for up to 20)

**Cargo Capacity:** 160 metric tons

**Consumables:** 1 month

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 5D

**Shields:** 2D

**Sensors:**

**Passive:** 20/0D

**Scan:** 40/1D

**Search:** 80/2D

**Focus:** 4/2D+2

**Source:** Star Wars Rebels 107 "Gathering Forces", 110 "Vision of Hope", 111 "Call to Action", 112 "Rebel Resolve", 113 "Fire Across the Galaxy", 200 "The Siege of Lothal", 202 "Relics of the Old Republic", 207 "Stealth Strike", 211 "The Protector of Concord Dawn", 214 "Homecoming", 216 "Shroud of Darkness", wookieepedia, Star Wars Trilogy Sourcebook SE (p.133-134), tweaks by +Oliver Queen.

## STAR COMMUTER 2000 SHUTTLE

A model of unarmed hyperdrive-equipped shuttle manufactured by Sacul Industries. The small ferry craft are piloted by RX-Series droids, and used to transport travellers on short trips between nearby planets.

They feature two rows of double seating and a seatbelt for each seat. Due to Imperial regulations, all droids are sent to the back of the ship.

### ✳ **STAR COMMUTER 2000 SHUTTLE**

**Craft:** Sacul Industries Star Commuter 2000 Shuttle

**Type:** Interplanetary shuttle

**Scale:** Starfighter

**Length:** 18.5 meters

**Skill:** Space transports: Star Commuter 2000

**Crew:** 1 (RX-Series pilot droid)

**Crew Skill:** Astrogation 4D, communications 4D, sensors 4D, space transports 4D

**Passengers:** 24

**Cargo Capacity:** 5 tons

**Consumables:** 3 weeks

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Navigation Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 km/h

**Hull:** 3D

**Shields:** No

**Sensors:**

**Passive:** 30/0D

**Scan:** 50/1D

**Search:** 75/2D

**Focus:** 3/4D

#### **Game Notes:**

- The RX-Series piloting droid was used for piloting and astrogation of the Star Commuter 2000. The droid has a pleasant, cheerful demeanor. It has three arms. RX droids were permanently attached to the shuttle floor at the piloting and navigation console.
- Per Imperial regulations, at the rear of the shuttle is the passenger space designated for droids.

**Source:** Star Wars Rebels 101 "Droids in Distress", 110 "Vision of Hope", 200 "The Siege of Lothal", wookieepedia, stats by Panzerjedi, tweaks by +Oliver Queen.

### **TAYLANDER SHUTTLE**

A shuttle that was used by the rebellion as a transport ship for undercover operations.

### ✳ **TAYLANDER SHUTTLE**

**Craft:** Joraan Drive Systems Taylander Shuttle

**Type:** General transport shuttle

**Scale:** Starfighter

**Length:** 43.5 meters

**Skill:** Space transports: Taylander shuttle

**Crew:** 4 (pilot, co-pilot, steward), gunner: 1, skeleton: 2 (+5)

**Crew Skill:** Varies

**Passengers:** 22

**Cargo Capacity:** 700 metric tons

**Consumables:** 4 weeks

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 0D

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 3D

**Shields:** 1D

**Sensors:**

**Passive:** 10/0D

**Scan:** 25/1D

**Search:** 40/2D

**Focus:** 2/3D

**Weapons:**

**2 Autoblasters**

**Fire Arc:** Turret

**Crew:** 1

**Scale:** Starfighter





**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-3/10/20  
**Atmosphere Range:** 100-300/1/2 km  
**Damage:** 3D

**Source:** Star Wars Rebels 208 “The Future of the Force”, 209 “Legacy”, 210 “A Princess on Lothal”, 214 “Homecoming”, 217 “The Forgotten Droid”, wookieepedia, Starships stats (p.153).

## CAPITAL CR90 CORVETTE

Also known as Alderaan Cruisers, Corellian corvettes, or blockade runners, are consular vessels manufactured by the Corellian Engineering Corporation. Although the ships are not built as carriers, three RZ-1 A-wing interceptors could be attached to the docking rings, allowing a small escort to be with it. They serve as the backbone of the fledgling rebel fleet.

### \* CR90 CORVETTE

**Craft:** Corellian Engineering Corporation CR90 Corvette  
**Type:** Medium multi-purpose vessel  
**Scale:** Capital  
**Length:** 126.68 meters  
**Skill:** Capital ship piloting: Corellian Corvette  
**Crew:** 30, gunners: 11, Skeleton: 3/+10  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1  
**Passengers:** 150-300 (depending on configuration)  
**Cargo Capacity:** 3,000 metric tons  
**Consumables:** 1 year  
**Cost:** 3.5 million (new), 1.5 million (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
**Passive:** 40/1D  
**Scan:** 80/2D  
**Search:** 100/3D  
**Focus:** 5/4D  
**Weapons:**  
**2 Dual Turbolaser Cannons**

**Fire Arc:** 3 front, 1 left, 1 right, 1 back  
**Crew:** 3  
**Skill:** Capital ship gunnery  
**Fire Control:** 3D  
**Space Range:** 3-15/35/75  
**Atmosphere Range:** 6-30/70/150 km  
**Damage:** 4D+2

### 4 Turbolasers

**Fire Arc:** 3 front, 1 left, 1 right, 1 back  
**Crew:** 1 (2), 3 (1)  
**Skill:** Capital ship gunnery  
**Fire Control:** 3D  
**Space Range:** 3-15/35/75  
**Atmosphere Range:** 6-30/70/150 km  
**Damage:** 4D

**Game Notes:** Although the ships were not built as carriers, three RZ-1 A-wing interceptors could be attached to the docking rings, allowing for a small starfighter escort to accompany it.

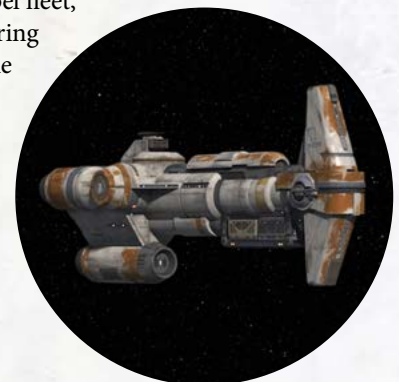
**Source:** Star Wars Rebels 101 “Droids in Distress”, 112 “Gathering Forces”, 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, 203 “Always Two There Are”, 204 “Wings of the Master”, 207 “Stealth Strike”, 210 “Legacy” “A Princess on Lothal”, 211 “The Protector of Concord Dawn”, 214 “Homecoming”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, wookieepedia, Star Wars the Roleplaying Game REUP (p.434-435), tweaks by +Oliver Queen.

## HAMMERHEAD CORVETTE

A model of corvette used in the years leading up to the Galactic Civil War. The ships were inspired by a design that dated back centuries. After learning of the rebellion's losses at the battle on Garel, Imperial senator Bail Organa of Alderaan sent three Hammerhead corvettes to Lothal to expand the rebel fleet, under the guise of delivering relief supplies to the people of Lothal.

### \* HAMMERHEAD CORVETTE

**Craft:** Alderaan Royal Engineers Hammerhead Corvette  
**Type:** Corvette



**Scale:** Capital  
**Length:** 118 meters  
**Skill:** Capital ship piloting: Hammerhead corvette  
**Crew:** 12 (pilot, co-pilot, 10 others), gunners: 3, Skeleton: 2/+10  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1  
**Passengers:** 30 (depending on configuration)  
**Cargo Capacity:** 80 metric tons  
**Consumables:** 6 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
**Passive:** 40/1D  
**Scan:** 80/2D  
**Search:** 100/3D  
**Focus:** 5/4D

**Weapons:**

**Dual Laser Cannon**

**Fire Arc:** Turret  
**Crew:** 1  
**Scale:** Starfighter  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 3-15/35/75  
**Atmosphere Range:** 6-30/70/150 km  
**Damage:** 3D

**2 Turbolasers (fire-linked)**

**Fire Arc:** 3 front, 1 left, 1 right, 1 back  
**Crew:** 1  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D  
**Space Range:** 3-15/35/75  
**Atmosphere Range:** 6-30/70/150 km  
**Damage:** 4D+1

**Source:** Star Wars Rebels 210 "A Princess on Lothal" (First appearance), 211 "The Protector of Concord Dawn", 214 "Homecoming", 217 "The Forgotten Droid", 218 "The Mystery of Chopper Base", 219-220 "Twilight of the Apprentice", wookieepedia, stats by +Oliver Queen.

## IMPERIAL I-CLASS STAR DESTROYER

Also known as simply an Imperial-class Star Destroyer or Star Destroyer, is a model of Imperial-class Star Destroyer in the service of the Imperial Navy. A wedge-shaped capital ship, it bristles with weapons emplacements, assault

troops, boarding crafts, and TIE fighters. Technological successors of the Venator-class Jedi cruisers used by the naval forces of the Galactic Republic during the Clone Wars. After the the Republic was turned into the Empire at the end of the Clone Wars, the self-anointed Galactic Emperor Palpatine decreed a massive military buildup. Building upon the strengths of the Jedi cruisers, the bigger Imperial-class vessels becomes one of the most instantly recognizable symbols of the Imperial might, and are often titled intimidating names such as Lawbringer, Relentless and Devastator. Typically its command bridge was staffed by the finest crewmen in the navy.

Initially, the new Star Destroyers are deployed to sectors and systems caught in the aftermath of the Clone Wars and those systems that had once been beyond the reach of Republic law, where they could crush any signs of sedition and crush any signs of resistance or rebellion. Imperial Star Destroyers become symbols of this new order. Citizens weary of chaos and war cheered the sight of these giant dagger-shaped warships, while pirates and slavers quailed at the thought of confronting them. But a few citizens wondered if the imposition of Imperial law was worth the freedoms lost. During the Galactic Civil War the Destroyer's roles changed to hunting down high value Rebel targets and bases.

Easily becoming the most recognizable symbol of Imperial power, the Imperial-class further demonstrates its tactical versatility by protecting galactic commerce and bolstering Imperial-backed governments. Many admirals, Grand Moff's, ISB agents and senior Imperial commanders utilize these ships as their personal command ship, with the ship's officer often being as intimidating as the ship itself—whose shadow alone could bring results. At the peak of the Empire, over 25,000 Imperial Star Destroyers were in existence, with the Empire's primary source of Star Destroyers and Destroyer-equipped shipyards located at the industrial manufacturing center of Kuat. Ultimately, these giant craft became the backbone of the Imperial Navy, hunting down Rebel task forces, blockading undisciplined worlds and serving as launch bases for planetary assaults.

Every Imperial-class vessel carries consumables for 2 years, with its liquid stores and holds for raw materials being located near its bow. Amidships, crew barracks, meeting rooms, training areas, and cell blocks were located in the vessels second 'step', with four gradually upsloping smaller 'steps' eventually leading to the ship's 'neck' which connected it to it's upper bridge section, deflector shield generators, and communications array. Like other Star Destroyers, a single Internal Affairs officer was stationed aboard the ship to scan the crew for signs of disloyalty and sedition, as well as interrogate any captured prisoners. As most ships in the Navy, Rebaxan Columni MSE-6 series repair droids are employed to serve as messenger, repair and custodial assistants.

Star Destroyers have two ventral landing bays. The aft docking bay, then the main launch and landing bay for



shuttles, support and cargo ships, and TIE Fighters. It connects to forward interior bays and storage sections, all of which connect to immense lift shafts. Ahead of the storage sections is the forward launch bay.

The forward launch bay is used primarily to deploy assault shuttles, walker landing barges and ground force vehicles; it also serves as an auxiliary launch or landing bay for TIE Fighters if the main docking bay was disabled.

Star Destroyers carry planetary assault teams, with landing barges, drop ships, twenty AT-AT walkers, thirty AT-ST scout walkers, and 9,700 ground troops. For a long-term planetary occupation, the Destroyer can deploy a prefabricated garrison base with eight hundred troops, ten AT-ATs, ten AT-STs, and forty TIE Fighters. Full planetary invasions often require a full fleet, normally six Destroyers, heavy and light cruisers, and carrier ships.

#### ❁ IMPERIAL I-CLASS STAR DESTROYER

**Craft:** Kuat Drive Yards' Imperial I Star Destroyer

**Type:** Star Destroyer

**Scale:** Capital

**Length:** 1,600 meters

**Skill:** Capital ship piloting: Star Destroyer

**Crew:** 36,810, gunners: 275, skeleton: 5,000/+20

**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

**Passengers:** 9,700 (stormtroopers)

**Cargo Capacity:** 36,000 metric tons

**Consumables:** 6 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 115; 330 km/h

**Hull:** 7D

**Shields:** 3D

**Sensors:**

**Passive:** 50/1D

**Scan:** 100/3D

**Search:** 200/4D

**Focus:** 6/4D+2

**Weapons**

**60 Turbolaser Batteries**

**Fire Arc:** 20 front, 20 left, 20 right

**Crew:** 1 (20), 2 (40)

**Skill:** Capital ship gunnery

**Fire Control:** 4D

**Space Range:** 3-15/36/75

**Atmosphere Range:** 6-30/72/150 km

**Damage:** 5D

**60 Ion Cannons**

**Fire Arc:** 20 front, 15 left, 15 right, 10 back

**Crew:** 1(15), 2(45)

**Skill:** Capital ship gunnery

**Fire Control:** 2D+2

**Space Range:** 1-10/25/50

**Atmosphere Range:** 2-20/50/100 km

**Damage:** 3D

**10 Tractor Beam Projectors**

**Fire Arc:** 6 front, 2 left, 2 right

**Crew:** 1 (2), 4 (2), 10(6)

**Skill:** Capital ship gunnery

**Fire Control:** 4D

**Space Range:** 1-5/15/30

**Atmosphere Range:** 2-10/30/60 km

**Damage:** 6D

**Game Notes:**

- *Starship Complement:* 72 TIE/LN starfighters, 8 Lambda-class T-4a shuttles, 20 AT-AT walkers, 30 AT-ST or AT-DP walkers, 15 Imperial Troop Transports.
- *Docking Bays:* Main landing bay (underneath), rear docking bay.



**Source:** Star Wars Rebels 100 “Sparks of Rebellion”, 101 “Droids in Distress”, 206 “Empire Day”, 207 “Gathering Forces”, 209 “Idiot’s Array”, 211 “Call to Action”, 212 “Rebel Resolve”, 213 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 202 Relics of the Old Republic”, 208 “The Future of the Force”, 209 “Legacy”, 214 “Homecoming”, 214 “The Honorable Ones”, 217 “The Forgotten Droid”, wookieepedia, Star Wars the Roleplaying Game REUP (p.435-436), tweaks by +Oliver Queen.

## IMPERIAL LIGHT CRUISER

The Imperial light cruiser is a variant of the Arquitens-class light cruiser manufactured by Kuat Drive Yards for the Galactic Empire. It has the same overall shape as its Clone Wars-era predecessor, the Jedi light cruiser: triangular in shape with three cylindrical engine units, and a bow that is cleaved into two prongs. A shuttle can dock with the vessel on either side, forward of the bridge tower. A small docking bay was added between the twin prongs. The Imperial variant removed the side-mounted turbolaser batteries, along with the retractable feature of the dorsal and ventral-mounted laser turrets.

### ❖ IMPERIAL LIGHT CRUISER

**Craft:** Kuat Drive Yards Imperial Light Escort Cruiser  
**Type:** Light Cruiser  
**Scale:** Capital  
**Length:** 250 meters  
**Skill:** Capital Ship Piloting  
**Crew:** 77 (pilot, co-pilot, captain), gunners: 26, skeleton: 32/+10  
**Crew Skill:** Astrogation 4D, Capital Ship Gunnery 4D+1, Capital Ship Piloting 4D, Capital Ship Shields 3D  
**Passengers:** 40 (troops)  
**Cargo Capacity:** 300 metric tons  
**Consumables:** 6 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 6

**Hull:** 3D+2

**Shields:** 2D

**Sensors:**

**Passive:** 40/1D

**Scan:** 80/1D+1

**Search:** 120/2D

**Focus:** 5/3D

**Weapons:**

**4 Quad Laser Turrets**

**Fire Arc:** Turret

**Crew:** 2

**Scale:** Starfighter

**Skill:** Starship Gunnery

**Fire Control:** 3D

**Space Range:** 1-3/12/25

**Atmosphere Range:** 10-300/300/700 km

**Damage:** 6D

**Game Notes:**

- *Small landing bay:* two TIE fighters, shuttle.
- Two docking collars.
- Eight escape pods, each will hold 12+ people.

**Source:** Star Wars Rebels 112 “Rebel Resolve”, 200 “The Siege of Lothal”, 204 “Brothers of the Broken Horn”, 205 “Wings of the Master”, 206 “Blood Sisters”, 207 “Stealth Strike”, 210 “A Princess on Lothal”, 212 “Legends of the Lasat”, 214 “Homecoming”, wookieepedia, stats by +Oliver Queen.

## QUASAR FIRE-CLASS CRUISER-CARRIER

Also known as the Imperial light carrier, is a massive ship used by the Galactic Empire both as a starfighter carrier and a mobile base of operations. It resembles a triangle, with the bridge at its front apex and the hangars at the base. The Em-

pire uses such carriers in orbit of occupied planets, allowing for easy dispatch of fighters whenever necessary.

### \* QUASAR FIRE-CLASS CRUISER-CARRIER

**Craft:** SoroSuub Quasar Fire-class Cruiser-Carrier

**Type:** Cruiser/carrier

**Scale:** Capital

**Length:** 340 meters

**Skill:** Capital ship piloting: Quasar Fire cruiser-carrier

**Crew:** 96, gunners: 8, skeleton: 14/+10

**Crew Skill:** Capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D, starship gunnery 4D

**Passengers:** 140 (starfighter technicians)

**Cargo Capacity:** None

**Consumables:** 1 year

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Hull:** 3D+2

**Shields:** 1D

**Sensors:**

**Passive:** 30/1D+1

**Scan:** 60/2D

**Search:** 90/2D+1

**Focus:** 3/3D+1

**Weapons:**

**2 Light Turbolasers**

**Fire Arc:** Left/front/right

**Scale:** Starfighter

**Crew:** 4

**Skill:** Capital ship gunnery

**Fire Control:** 1D+2

**Space Range:** 1-5/10/14

**Damage:** 3D

**2 Medium Tractor Beam Projectors**

**Fire Arc:** Turret (front, left, right)

**Scale:** Starfighter

**Crew:** 1

**Skill:** Starship gunnery

**Fire Control:** 4D

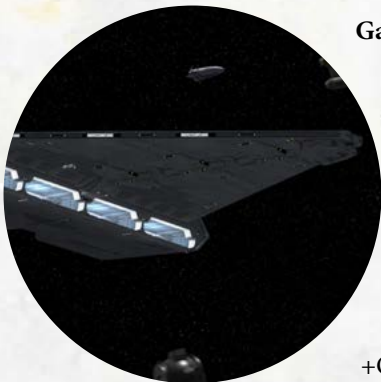
**Space Range:** 1-5/15/30

**Damage:** 4D

#### Game Notes:

- *Complement:* 4 squadrons (48 fighters), various shuttles, utility/landing craft.
- *Docking Bays:* 4

Source: wookieepedia, Starship Stats Virgillian Quasar Fire Cruiser-Carrier" (p.228), tweaks by +Oliver Queen.



## SPACE STATION

### IMPERIAL CONSTRUCTION MODULES (CONSTRUCTION SPHERES)

Are large-scale space stations used by the Galactic Empire during building projects. Such modules contain all data, materials, and plans related to the development of a given project. The Command Center built by the Empire in the capital of the planet Lothal was of the same design as those construction modules.

Several construction spheres were used to support the construction of the Death Star in the orbit of the planet Geonosis. Eventually, the Death Star was moved to another location.

### \* IMPERIAL CONSTRUCTION MODULES

**Model:** VeneteX Construction Yards Imperial Construction Modules

**Type:** Construction space station

**Scale:** Capital

**Length:** 825 meter radius

**Skill:** Capital ship piloting: construction module

**Crew:** 225; Skeleton: 30/+10

**Crew Skill:** typically 4D-6D in expertise of skill

**Cargo Capacity:** 250 metric tons

**Passengers:** 500+ (skilled workers and droids)

**Consumables:** 2 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** No

**Hyperdrive Backup:** No

**Nav Computer:** No

**Maneuverability:** 0D

**Space:** 1

**Atmosphere:** No

**Hull:** 2D

**Shields:** No

**Sensors:**

**Passive:** 30/0D

**Scan:** 60/1D

**Search:** 120/2D

**Focus:** 3/3D

#### Game Notes:

- *Station Complement:* 5-10 construction vehicles, 2 stellar tugs, 1 shuttle.
- Construction pods have many machine shops, tool bays, large cargo storage, and specialized equipment, including but not limited to construction tractor beams,



construction arms and much more. Designed to work independently in deep space without support.

**Source:** Star Wars Rebels 215 “The Honorable Ones”, wookieepedia, stats by +Oliver Queen.

## HAVEN-CLASS MEDICAL STATION (REPUBLIC MEDICAL STATION)

A model of space station used by the Galactic Republic as space medcenters during the Clone Wars. Twenty in all were commissioned for the Grand Army of the Republic, one for each of its Sector Armies. They were each capable of treating nearly 80,000 patients.

The typical station has a reactor slung underneath, port entrances for Pelta-class medical frigates, and eight main medical bays. The stations were highly vulnerable and were dependent on other spacecraft to aid in fending off attackers.

These stations served as a lifeline for clone troopers, being placed near battlefields to service groups of medical frigates bringing in the wounded. The first such station, the Kaliida Shoals Medical Center, was created near the Kaliida Nebula. The Republic then commissioned nineteen more stations, one each for its twenty Sector Armies. Besides the Kaliida Shoals Medcenter, stations were established in the Felucia system and near Ord Cestus.

### ⊛ HAVEN-CLASS MEDICAL STATION

**Model:** VeneteX Construction Yards Haven-class Medical Station

**Type:** Medical space station

**Scale:** Capital

**Length:** 651 diameter, 1.1km tall

**Crew:** 800+, Gunners: 12-16; Skeleton: 84

**Crew Skill:** Capital ship shields 4D+2, Communications 5D, sensors 6D, starship gunnery 6D (Medical Staff: First aid 6D, medicine 4D)

**Cargo Capacity:** 2,500,000 metric tons

**Passengers:** 4,600+, 18,000+ droids, 60,000-80,000 patients

**Consumables:** 2 years (medical supplies replenished more often)

**Cost:** Not available for sale

**Hyperdrive Multiplier:** No

**Hyperdrive Backup:** No

**Nav Computer:** Yes

**Maneuverability:** 0D

**Space:** 1

**Atmosphere:** No

**Hull:** 2D

**Shields:** 4D

**Sensors:**

**Passive:** 45/0D

**Scan:** 75/1D+1

**Search:** 100/2D+2

**Focus:** 7/3D+2

### Weaponry:

#### 8 Tractor Beam Turrets

**Fire Arc:** 2 front, 2 left, 2 right, 2 rear

**Scale:** Starfighter

**Skill:** Starship gunnery: starship gunnery

**Fire Control:** 4D

**Space Range:** 4/8/12

**Damage:** 5D

### Game Notes:

- *Tractor Beams:* Because of the large amount of space traffic around the med centers, tractor beam arrays have been mounted to each of the docking bays. Their use, along with space tugs, assist in bringing ships into the docking bay slips, quickly and with a minimal amount of danger to station traffic.
- *Docking Bays:* Between each med center is a single large docking ring of sufficient size to accommodate an Acclamator-class Star cruiser. There are other smaller docking bays capable of accommodating ships up to Pelta-class frigates in size, as well as medical transports, and space tugs.
- *Med Center:* Each center has beds for 7,600+ patients, 4,800+ staff, 2,300+ droids, bacta tanks, medical suites, operating theaters, physical therapy, etc.

**Source:** Star Wars Rebels “Always There Are Two”, wookieepedia, stats by +Oliver Queen with additional suggestions by garhkal.

## CUSTOM/NAMED SHIPS

### BROKEN HORN

A modified C-ROC Gozanti-class cruiser and the personal transport of Devaronian criminal Cikatro Vizago, leader of the Broken Horn Syndicate. It is over 70 meters in length with vast cargo holds for smuggling goods. Although its weapon systems are poor, Vizago relies on its speed and shields to make a clean escape.

### ⊛ BROKEN HORN

**Craft:** Modified C-ROC Gozanti-class Cruiser

**Type:** Cruiser transport

**Scale:** Starfighter

**Length:** 75 meters

**Skill:** Space transports:

Gozanti

**Crew:** 2

**Crew Skill:** See stats for

Cikatro Vizago

**Passengers:** 6 (typ-

ically 9+ IG-RM

droids)

**Cargo Capacity:** 100

metric tons

**Consumables:** 1 month





**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 4D  
**Shields:** 3D  
**Sensors:**  
**Passive:** 10/0D  
**Scan:** 25/1D  
**Search:** 50/2D  
**Focus:** 3/3D

**Weapons:****Double Laser Cannon**

**Fire Arc:** Turret  
**Crew:** 1 (pilot or co-pilot)  
**Scale:** Starfighter  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 3D

**Game Notes:**

- Captain Cikatro Vizago has modified the “wings” on either side of the cruiser with magnetic plates so the “Broken Horn” can carry more cargo. The magnetic plates can hold a number of cargo containers, granting an additional 40 metric tons of cargo space.
- The double laser cannon is beneath the “Broken Horn” in a recessed and hidden compartment. While recessed, +3D to difficulty of sensor rolls to locate the weapon.

**Source:** Star Wars Rebels “Rebel Resolve”, “Brothers of the Broken Horn”, wookieepedia, stats by +Oliver Queen.

## DARTH VADER'S TIE ADVANCED X1

A prototype of the TIE line Advanced series manufactured by Sienar Fleet Systems. The fighter is equipped with a deflector shield generator, a life support system, and a hyperdrive; unlike TIE/LN fighters and other members of the TIE Line. Its armament is limited to a pair of twin fixed-mount laser cannons, and it is capable of firing cluster missiles. The interior of the TIE is modified to Vader's modifications, and was customized to work with the unique specifications of Vader's armor.

### ✳️ TIE ADVANCED X1

**Craft:** Sienar Fleet Systems TIE Advanced x1  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 7.8 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** See stats for Darth Vader  
**Cargo Capacity:** 150 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** No  
**Nav Computer:** Yes (limited to 10 jumps)  
**Maneuverability:** 1D+1  
**Space:** 10  
**Atmosphere:** 415, 1,200 kmh  
**Hull:** 3D  
**Shields:** 1D+1  
**Sensors:**  
**Passive:** 20/0D  
**Scan:** 40/1D  
**Search:** 60/2D  
**Focus:** 3/3D



**Weapons:****2 Heavy Laser Cannons (fire-linked)****Fire Arc:** Front**Crew:** 1**Scale:** Starfighter**Skill:** Starship gunnery**Fire Control:** 2D**Space Range:** 1-3/12/25**Atmosphere Range:** 100-300/1.2/2.5 km**Damage:** 6D**Cluster Missile Launcher****Fire Arc:** Front**Skill:** Starship gunnery**Fire Control:** 2D**Space Range:** 1-3/12/25**Atmosphere Range:** 100-300/1.2/2.5 km**Ammo:** 2 missiles**Damage:** 6D**Game Notes:**

- The cockpit of the x1 is specifically designed for the large frame of Darth Vader and is equipped with life support. A pilot did not need an environment suit in order to fly the x1.

**Source:** Star Wars Rebels 200 "Siege of Lothal," 220 "Twilight of the Apprentice" part 2, wookieepedia, Starships Stats (p.44-45), tweaks by +Oliver Queen.

**GHOST, THE**

The Ghost is a modified VCX-100 light freighter made by the Corellian Engineering Corporation. Named by Hera for her ability to evade Imperial sensors. Although an old vessel with a few dogfight battle scars, she still performs reliably. The ship has a nose turret gunner station underneath the cockpit section, with a dedicated gunner seat, and a 360-degree dorsal laser cannon turret midship. The vessel has a

crew section at the front half, with two of the four main cargo holds making up the forward corners of the ship.

The Ghost is equipped with both port and starboard docking rings, like a majority of Corellian light freighter designs. If there is no nose gunner available, the pilot can operate the nose turret from the cockpit. Behind the cockpit is the crew's quarters, consisting of four private rooms. By the engine arrays were the two rear-facing main cargo holds which make up the rear corners of the ship. The Ghost also has two forward-facing cargo holds that constitute its front corners.

The Ghost's engines are equipped with baffling, energy dampeners, and static jammers to make it hard to detect. These features and over eighty-seven illegal upgrades to the Ghost's stealth systems allow the freighter to mimic solar fluctuations or cosmic radiation on many sensors. The Ghost has enough forward firepower to destroy a Gozanti-class cruiser.

On the roof of the ship, in the back, rests a small attack shuttle called the Phantom; which doubles as both a starfighter and passenger/small cargo shuttle. Sabine Wren painted the head of a colo fish on the side of the Ghost.

\* **GHOST, THE****Craft:** Modified Corellian Engineering Corporation VCX-100 Light Freighter**Type:** Light freighter**Scale:** Starfighter**Length:** 43.9 meters**Skill:** Space transports: VCX-100**Crew:** 1 (can coordinate); 3 gunners; Skeleton: 1/+5**Passengers:** 10**Cargo Capacity:** 150 metric tons**Consumables:** 2 months**Hyperdrive Multiplier:** x1**Hyperdrive Backup:** x8



**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 7

**Atmosphere:** 365; 1,025 km/h

**Hull:** 5D

**Shields:** 2D

**Sensors:**

**Passive:** 20/1D

**Scan:** 40/2D

**Search:** 50/3D

**Focus:** 3/4D

**Weapons:**

**2 Twin Laser Cannon**

**Fire Arc:** 1 forward (below cockpit), 1 turret (dorsal)

**Crew:** 1

**Scale:** Starfighter

**Skill:** Starship gunnery

**Fire Control:** 2D

**Space Range:** 1-3/12/25

**Atmosphere Range:** 100-300/1.2/2.5 km

**Damage:** 4D

**2 Proton Torpedo Launchers (fire-linked)**

**Fire Arc:** Front

**Crew:** 1 (pilot, co-pilot)

**Scale:** Starfighter

**Skill:** Starship gunnery

**Fire Control:** 2D

**Space Range:** 1/3/7

**Atmosphere Range:** 30-100/300/700

**Ammo:** 6 torpedos (3 salvos)

**Damage:** 9D

**Game Notes:**

- *Signal Modulator:* currently broadcasting as the Tontine.
- Engine Baffles, Energy Dampeners, Static Jammers: +2D difficulty modifier to scan the "Ghost."

- Docking Ring (starboard and port).
- External Cargo Ring (ventral).
- "Phantom" can be used as an additional weapon emplacement. Only the twin laser cannon may be used for this purpose and in the rear fire arc only.

**Source:** Star Wars Rebels 100A "The Machine in the Ghost", 110B "Art Attack", 110D "Property of Ezra Bridger", 100 "Spark of Rebellion", 101 "Droids in Distress", 102 "Fighter Flight", 103 "Rise of the Old Masters", 104 "Breaking Ranks", 105 "Out of Darkness", 107 "Gathering Forces", 108 "Path of the Jedi", 109 "Idiot's Array", 110 "Vision of Hope", 111 "Call to Action", 112 "Rebel Resolve", 113 "Fire Across the Galaxy", 200 "The Siege of Lothal", 201 "The Lost Commanders", 202 "Relics of the Old Republic", 203 "Always Two There Are", 204 "Brothers of the Broken Horn", 205 "Wings of the Master", 206 "Blood Sisters", 207 "Stealth Strike", 208 "The Future of the Force", 209 "Legacy", 210 "A Princess on Lothal", 211 "The Protector of Concord Dawn", 212 "Legends of the Lasat", 213 "The Call", 214 "Homecoming", 215 "The Honorable Ones", 216 "Shroud of Darkness", 217 "The Forgotten Droid", 218 "The Mystery of Chopper Base", 219-220 "Twilight of the Apprentice", wookieepedia, stats by +Oliver Queen.

## PHANTOM, THE

The Phantom is a modified VCX-series auxiliary starfighter that is attached to the VCX-100 light freighter known as the Ghost. Both vessels are manufactured by the Corellian Engineering Corporation. The auxiliary ship is armed with a Taim & Bak MS-2B twin laser cannon and a Taim & Bak KX4 dorsal laser turret. The Phantom has a former starfighter cockpit that has been sourced during an earlier raid. It is also equipped with four swinging seats which can be folded to make way for goods. The Phantom also has a hatch which leads down to the Ghost's ship ladder.

The Phantom is capable of doubling as both a starfighter and shuttle; something that is maximized by its crew. On at least two occasions, the Phantom sustains damage but is repaired to full operational capacity. The Phantom is also equipped with a jammer that allows it to conceal its presence. Sabine Wren painted a Sando aqua monster on the Phantom's hull. The Phantom is upgraded to include a hyperdrive by a Mon Calamari shipbuilder named Quarrie. However the hyperdrive requires an Astromech in order to function. In addition, the Phantom has a programmable autopilot, a mechanism designed to counter thefts.

Because of the Phantom's secondary role as a shuttle, it is larger, heavier, and less agile than dedicated starfighters like the TIE/LN starfighter. This is compensated for by its durability, shielding, aft armament, versatility, and sophisticated avionics systems. In addition to its duties as a fighter and shuttle, the laser cannons allow it to be used as an aft-facing gun turret for the Ghost when docked in reverse.

### ❖ PHANTOM, THE

**Craft:** Modified Corellian Engineering Corporation VCX-series Auxiliary Starfighter

**Length:** 11.63 meters

**Skill:** Short-range shuttle-fighter

**Crew:** 1

**Passengers:** 4

**Consumables:** 1 week

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** No

**Navigation Computer:** No (requires an astromech droid)

**Cargo Capacity:** 550 kilograms

**Maneuverability:** 1D

**Space:** 10

**Atmosphere:** 415; 1,200 km/h

**Hull:** 4D

**Shields:** 1D

**Sensors:**

**Passive:** 25/0D

**Scan:** 50/1D

**Search:** 75/2D

**Focus:** 3/4D

**Weapons:**

**Twin Laser Cannon**

**Fire Arc:** Front

**Crew:** 1

**Scale:** Starfighter

**Skill:** Starship gunnery

**Fire Control:** 2D

**Space Range:** 1-3/12/25

**Atmosphere Range:** 100-300/1.2/2.5 km

**Damage:** 4D

**Laser Turret**

**Fire Arc:** Turret (dorsal)

**Crew:** 1 (pilot)

**Scale:** Starfighter

**Fire Control:** 2D

**Space Range:** 1-3/12/25

**Atmosphere Range:** 100-300/1.2/2.5 km

**Damage:** 3D

### Game Notes:

- *Sensor Jammer:* all sensor scans to detect the Phantom suffer a +2D difficulty modifier.
- *Autopilot:* a destination may be set within a system, but not a flight through hyperspace. Treat as Space Transports 3D. It requires a Very Difficult (25) security skill check to hack past the lockout if it is engaged.
- *Astromech Socket:* as the ship does not have an astromech computer, an astromech is needed in the droid socket to calculate jumps. The socket also gives the droid control of the ion drive, hyperdrive, maneuvering jets, repulsorlift engines as well as other various ship-wide systems.

**Source:** 100A "The Machine in the Ghost", 100B "Art Attack", 100 "Spark of Rebellion", 101 "Droids in Distress", 102 "Fighter Flight", 103 "Rise of the Old Masters", 104 "Breaking Ranks", 105 "Out of Darkness", 106 "Empire Day", 107 "Gathering Forces", 108 "Path of the Jedi", 109 "Idiot's Array", 110 "Vision of Hope", 111 "Call to Action", 112 "Rebel Resolve", 113 "Fire Across the Galaxy", 200 "The Siege of Lothal", 201 "The Lost Commanders", 202 "Relics of the Old Republic", 203 "Always Two There Are", 204 "Brothers of the Broken Horn", 205 "Wings of the Master", 206 "Blood Sisters", 207 "Stealth Strike", 208 "The Future of the Force", 209 "Legacy", 210 "A Princess on Lothal", 211 "The Protector of Concord Dawn", 212 "Legends of the Lasat", 213 "The Call", 214 "Homecoming", 215 "The Honorable Ones", 216 "Shroud of Darkness", 217 "The Forgotten Droid", 218 "The Mystery of Chopper Base", 219-220 "Twilight of the Apprentice", wookieepedia, stats by +Oliver Queen.

## PHOENIX HOME (OR PHOENIX BASE)

A Pelta-class frigate under the command of Commander Jun Sato around 4 BBY. The vessel, the headquarters for the Phoenix rebel cell, participated in a number of battles with the rebel fleet, until it was destroyed by Darth Vader during an attack on the fleet. Following the destruction of the Phoenix Home, Sato transferred his command to the CR90 corvette Liberator. The loss of Phoenix Home is a severe blow to the Rebels, severely limiting their ability to fight the Empire.

### ❖ PHOENIX HOME

**Craft:** Modified Kuat Drive Yards Pelta-class frigate

**Type:** Multi-purpose frigate

**Scale:** Capital

**Length:** 200 meters

**Skill:** Capital ship piloting: Pelta-class frigate  
**Crew:** 900, gunners: 56, skeleton: 118/+5  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1  
**Passengers:** 300  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 3D+2  
**Shields:** 2D+2  
**Sensors:**  
**Passive:** 35/1D  
**Scan:** 70/2D  
**Search:** 90/31D+2  
**Focus:** 4/4D

**Weapons:****6 Light Turbolaser Cannons**

**Fire Arc:** 3 front, 1 left, 1 right, 1 back  
**Crew:** 6  
**Skill:** Capital ship gunnery  
**Fire Control:** 3D+2  
**Space Range:** 3-15/35/75  
**Atmosphere Range:** 6-30/70/150 km  
**Damage:** 3D

**9 Light Laser Cannons**

**Fire Arc:** 1 front, 3 left, 3 right, 2 back  
**Scale:** Starfighter  
**Skill:** Starship gunnery  
**Fire Control:** 4D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300.1.2/2.5 km

**Damage:** 4D**Tractor Beam Projector****Fire Arc:** Front**Crew:** 3**Skill:** Capital ship gunnery**Fire Control:** 4D+2**Space Range:** 1-5/15/30**Atmosphere Range:** 1-5/15/30 km**Damage:** 4D+2**Game Notes:**

- *Complement:* 8 RZ-1 A-wing interceptors.
- *Docking Bays:* 1

**Source:** Star Wars Rebels 201 “The Lost Commanders”, wookieepedia, D6 Conversion The Clone Wars Campaign Guide, “Pelta Medical Frigate” (p.24), tweaks by +Oliver Queen.

**PROTOTYPE B6**

Also known as the Blade Wing, is the prototype B-wing starfighter created by the Mon Calamari engineer Quarrie on the planet Shantipole as a part of Project Shantipole. Quarrie provided the prototype to the rebellion so it could use it to help the the rebellion fleet break the Imperial blockade around the planet Ibaar and deliver supplies to the Ibaarian people. Senator Bail Organa, one of the leaders of the rebellion, secured a shipyard to begin developing the B-wing design for mass production under Quarrie’s direction.

The B-Wing, the prototype has a second cockpit at the end of the primary wing to accommodate a gunner. It is also equipped with a composite-beam system where all four lasers can fire at once converging into a single beam capable of dealing heavy damage even to capital ships though doing so places a severe drain on the hyperdrive.





### \* PROTOTYPE B6 STARFIGHTER

**Craft:** B6 Prototype “Blade Wing”  
**Type:** Heavy assault starfighter prototype  
**Scale:** Starfighter  
**Length:** 16.9 meters  
**Skill:** Starfighter piloting: Blade Wing  
**Crew:** 1; gunners: 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+2.  
**Cargo Capacity:** 45 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** None  
**Nav Computer:** Yes (limited to 2 jumps)  
**Maneuverability:** 1D

**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 1D

**Sensors:**  
**Passive:** 30/0D  
**Scan:** 50/1D  
**Search:** 75/2D  
**Focus:** 4/4D+1

#### Weapons:

##### High Intensity Blaster Cannon

**Fire Arc:** Front (weapon pod)  
**Scale:** Starship  
**Skill:** Starship gunnery  
**Fire Control:** 1D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 7D  
**Notes:** located in weapon pod

3 Medium Ion Cannons

**Fire Arc:** Front

**Scale:** Starship

**Skill:** Starship gunnery

**Fire Control:** 1D

**Space Range:** 1-3/7/15

**Atmosphere Range:** 100-300/700/3.6 km

**Damage:** 4D

**Notes:** wing mounted ion cannons are fire-linked, the third cannon is in the weapon pod)

##### Proton Torpedo Launcher

**Fire Arc:** Front

**Scale:** Starship

**Skill:** Starship gunnery

**Fire Control:** 1D

**Space Range:** 1/3/7

**Atmosphere Range:** 50-100/300/700

**Ammo:** 4 torpedoes

**Damage:** 9D

#### Game Notes:

- *Gyroscopic Command Pod:* sophisticated but fragile. If the targeting laser is not operational reduce all fire control codes by -1D. When the B-Wing is heavily damaged, a roll of 1-2 (used to determine which system is damaged) means the stabilization system has failed. Reduce all fire control codes by -1D and -2 Move. These penalties are cumulative. The Command Pod can be detached from the rest of the ship and could be ejected into space and support atmospheric reentry.
- *Weapons Pod:* mounts a single high intensity blaster cannon and medium ion cannon. The pod requires a gunner to use the weapons.
- *Composite Beam System:* Readyng this system requires one round, does 6D damage capital scale damage and has a RoF 2. When used no other weapon systems may be fired, including the torpedo launcher.
- This unique weapon system increases the weapon damage by routing energy flow through the hyperspace engine and

adjusting the ship's weapons energy wave output through a modulator/targeting laser located under the cockpit. There is a known issue when the system is used. An energy cascade overloads the hyperspace motivator making a jump to hyperspace impossible. Anytime the array is fired and a 1 or 2 comes up on the Wild Die, the array system will short out, causing all weapons to become inoperable.

**Source:** Star Wars Rebels 205 "Wings of the Master", wookieepedia, stats by +Oliver Queen, suggestions by +Geoff Loggans.

## SHADOW CASTER

The personal starship of Ketsu Onyo, a former Imperial cadet who has become a bounty hunter working for the Black Sun crime syndicate. The Shadow Caster is a fast, powerful starship, equipped with two forward laser cannons, a triple laser turret, and a tractor beam projector. It is also equipped with a deflector shield generator and a hyperdrive.

### ❖ SHADOW CASTER

**Craft:** Modified Lancer-class pursuit craft  
**Type:** Armed courier  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: Lancer-class pursuit craft  
**Crew:** 1  
**Crew Skill:** see stats for Ketsu Onyo  
**Passengers:** 1  
**Cargo Capacity:** 35 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 4D

**Shields:** 1D

**Sensors:**

**Passive:** 15/0D

**Scan:** 20/1D

**Search:** 30/2D

**Focus:** 3/3D

**Weapons:**

**2 Laser Cannons (fire-linked)**

**Fire Arc:** Turret (1 front, left, 1 front right)

**Crew:** 1 (pilot, co-pilot)

**Scale:** Starfighter

**Skill:** Starship gunnery

**Fire Control:** 2D

**Space Range:** 1-3/12/25

**Atmosphere Range:** 100-300/1.2/2.5 km

**Damage:** 4D

**Triple Laser Cannon Turret**

**Fire Arc:** Turret

**Scale:** Starfighter

**Skill:** Starship gunnery

**Fire Control:** 2D

**Space Range:** 1-3/12/25

**Atmosphere Range:** 100-300/1.2/2.5 km

**Damage:** 5D

**Tractor Beam Projector**

**Fire Arc:** Front

**Crew:** 1 (pilot)

**Scale:** Starfighter

**Skill:** Starship gunnery

**Fire Control:** 2D

**Space Range:** 1-3/12/25

**Atmosphere Range:** 100-300/1.3/2.5 km

**Damage:** 4D

**Source:** Star Wars Rebels 206 "Blood Sisters", 217 "The Forgotten Droid", wookieepedia, stats by +Oliver Queen with suggestions from the *Star Wars D6 G+ community*.









# PLANETS, LOCATIONS & THE UNIVERSE

# CHAPTER 11: PLANETS, SITES AND PORTS

## ABSANZ

A planet that hosted a factory belonging to Sienar Fleet Systems. At some point, a team of rebels known as the Spectres travelled to Absanz to retrieve intelligence on Sienar's newest TIE prototypes and bombs.

**Source:** Star Wars Rebels Magazine UK #13 "Secrets of Sienar", wookieepedia.

## SIENAR FLEET SYSTEMS FACTORY (ABSANZ)

A factory belonging to Sienar Fleet Systems existed on the planet of Absanz during the reign of the Galactic Empire. The prominent designer Dron Ryall used to work there. At some point following the Siege of Lothal, the factory was infiltrated by Kanan Jarrus and Garazeb Orrelios, two members of a band of rebels known as the Spectres.

**Source:** Star Wars Rebels Magazine UK #13 "Secrets of Sienar", wookieepedia.

## ARKANIS

A planet in the Arkanis sector of the Outer Rim Territories. The Galactic Empire's officers academy is located there. Arkanis is host to Project Harvester, an Imperial project regarding Force-sensitives. Zare Leonis' sister, Dhara, was sent here after she was identified as one by the

Grand Inquisitor. Arkanis is a rainy world and downpours happened at least 2-3 days a week, with the standard otherwise being a near-continuous drizzle. The appearance of sunshine is considered a rare event.

**Source:** Servants of the Empire 1: Rebels in the Ranks (mentioned), Star Wars Rebels 110 "Vision of Hope" (mentioned), Servants of the Empire: 3: Imperial Justice (mentioned), Servants of the Empire 4: The Secret Academy, Star Wars Rebels Magazine UK #9 "Senate Perspective", #14 "No Sympathy", wookieepedia.

## ATOLLON

**Region:** Outer Rim Territories

**Sector:** -

**System:** -

**Sun(s):** Atollon Prime

**Trade Route(s):** None

**Orbital Position:** 1

**Moon(s):** 1

**Length of Day:** 22 hours

**Length of Year:** 388 local days

**Starport(s):** None

**Type:** Terrestrial

**Temperature:** Hot

**Atmosphere:** Type I

**Hydrosphere:** Arid

**Gravity:** Standard

**Primary Terrain:** Caves, rocks, plains

**Points of Interest:** -





**Native Flora:** Atollon Coral Mesa, Chopper Base  
**Native Fauna:** Convor, Coral, Dokma, Krynka

**Native Species:** None

**Immigrated Species:** None

**Population:** None

**Languages:** None

**Government:** None

**Tech Level:** None

**Planet Function:** Uninhabited world

**Major Cities:** None

**Major Exports:** None

**Major Imports:** None

**Special Conditions:** Atollon is located in an undiscovered zone, off a major hyperspace route.

**Background:** Atollon is located in an undiscovered zone, off a major hyperspace route. The planet has a breathable atmosphere, but a hot climate. Despite the dry weather on the surface, the planet features a fresh water source deep underground. The planet has at least one cave which serves as a hive to the giant krynka spiders. Atollon is also home to other creatures, such as the convorees and the dokma.

In the wake of the near-destruction of the rebel fleet during many battles, the early rebellion against the Empire faced a shortage of bases for their forces. Following so many failed attempts, the rebels finally found Atollon by cross-referencing rebel data with the Imperial network, provided by AP-5, and successfully established the Chopper Base. After the sudden disappearance of rebel Lieutenant, they found that one of the planet's native creatures are the Krynka, a giant spider-like predator. Eventually, they managed to ensure the base's protection using the sensor markers as a fence.

#### POINTS OF INTEREST

- **Chopper Base:** After an extensive search for a suitable planet to house their base, the rebellion at first

decided that the moon of Berzite was a suitable location. However, the rebels learned that the Empire had recently set up a blockade around Berzite. Atollon was recommended.

**Source:** Star Wars Rebels 218 “The Forgotten Droid”, 219 “The Mystery of Chopper Base”, 220-221 “Twilight of the Apprentice”, wookieepedia, stats by +Oliver Queen.

## BAHRYN

**Region:** Outer Rim Territories

**Sector:** Arkanis

**System:** Geonosis

**Sun(s):** Ea

**Trade Route(s):** -

**Orbital Position:** 3rd around Geonosis

**Moon(s):** 15

**Length of Day:** 29 hours

**Length of Year:** 372 local days

**Starport(s):** -

**Type:** Terrestrial

**Temperature:** Frigid

**Atmosphere:** Type I

**Hydrosphere:** Saturated

**Gravity:** Standard

**Primary Terrain:** Glaciers, ice plains, low mountains, caves

**Points of Interest:** -

**Native Flora:** -

**Native Fauna:** Bonzami

**Native Species:** -

**Immigrated Species:** -

**Population:** -

**Languages:** -

**Government:** -

**Tech Level:** -

**Planet Function:** Moon

**Major Cities:** -

**Major Exports:** -

**Major Imports:** -

**Special Conditions:** None

**Background:** Bahryn is one of fifteen moons that orbit the planet Geonosis. In stark contrast to Geonosis' arid climate, Bahryn is a frigid world, reaching temperatures that only those who were adapted to the intense cold, such as the moon's native bonzami, were capable of surviving.

**Source:** Star Wars Rebels 215 "The Honorable Ones", wookieepedia, stats by +Oliver Queen.

## BERZITE'S MOON

The natural satellite of the planet Berzite in the Yost system of the galaxy. It is a habitable planet with a breathable atmosphere and was planned to be used to house the rebellion's base, before the moon was blockaded by the Galactic Empire.

**Source:** Star Wars Rebels 217 "The Forgotten Droid" (mentioned only), wookieepedia.

## BILZEN

A frigid planet that houses a number of frozen caverns containing giant icicles.

**Source:** Star Wars Rebels Magazine UK #16 "Ice Breaking", wookieepedia.

## CHANDEL

A planet with a breathable atmosphere and completely covered with water.

**Source:** Star Wars Rebels 208 "The Future of the Force", wookieepedia.

## CRANDEL

**Source:** Star Wars Rebels Magazine UK #15 "A Day's Duty".

## CONCORD DAWN

The homeworld of notorious bounty hunters Jango Fett and Rako Hardeen, with the latter being nicknamed the "Marksman of Concord Dawn". At some point, the planet was devastated during a conflict destroying a large chunk of its southern hemisphere. During the Age of the Empire, Concord Dawn was ruled by the Protectors. Under the leadership of Fenn Rau, the Protectors aligned themselves with the Galactic Empire.

## CONCORD DAWN-3

The furthest moon of three orbiting the shattered world of Concord Dawn. On its surface amongst the mountains, The Protectors, a group of Mandalorian warriors sworn to protect the system, established a base on this moon.

**Special Conditions:** Protectors are an ancient group of Mandalorians who served the ruler of Mandalore. When the Galactic Empire claimed control of their homeworld, the Protectors established a base on the third moon of Concord Dawn in the Concord Dawn system. Under the leadership of Fenn Rau, the Protectors formed an alliance with the Empire. After Rau was captured by the rebels Kanan Jarrus and Sabine Wren, who fought with honor, the Protectors' sympathies were forced to change.

### POINTS OF INTEREST

- **Protectors Camp:** the base of operations for the Protectors, a group of Mandalorian warriors sworn to defend the Concord Dawn system.

**Source:** Star Wars Rebels 211 "The Protector of Concord Dawn", wookieepedia.

## CORUSCANT

### 79'S

A cantina located on Coruscant. During the Clone Wars, 79's catered to the clone troopers of the Grand Army of the Republic who would party and blow off steam while off duty. The 79's was known on Coruscant to be a clone bar however other persons would also frequent it.

**Source:** Star Wars Rebels 201 "The Lost Commanders" (logo only), 202 "Lost Relics of the Old Republic" (logo only), wookieepedia.

## DEL ZENNIS SYSTEM

A star system that was used as a research testing ground for the Galactic Empire's Imperial Interdictor around 4 BBY. The Imperial Interdictor was a prototype warship equipped with four gravity well projectors that were capable of pulling ships out of hyperspace. Under the command of Admiral Brom Titus, the Interdictor succeeded in destroying one rebel patrol and capturing the CR90 corvette Liberator, the flagship of the Phoenix rebel cell. During a rescue mission, the Imperial Interdictor and its escort light cruisers were destroyed, leaving the surrounding space strewn with wrecked debris and starship parts.

**Source:** Star Wars Rebels 207 "Stealth Strike", wookieepedia.

## GAREL (AKA GAREI)

**Region:** Outer Rim Territories  
**Sector:** Lothal  
**System:** Garel  
**Sun(s):** Garel Prime  
**Trade Route(s):** Garel-Lathol Spur  
**Orbital Position:** 1  
**Moon(s):** 2  
**Length of Day:** 25 hours  
**Length of Year:** 369 local days  
**Starport(s):** 4 Stellar class

**Type:** Terrestrial  
**Temperature:** Temperate  
**Atmosphere:** Type I  
**Hydrosphere:** Moderate  
**Gravity:** Light  
**Primary Terrain:** Deserts, mountains, giant mesas, urban  
**Points of Interest:** Garel City Spaceport  
**Native Flora:** -  
**Native Fauna:** -

**Native Species:** None  
**Immigrated Species:** 93% Humans, 7% Other  
**Population:** 15.4 million  
**Languages:** Galactic basic standard  
**Government:** Imperial governor  
**Tech Level:** Space  
**Planet Function:** Trade  
**Major Cities:** Garel City  
**Major Exports:** -  
**Major Imports:** -

**Special Conditions:** None

**Background:** Garel, also known as Gareï, is a planet under the control of the Galactic Empire. It is several minutes away from the planet Lothal via hyperspace travel. Around

5 BBY, the Phoenix rebel cell established a temporary hiding place on Garel. The rebels were forced to move after the Empire discovered their presence and assembled a fleet to attack them.

### POINTS OF INTEREST

- **Garel City:** The largest city on the planet and the location of the Garel City Spaceport.
- **Garel City Spaceport/Garel spaceport:** A large and modern starport with many commuter shuttles operating throughout the Lothal sector.

**Source:** Star Wars Rebels 101 “Droids in Distress”, 204 “Brothers of the Broken Horn”, 206 “Blood Sisters”, 207 “Stealth Strike”, 208 “Future of the Force”, 209 “Legacy”, 210 “A Princess on Lothal”, wookieepedia, stats by +Oliver Queen.

## HAVOC OUTPOST

A rebel rendezvous point used by the fledgling rebellion during their early campaigns against the Galactic Empire. It was located on the edge of a cliff overlooking a river.

**Source:** Star Wars Rebels 206 “Blood Sisters”, wookieepedia.

## HORIZON BASE

Is an Imperial outpost located on an aquatic planet, which serves as a fueling station and shipping port. In 3 BBY, rebels raided Horizon Base to steal fuel needed for the rebellion's fleet.

**Source:** Star Wars Rebels 217 “The Forgotten Droid”, wookieepedia.



## IBAAR

A planet located in the galaxy's Outer Rim Territories under Imperial control. A colony world, it has a breathable atmosphere. The majority of those who have immigrated to Ibaar are humans, aqualish and snivvian. The Empire created a blockade around the planet to cut off vital supplies from the Ibaarian people. An underground network of Ibaarians was assisted by the rebellion, which delivered the supplies to Ibaar.

**Source:** Star Wars Rebels 205 "Wings of the Master", wookieepedia.

## KLONOID

A planet of the galaxy. At some point following the Lothal insurgency, it housed a rebel cell whose members opposed the Galactic Empire.

**Source:** Star Wars Rebels Magazine UK #14 "No Sympathy" (mentioned only), wookieepedia.

## REBEL CELL (KLONOID)

The rebel cell of the planet Klonoid was a group of resistance fighters that opposed the Galactic Empire in the years prior to the Battle of Yavin. With the support of Senator Nadea Tural, the Imperial defectors Swain and Cogon planned to join that cell, but they were captured by Agent Kallus of the Imperial Security Bureau before they could so.

**Source:** Star Wars Rebels Magazine UK #14 "No Sympathy", wookieepedia.

## LEXIM'S HUNTING GROUND

**Source:** Star Wars Rebels Magazine UK #10 "Becoming Hunted".

## LIRA SAN

A planet hidden within a star cluster in Wild Space, an uncharted region of the galaxy beyond the Outer Rim Territories. It is the original homeworld of the Lasat species. Though many Lasat dwelled on Lasan, millions of Lasat remained on Lira San, but their existence was forgotten by Lasan, who knew of Lira San only through an ancient prophecy.

**Game Notes:** The Lira San system is at least partially buffered by a huge collapsed star cluster located to its galactic Northwest. The incredible mass shadows and magnetic eddies make plotting an astrogation course for the hyperdrive impossible (+30 difficulty modifier).

Furthermore, the monstrous magnetic eddies place incredible amounts of stress on starships traveling through

the cluster. As a ship passes into the cluster, its crew must make a piloting skill check versus the terrain difficulty. On a failure, the ship immediately suffers 8D of stress damage.

Terrain difficulty starts at Easy and increases one difficulty level for every 100 space units traveled into the cluster. Once a vehicle has reached 100+ space units into the cluster, the strong magnetic tides make fire control useless. However, if a ship were able to survive the tides for long enough, and its crew were able to engage the hyperdrive at precisely the right time, a fortunate few may be able to discern a clearing in the star cluster and travel through to Lira San, despite the brevity and rarity of such a window of opportunity.

**Source:** Star Wars Rebels 212 "Legends of the Lasat", wookieepedia, mechanics by +Oliver Queen.

## LOTHAL

**Region:** Outer Rim Territories

**Sector:** Lothal

**System:** Lothal

**Sun(s):** Lothal

**Trade Route(s):** None

**Orbital Position:** 1

**Moon(s):** 2

**Length of Day:** 23 hours

**Length of Year:** 355 local days

**Starport(s):** 1 Standard class (Capital City, Central City)

**Type:** Terrestrial

**Temperature:** Temperate

**Atmosphere:** Type I

**Hydrosphere:** Moderate

**Gravity:** Standard

**Primary Terrain:** Mountains, prairies, seas

**Points of Interest:** Ake's Tavern, Capital City, Capital City Starport, factories, farming communities, Go-Lothal Hotel, Government Tower, Imperial Academy, Imperial Command Center, Imperial Complex, Jedi temple, Jhothal, Kothal, Main communications tower, Mohad Arena, Mohad Outpost, New Freedom mural, Northern market district, Old Jho's Pit Stop, Old Republic Senate Building, Posting Agency, sea port, Security Tower, Tarkintown, Wallaway's Pawn Shop

**Native Flora:** Spine tree

**Native Fauna:** Loth-bat, Loth-cat, Loth-rat, Loth-wolf, Nek, Nerf

**Native Species:** None

**Immigrated Species:** 87% Humans, 13% Other (Aqualish, Chagrian, Gotal, Houk, Ithorian, Lutrillian, Pantoran, Rodian, Ugnaught, Xexto)

**Population:** 42 thousand

**Languages:** Galactic basic standard



**Government:** Imperial governor

**Tech Level:** Space

**Planet Function:** Mineral mining

**Major Cities:** Capital City, Central City

**Major Exports:** Minerals, agricultural goods, Kyber crystals, starfighters

**Major Imports:** Med-tech, high-tech

**Special Conditions:** None

**Background:** Lothal was settled during the last decades of the Galactic Republic. It was in a state of economic disrepair and invited the Galactic Empire with the promise of prosperity and security. Despite welcoming the Empire, the Lothalians became disillusioned with the Empire's repressive policies and the pollution of their world. Several years before the Battle of Yavin, Lothal becomes the nesting ground for a small rebel cell. After harrying Imperial forces and disrupting Imperial activities for at least a year, the cell eventually attracted the attention of Grand Moff Wilhuff Tarkin and Darth Vader, who tried unsuccessfully to stamp out these rebels. Darth Vader even imposed a blockade on the planet but the rebel cell managed to slip through and rejoin the wider Rebel network in space.

**Description:** Lothal is located in the Outer Rim and was several minutes away from the planet Garel via hyperspace travel. The planet is home to several different types of environments including grassy plains, spine tree forests, farmland, mountains, and seas. Besides the administrative center Capital City, Lothal also hosts several other urban settlements including Jalath, Jhotal, Kothal, and Tangle-town. Lothal is also known to contain several types of minerals including the scarce Kyber crystals.

Prior to the coming of the Galactic Empire, large areas of Lothal were covered by teeming spine tree forests and vivid farmland. The Empire established several factories and mines which polluted and marred much of the planet's

previously pristine natural environment. Imperial meddling even disrupted the planet's varied weather, which had once brought natural wonders such as thunderheads rolling over its mountains and the sound of the wind. Even those who only knew the Empire still came to miss things such as the smell of jogan blossoms on the breeze since the Empire destroyed many orchards to make way for mines.

**Early History:** In ancient times, the Jedi Order established a Jedi Temple on Lothal, hidden beneath the planet's surface. The entrance could only be exposed through use of the Force. According to the Lothal Calendar, the planet was settled at least 3,245 years before Sheev Palpatine's rise to the position of Supreme Chancellor of the Galactic Republic.

**Imperial Rule:** Following the emergence of the Galactic Empire, the inhabitants of Lothal initially welcomed the Empire's presence on their planet since Imperial investment seem to promise an economic boom for the Outer Rim world. However, some citizens began to resent the Empire's policies of restricting their freedoms. In addition, Imperial industrial plants and mines polluted the planet's skies and waterways. Besides exploiting the rich minerals including the scarce kyber crystals, the Empire also hoped to establish a new hyperspace route. The Empire also took over many farmlands and orchards to make way for Imperial mining projects. While some were compensated, others were violently evicted from their land. Governor Ryder Azadi was also arrested for treason when he supported rebellious broadcasts by Ephraim and Mira Bridger.

Under Imperial rule, the rapid expansion of industry and the Imperial government bureaucracy on Lothal led to significant offworld migration from the Core Worlds. The Leonises and the Spanjafs settled on Lothal to work as agricultural scientists and data-security experts respectively. As the local population grew increasingly disillusioned

with the Empire's policies, a rebel insurgency developed on Lothal. Their activities including planting explosives on Imperial mining droids and attacking Imperial personnel and facilities.

About 6 BBY, Imperial forces under Lieutenant Piers Roddance massacred several peaceful demonstrators in the Westhills, who were petitioning Governor Arihnda Pryce. The Empire covered up the massacre by claiming that the demonstrators were insurgents who had attacked Imperial mining equipment and personnel. One known rebel cell was a three-man cell that included Beck Ollet, a former Junior AppSci student who was angry with the Empire was destroying Lothal's orchards and murdering several unarmed protesters in the Westhills. Ollet's cell was captured after Imperial authorities managed to identify their landspeeder following an attempt to blow up an Imperial mining camp.

About 5 BBY, the Trandoshan bounty hunter Bossk visited Lothal to collect a bounty on the Dug criminal Gronson Takkaro, who owed a lot of money to the Imperial Senator Hack Fenlon. Bossk enlisted the services of a local youth named Ezra Bridger. The two unlikely companions were then drawn into a conspiracy that involved the corrupt Imperial Security Bureau Lieutenant Jenkes, who was protecting Takkaro and running an illegal sporting event known as Gladiator Night. Despite Jenkes' efforts to eliminate Bossk, the Trandoshan bounty hunter succeeded in exposing the ISB agent's corrupt dealings to local spectators and the Imperial authorities.

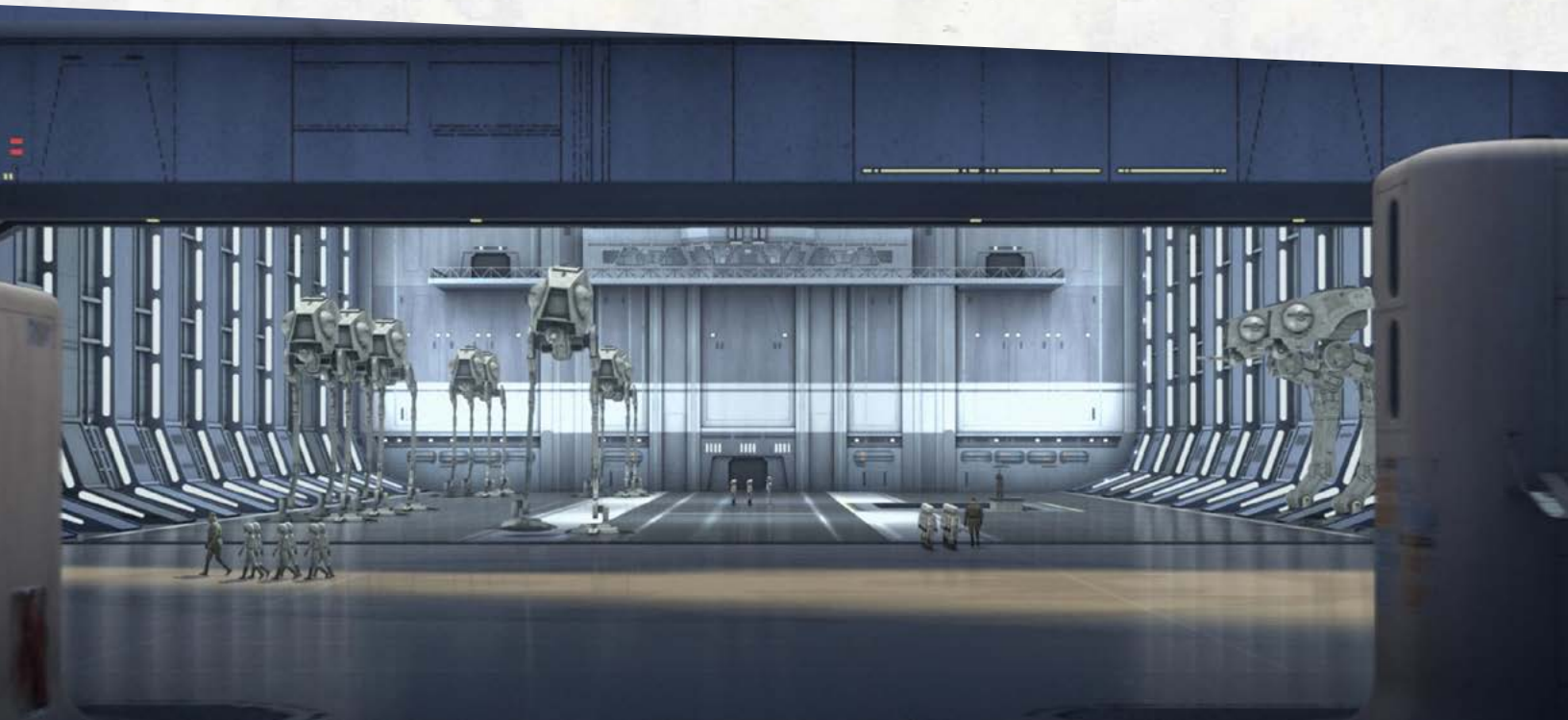
**Society and Economy:** Lothal is home to a diverse mixture of species including humans, Gotals, Devaronians, Rodians, Aqualish, Xexto, Sullustans, and Ugnaughts. Some humans like the athletic director Janus Fhurek harbored xenophobic attitudes towards Alien species. He believed that the Empire should ascertain which alien and

immigrant species were desirable and undesirable and objected to the presence of aliens in his school's grav-ball team. Lothal was also home to several criminals and crime syndicates including the Devaronian crime lord Cikatro Vizago and Yahenna Laxo's Gray Syndicate.

Prior to the coming of the Galactic Empire, Lothal was governed by a legislative body that was based at the Old Republic Senate Building in Capital City. Under Imperial rule, Lothal was ruled by a Planetary Governor who commanded the planets' armed forces and political affairs. Several years before the Battle of Yavin, Lothal was governed by Governor Ryder Azadi, until he was arrested for treason. Arihnda Pryce then became governor and was supported by several Ministers including Minister Maketh Tua and Assistant Vice Minister Sarkos. Lothal was also home to several Imperial government departments including the Ministry of Agriculture, the Imperial Agricultural Collective, the Transportation Ministry, the Security Ministry, the Education Ministry, and a substantial Imperial Military garrison.

Known Imperial industrial operations including several mines in the Westhills, multiple Sienar Fleet Systems factories, and a BlasTech weapons laboratory in the Easthills near Capital City. Lothal was chosen by several Imperial corporations as a base since the planet provided plenty of open space for testing new spacecraft and weapons. These factories provided jobs for many of Lothal's citizens. Under Imperial rule, Lothal's previously self-sufficient farming communities were displaced as the Imperial Mining Institute evicted farmers to excavate their lands for metal deposits. Lothal's communications with the wider galaxy were handled by the main communications tower near the town of Jalath.

Lothal hosted several educational institutions including the Academy for Young Imperials, a one-year junior academy in Capital City that prepared Imperial cadets for fur-







ther training offworld at senior academies throughout the Outer Rim. Other known educational institutions included the Technical Institute for Agricultural Research, the Pretor Flats Academy, the Junior Academy of Applied Sciences, and the Vocational School for Institutional Security. Schools and academies were used by the Imperial authorities to indoctrinate the planet's young people and to train them to contribute to Lothal's economic development.

The sports grav-ball is also popular among Lothalians and is played by two opposing teams. In the Lothalian version of the game, a grav-ball grid is divided lengthwise into eight zones, called octets. The team that wins the chance cube toss started at the center of the grid. They have three drives to move eight meters into the next octet. If they succeed, they get three new drives to continue for another eight meters. If they fail, the ball goes to the opposing team, who played in the other direction. Grav-ball is played during the winter season and several schools field teams. One notable team is Junior AppSci's AppSci SaberCats.

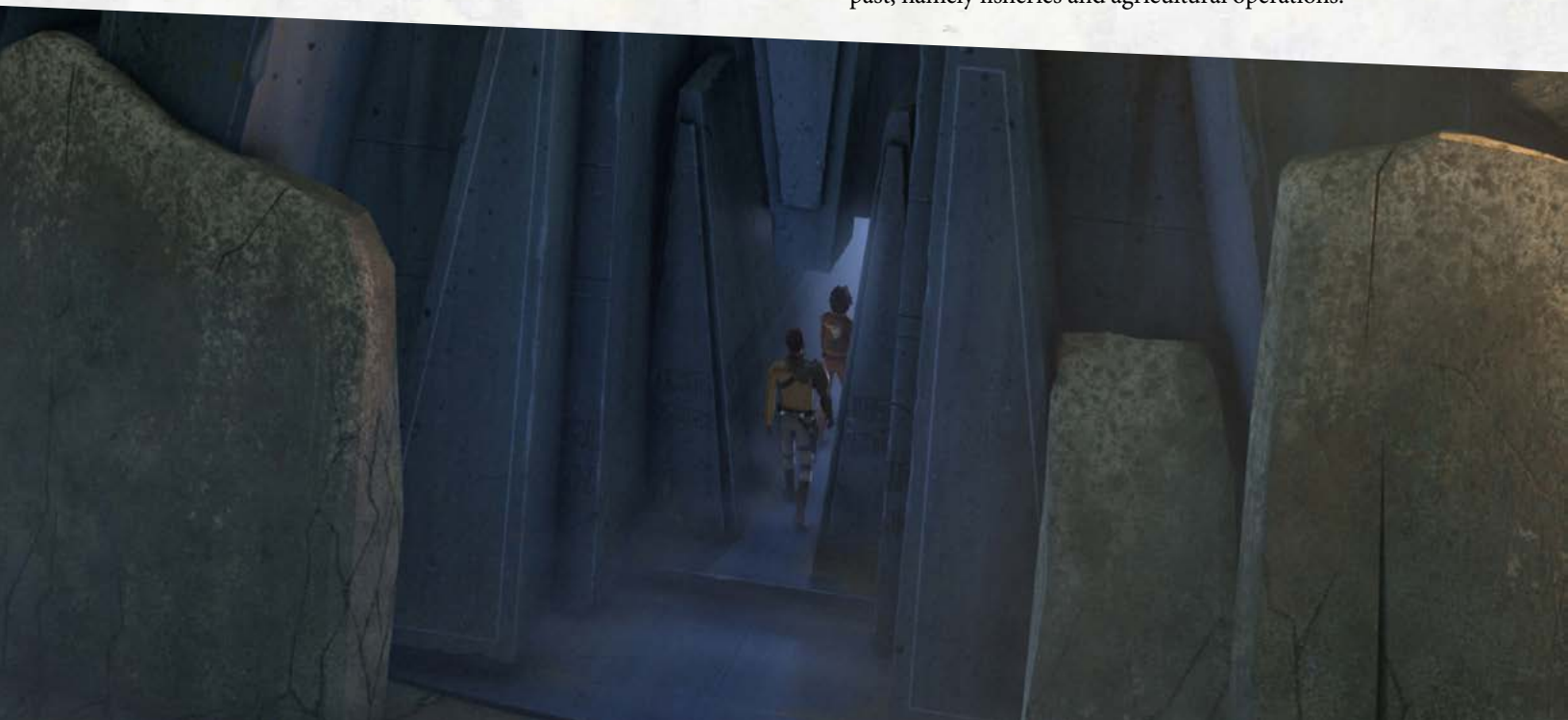
### POINTS OF INTEREST

- **Academy for Young Imperials:** Located near a ten-kilometer field in the Easthills that is used for running drills. The Academy's other facilities include interview cubicles, barracks, a mess hall, toilets, showers, office facilities for Imperial training instructors, and a large hangar bay that can accommodate AT-DP walkers, Imperial Troop Transports, and shuttles. The Academy's assessment hall also hosts a special facility known as the Well that can be used to simulate a wide variety of obstacle courses and challenges. The Imperial Academy's grounds include a lake and a nearby field that is used for an obstacle course. The Academy's has a large blast door that covers its hangar bay. It houses and educates recruits for the Imperial Army. The Imperial Academy is a one-year junior academy. At the end

of the term, graduates are expected to move on to a senior academy for a longer stint, then the very best are allowed to enter a specialized service academy for training with the Imperial Army, Imperial Navy or the Stormtrooper Corps, while the remainder go straight into the Imperial Military. Besides Imperial officers and trainers, the Academy's staff includes several protocol and astromech droids.

- **Ake's Tavern:** A cantina located in the Northern market district of Capital City of the planet Lothal.
- **Bridger Household:** The former home of the Bridger family located in Capital City.
- **Calrissian's Farm:** A plot of land owned by the galactic entrepreneur Lando Calrissian. However, it is in reality a front for an illegal mining operation. When Calrissian is absent, his RQ protocol droid W1-LE maintains the farmland.
- **Capital City/Lothal City:** The main population center on Lothal.
- **Capital City Starport:** Also known as Capital City starport, the major spaceport located in Capital City on Lothal.
- **Dinar:** A settlement comprised of humans and at least one Gotal. A number of Loth-cats roamed on the edges of the city.
- **Go-Lothal Hotel:** Derelict complex of interconnected domes across the street from Wallaway's Pawnshop.
- **Haven:** A secret hideout built by Kanan Jarrus' rebel cell, around 5 BBY. As its name implies, the hideout is designed as a haven for defenseless citizens who are targeted by the Galactic Empire. Some of its inhabitants are Angmi Lihosh, Rodd Nertu, Dorthu Santim, and Keri Belab.
- **Imperial Academy:** Housing and education for recruits in the Imperial Army.

- **Imperial Armory Complex:** An armory built within the Imperial Complex on the planet Lothal. It has cargo bays for storage, hangar bays housing various Imperial vehicles including AT-DP walkers and TIE/LN starfighters.
- **Imperial Complex/Imperial Command Center of the planet Lothal:** A huge mushroom-shaped building that houses the headquarters of the Galactic Empire. Built in Capital City after the Empire started occupying Lothal, the Imperial Complex both dwarfs and supplants the Old Republic Senate Building.
- **Imperial Flight School:** The Imperial Navy's system for training TIE pilots.
- **Jalath:** Following its occupation of Lothal, the Galactic Empire establishes a small installation near city of Jalath.
- **Jedi temple:** The temple was maintained by the Jedi Order prior to the execution of Order 66. It was one of many temples throughout the galaxy, and one of the few that were not destroyed by the Galactic Empire. This temple has a hidden entrance, which can only be revealed by both master and apprentice working together using the Force to lift the exposed portion. This would rise in a corkscrew, counter-clockwise motion. If one of the pair lost focus, the outer building would sink back down into the ground. Once inside, the apprentice would continue on alone, cut off from the master waiting at the entrance area. Should the apprentice fail the tests and never return, the master would remain trapped inside the temple forever, unable to raise up the building alone. Thusly, masters that brought their Padawans to take the tests put their own life into their student's hands. Symbols representing the light and dark sides of the Force edge the temple.
- **Jhotal:** Jhotal is a small outpost located far from Capital City. There is a cantina managed by an Ithorian known as Old Jho is located at the heart of Jhotal.
- **Junior Academy of Applied Sciences/Junior AppSci:** An academy in Capital City. The school is renown for its grav-ball, chin-bret, and track and field events. In addition, Junior AppSci are used by the Academy for Young Imperials to recruit prospective Imperial cadets.
- **Kothal:** A settlement located on the planet Lothal. The settlement has a number of sellers and vendors, including Morad Sumar. Garazeb Orrelios and Ezra Bridger steal a TIE fighter from the Galactic Empire in Kothal. Kothal hosts a grav-ball team called the Kothal Roughnecks.
- **Lothal Resettlement Camp 43/"Tarkintown":** A small settlement was built during the reign of the Galactic Empire. The town is inhabited by farmers who have been dispossessed by the Empire, and are left living in poverty.
- **Main communications tower:** The communications tower controls all communications on the planet during the reign of the Galactic Empire. It allows Lothal to send messages throughout the planet, into orbit, and to other nearby star systems. The Empire destroys the tower after the crew of the Ghost uses it to broadcast a rebellious message across the planet and into other star systems.
- **Mohad Arena:** Mohad was a large decommissioned docking bay located at Mohad Outpost. It has been converted into a gladiator arena and modified to include cheap metal seating for thousands as well as betting windows.
- **Mohad Outpost:** The outpost is an abandoned mining facility, 20 km southwest of Capital City, with a number of decommissioned docking bays.
- **"New Freedom" mural:** Located in the old Senate Building of Lothal, on the back wall of the Senate Chamber, it depicts the rounded, white towers of Capital City, as well as Lothal's major industries of the past, namely fisheries and agricultural operations.





- **Morad Sumar's farm:** During the reign of the Galactic Empire, Morad Sumar struggled to keep the land out of Imperial hands, refusing to sell it to them. Finally forgoing Sumar's refusal to sell, Supply Master Yogar Lyste destroyed a portion of the farm and had Sumar and his wife Marida arrested.
- **Northern Market District:** Also known as the Old Market.
- **Old Jho's Pit Stop:** Named after its owner, Old Jho, the cantina is not particularly Empire-friendly. For example, Old Jho ignores an Imperial mandate that the HoloNet News be played at all times. The crew of the Ghost would sometimes use the cantina as safe harbor.
- **Old Republic Senate Building:** Following the rise of the Galactic Empire, the Senate Building was abandoned in favor of the new Imperial Complex, but remains standing despite the new government's intention to raze it. A distinct landmark of Capital City, the Old Republic Senate Building is shaped like a round box crowned by a towering spire. Like most other buildings in the city, its outer walls are predominantly white. Several starship landing pads sprout from the base of the tower lead to hallways hooking up with the Senate Chamber inside. The Chamber itself contains a podium with a speakers' stand, facing two aisles made of three rows of seatings. On the back wall behind the podium is "New Freedom," a striking mural that contributes to the building's fame. The Senate Building is directly linked to the sewers of Capital City. During the time of the Galactic Republic, the Old Republic Senate Building of Capital City housed the governing body of Lothal. It was abandoned when the Galactic Empire replaced the Republic and built the Imperial Complex to be the new seat of power on the planet. Even after its fall into disuse, many citizens considered the Senate Building a valuable landmark. Imperial inspectors report that the Senate site attracts criminal activity, and discussion arose as to whether the building should be razed. The HoloNet News anchorman and Imperial propagandist Alton Kastle argued that the Senate Building should indeed be destroyed, as it harkens back to "less prosperous" times when the Empire was not in charge.
- **Posting Agency:** The agency is a "pit stop" of sorts to bounty hunters. The type and quality of bounty information varies from paper postings to access to the Imperial Enforcement DataCore, though this is typically restricted to Imperial personnel and licensed bounty hunters. Some agencies offer private datapoints and meeting rooms. Access cost is 15 credits an hour or 250 credits a day. Almost all have a common meeting room where a bounty hunter could relax.
- **Pretor Flats Academy:** An Imperial Academy located on the far side of the planet from the Academy for Young Imperials.
- **Sienar Advanced Projects Laboratory:** Because of security surrounding this advanced facility few in government and the general public know about it.
- **Sienar Fleet Systems factory:** The factory handles the manufacture of TIE/Ln fighters as well as the new TIE Advanced v1.
- **Stone Circle:** A set of large stone slabs arranged more or less in a circle. Such circles could be found all over the various continents of Lothal. In the time of the Galactic Republic, many archaeologists came to Lothal to examine the stone circles in hopes of discovering their origins and purpose. Some suggested that the slabs were placed in the relatively recent past, when the original colonists of Lothal dragged them together for use as a landing area instead of electronic beacons. Others, however, surmised that the stone circles had been constructed by an unidentified ritualistic civilization that had lived on Lothal millennia before Republic scouts had discovered the planet.

When the Galactic Republic was replaced by Galactic Empire, all inquiries into the mystery of the Lothal stone circles were suspended.

- **Tangletown:** A farming settlement, it referred to itself as the “Food Basket of Lothal,” touting its fruits, spices, and flavors. It had a historic downtown area, and called itself the “Relaxation Oasis of the Outer Rim.” After the Galactic Empire arrived on Lothal, the citizens of Tangletown and other farming communities were removed from their homes and relocated into a shantytown that they derisively referred to as Tarkintown.
- **Tarkintown:** Tarkintown is essentially a shantytown on the plains of Lothal. A number of moisture vaporators dot the settlement and a central clear area acts as a town square. Tarkintown is home to impoverished farmers of many species whose homes, such as in Tangletown, have been taken by the Galactic Empire when it needed the land they were built on. Any farmer whose land was taken was left with nothing. The residents name their settlement after Grand Moff Wilhuff Tarkin, the Imperial in control of the Outer Rim Territories and the man responsible for the dispossession of the farmers.
- **Technical Institute for Agricultural Research:** A school located in Capital City. While the Technical Institute does not have as good a reputation as the Capital City’s Junior Academy of Applied Sciences, it is known to have some excellent programs.
- **Vocational School for Institutional Security/V-SIS:** A school located in Capital City that specializes in teaching information security. It is headed by an administrator who once held an assembly about ethical practices in information security. The school is known to contain a maze of networking laboratories in its lowermost level.
- **Wallaway’s Pawn Shop:** A two-story, ferroconcrete corner building located in the old commercial district. On the same block was an agricultural supply closeout store, wholesale food market and a salvage yard. Across the street is the derelict Go-Lothal Hotel.

**Source:** Servants of the Empire 1: Edge of the Galaxy, Servants of the Empire 2: Rebel in the Ranks, Servants of the Empire 3: Imperial Justice, Servants of the Empire 4: The Secret Academy, Ezra’s Gamble, Star Wars Rebels Magazine UK #4 “Kallus’ Hunt”, Star Wars Rebels, 100B “Art Attack”, 100C “Entanglement”, 100D “Property of Ezra Bridger”, 100 “Sparks of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, 103 “Rise of the Old Masters”, 104 “Breaking Ranks”, 105 “Out of Darkness”, 106 “Empire Day”, 107 “Gathering Forces”, 108 “Path of the Jedi”, 109 “Idiot’s Array”, 110 “Vision of Hope”, 111 “Call to Action”, 112 “Rebel Resolve”, 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 209 “Legacy”, 210 “A Princess on Lothal”, 216 “Shroud of Darkness”, wookieepedia, stats by +Oliver Queen.

## MALACHOR

**Region:** Outer Rim Territories

**Sector:** Chorlian

**System:** Malachor

**Sun(s):** 1: Malachor Prime

**Trade Route(s):** -

**Orbital Position:** 1

**Moon(s):** at least 1

**Length of Day:** 27 hours

**Length of Year:** 354 local days

**Starport(s):** None

**Type:** Terrestrial

**Temperature:** Temperate

**Atmosphere:** Type I

**Hydrosphere:** Moderate

**Gravity:** Standard

**Primary Terrain:** Rocky wastelands

**Points of Interest:** Malachor Sith temple

**Native Flora:** -

**Native Fauna:** Convor

**Native Species:** None

**Immigrated Species:** None

**Population:** None

**Languages:** Old tongue (writings)

**Government:** None

**Tech Level:** None

**Planet Function:** Abandoned world

**Major Cities:** None

**Major Exports:** None

**Major Imports:** None

**Special Conditions:** None

**Background:** Malachor is a rocky, hellish wasteland planet shrouded in mystery. It is the location of an event known as the Great Scourge of Malachor, which took place thousands of years before the Galactic Civil War. During the reign of the Galactic Empire, Jedi Master Yoda told Ezra Bridger, a Padawan, to find Malachor

The Sith established a presence on the planet Malachor, constructing a massive temple beneath the surface. Thousands of years before the brewing war between the Galactic Empire and the Alliance to Restore the Republic, the planet was the location of a massive battle, in which the Jedi Order launched an all-out assault. Following this battle, Malachor was made forbidden to the Jedi, although stories of what had happened were passed down, forming the basis of many legends. Millennia later, the debris of war still littered the battlefield.

### POINTS OF INTEREST

- **Malachor Sith Temple:** Millennia before the rise of the Galactic Empire, the Sith constructed a pyramidal temple on the bleak world of Malachor. At the order of an ancient female Sith Lord, a superweapon

was built at the temple summit, capable of destroying life. The Jedi soon caught wind of the Sith's plan and launched an assault on the temple. During the battle, the superweapon fired, killing and petrifying all combatants. This event later became known as the "Great Scourge of Malachor".

**Source:** Star Wars Rebels 220-221 "Twilight of the Apprentice" Parts 1 and 2, wookieepedia, stats by +Oliver Queen.

## MALACHOR "SITH TEMPLE"

Millennia before the rise of the Galactic Empire, the Sith constructed a pyramidal "temple" on the bleak world of Malachor. At the order of an ancient female Sith Lord, a superweapon was built at the temple summit, capable of destroying life. The Jedi soon caught wind of the Sith's plan and launched an assault on the temple. During the battle, the superweapon fired, killing and petrifying all combatants. This event later became known as the "Great Scourge of Malachor".

The Sith "temple" and a large accompanying complex is located under the surface of a large crater marked by a circle of eight pillars covered in the script of the Old Tongue. Whether this is a warning or memorial is unknown. The surface of the crater is littered with hundreds, possibly thousands of holes, making the surface weak. At the center of the pillars is the largest hole.

It is unclear, but at some point before, during or after the Great Scourge of Malachor, a female Sith Lord's essence may have been transferred into either the "temple" or Sith holocron. The Presence spoke to Ezra Bridger after he unwittingly unlocked the "station" using the Sith holocron given to him by Old Master. The Presence seems to have lacked true sentience based upon its interactions with Ezra Bridger.

### Game Notes:

- Whether over time or by design, the floor of the valley above the Sith "temple" and complex is thin and brittle

in certain places. A successful Easy sensor skill roll will discover this fact.

- The entrance to the holocron room is located at the bottom of the "temple" and requires telekinesis to lift a series of eight multi-ton stone blocks (Very Difficult: 25) in sequence. This requires two Force users to perform safely.
- The holocron room is a large open space with a single entrance. In the center is a pedestal surrounded by an open air mote that reaches to the walls of the room. At the center of the pedestal is a triangle-shaped fixture, in its center hovers the holocron. Removing the holocron powers up the "temple" and buildings around the complex. The central pedestal rises towards the high ceiling, its purpose unclear.
- The exterior of the "temple" has three steppes. The "control" room is located on the top steppe and is pyramid-shaped with high ceilings. The Sith holocron is the "key" and when placed properly completes the circuit. The control interface is voice activated and responds in a woman's voice.

**Source:** Star Wars Rebels 220-221 "Twilight of the Apprentice" Parts 1 and 2, wookieepedia, stats by +Oliver Queen.

## NIXUS

**Region:** Outer Rim Territories

**Sector:** -

**System:** Nixus

**Sun(s):** Nixus Prime

**Trade Route(s):** None

**Orbital Position:** -

**Moon(s):** -

**Length of Day:** 22 hours

**Length of Year:** 347 local days

**Starport(s):** Standard class



**Type:** Terrestrial  
**Temperature:** Frigid  
**Atmosphere:** Type I  
**Hydrosphere:** Moderate (icefields and glaciers)  
**Gravity:** Light  
**Primary Terrain:** Glaciers  
**Points of Interest:** -  
**Native Flora:** -  
**Native Fauna:** -

**Native Species:** None  
**Immigrated Species:** Varied  
**Population:** 400-600  
**Languages:** Galactic basic standard  
**Government:** Organized crime  
**Tech Level:** Space  
**Planet Function:** Shadowport  
**Major Cities:** Nixus Hub 218  
**Major Exports:** -  
**Major Imports:** -  
**Special Conditions:** None

**Background:** a frigid planet. Despite sporting glacial terrain and low-gravity, the planet was not inhospitable and actually hosted a structure, Nixus Hub 218. Hub 218 was populated and visited by numerous individuals.

#### POINTS OF INTEREST

- **Nixus Hub 218:** a station on the black market planet Nixus. It was a base of operations for the smuggler Azmorigan.

**Source:** Star Wars Rebels 204 “Brothers of the Broken Horn” and 212 “Legends of the Lasat”, wookieepedia, stats by +Oliver Queen.

## OON

An arid planet of the Lothal sector, in the Outer Rim region of the galaxy. Around 5 BBY, a Zygerrian named MaDall ran a slave trading operation on Oon. Having witnessed the fate of slaves on Kessel, the Mandalorian freedom fighter Sabine Wren allowed herself to be captured by MaDall’s agents and taken to Oon, where she helped free the Zygerrian’s many slaves.

**Source:** Star Wars Rebels Magazine UK #5 “Return of the Slavers”, wookieepedia.

## OOSALON

A planet with a breathable atmosphere and mountainous terrain in which the native Tibidee thrive. During the early rebellion against the Galactic Empire, two rebels scouted Oosalon as a potential location for a rebel base. Instead, they were confronted by two Imperial Inquisitors, the Seventh Sister and the Fifth Brother, and engaged them in a lightsaber duel on a mountain, before escaping.

**Source:** Star Wars Rebels 216 “Shroud of Darkness”, wookieepedia.

## QUILA

An aquatic planet. In approximately 4 BBY, an Imperial freighter carrying Janard, a prisoner of the Empire, crashed into Quila’s oceans. The rebels Sabine Wren, Ahsoka Tano, and Hera Syndulla mounted a rescue mission that led to a confrontation with Imperial forces in the partially-submerged freighter.

**Source:** Star Wars Rebels Magazine UK #12 “Ocean Rescue”, wookieepedia.





## RINN

An ice planet located in the galaxy. In the fourth year before the Battle of Yavin, the people of Rinn faced an energy crisis: once their dwindling supply of fuel cells had run out, they would be unable to power the heaters necessary for their survival. This predicament prompted rebel commander Jun Sato to task the Lothal rebels with acquiring more generators.

**Source:** Star Wars Rebels 205 “Brothers of the Broken Horn” (appears in hologram), Star Wars Rebels Magazine UK #15 “A Day’s Duty”, wookieepedia.

## RYLOTH

**Region:** Outer Rim Territories

**Sector:** Gaulus

**System:** Ryloth

**Sun(s):** Ryloth Prime

**Trade Route(s):** -

**Orbital Position:** 1

**Moon(s):** at least 3

**Length of Day:** 28 hours

**Length of Year:** 395 local days

**Starport(s):** Imperial class

**Type:** Terrestrial

**Temperature:** Hot

**Atmosphere:** Type I

**Hydrosphere:** Arid

**Gravity:** Standard

**Primary Terrain:** Jungles, mesas, valleys, volcanoes

**Points of Interest:** Bypass Notch, Jixuan desert

**Native Flora:** -

**Native Fauna:** Blurrig, Can-cell, Gutkurri, Lylek

**Native Species:** Twi’lek

**Immigrated Species:** Human

**Population:** 2.7 billion

**Languages:** Galactic basic standard

**Government:** Imperial governor

**Tech Level:** Space

**Planet Function:** Homeworld

**Major Cities:** Lessu (capital), Nabat, Rhovari

**Major Exports:** Ryll, slaves, spice

**Major Imports:** -

**Special Conditions:** None

**Background:** Ryloth is the homeworld of the Twi’lek species. Its terrain varies, filled with jungles, mesas, valleys, and volcanoes, and had an atmosphere breathable for Twi’leks and humans alike. Given the varied and dangerous terrain, Twi’leks lived in caves underground where it was safer.

After the Clone Wars ended, Ryloth officially became a protectorate of the Galactic Empire. It is classed as free and independent, although the reality is that Ryloth remains under the rule of the Empire.

**Source:** Star Wars Rebels 214 “Homecoming”, wookieepedia, stats by +Oliver Queen.

## SEELOS

**Region:** Outer Rim Territories

**Sector:** Kwymar

**System:** Seelos

**Sun(s):** Seelos Prime

**Trade Route(s):** None


**Orbital Position:** 1

**Moon(s):** None

**Length of Day:** 32 hours

**Length of Year:** 425 local days

**Starport(s):** None



**Type:** Terrestrial  
**Temperature:** Hot  
**Atmosphere:** Type I  
**Hydrosphere:** Arid  
**Gravity:** Standard  
**Primary Terrain:** Salt deserts, mountains  
**Points of Interest:** -  
**Native Flora:** -  
**Native Fauna:** Joopa

**Native Species:** None  
**Immigrated Species:** Human clones  
**Population:** 500-700 hyper-aging clones  
**Languages:** Galactic basic standard  
**Government:** None  
**Tech Level:** -  
**Planet Function:** Abandoned colony  
**Major Cities:** -  
**Major Exports:** -  
**Major Imports:** All goods/services

**Special Conditions:** None

**Background:** A desert planet, located in the Seelos system of the Outer Rim Territories. The world is covered in salt plains and mountains, and is home to large plated, worm-like creatures known as joopas. The world is also home to scattered groups of former clones.

**Source:** Star Wars Rebels 201 “The Lost Commanders” and 202 “Relics of the Old Republic”, wookieepedia, stats by +Oliver Queen.

## SHANTIPOLE

**Region:** Outer Rim Territories  
**Sector:** -  
**System:** -

**Sun(s):** Shantipole Prime  
**Trade Route(s):** -  
**Orbital Position:** -  
**Moon(s):** -  
**Length of Day:** 23 hours  
**Length of Year:** 289 local days  
**Starport(s):** Limited services

**Type:** Terrestrial  
**Temperature:** Temperate  
**Atmosphere:** Type I  
**Hydrosphere:** Moderate  
**Gravity:** Standard  
**Primary Terrain:** Rocky pillars covered with forests  
**Points of Interest:** -  
**Native Flora:** -  
**Native Fauna:** Dactillion

**Native Species:** None  
**Immigrated Species:** -  
**Population:** 1  
**Languages:** Galactic basic standard  
**Government:** -  
**Tech Level:** None  
**Planet Function:** -  
**Major Cities:** -  
**Major Exports:** -  
**Major Imports:** -

**Special Conditions:** Violent atmosphere of gas and lightning. While passing through the upper atmosphere ships experience a non-localized energy drain to ship systems.

**Background:** Shantipole is renowned for having a violent atmosphere that is a one-way trip for pilots. It is home to the Mon Calamari Quarrie, who designed a prototype for the B-wing starfighter.





**Source:** Star Wars Rebels 205 “Wings of the Master”, wookieepedia, stats by +Oliver Queen.

## TAKOBO

A planet that was home to a number of emigrated species, including Ithorians. The peaceful world boasts color architecture with a mix of modern and classical designs.

### POINTS OF INTEREST

- **Hammertown:** a neighborhood mainly inhabited by Ithorians in Takobo City.

**Source:** Star Wars Rebels 208 “The Future of the Force”, wookieepedia.

## THRAD

A planet which is represented by Nadea Tural in the Imperial Senate. Approximately 4 BBY, Senator Tural was rescued by the crew of the Ghost after her shuttle crashed.

**Source:** Star Wars Rebels Magazine UK #9 “Senate Perspective” (mentioned), #14 “No Sympathy”, wookieepedia.

## UNIDENTIFIED ASTEROID REFINERY

The site of a Mining Guild asteroid gas refinery during the age of the Galactic Empire. This planetoid’s atmosphere is covered in Clouzon-36 gas, which is a source of food for the purrgil, a species of large space-dwelling creatures capable of traveling through hyperspace. Around 3 BBY, the gas refinery was raided and destroyed by rebels and a herd of purrgil.

### POINTS OF INTEREST

- **Asteroid Belt Gas Refinery:** a Clouzon-36 processing refinery owned and maintained by the Mining Guild.

**Source:** Star Wars Rebels 213 “The Call”, wookieepedia.

# CHAPTER 12: MISCELLANEA



## BAIL ORGANA

A human male politician who served as Senator of Alderaan in the final years of the Galactic Republic. The husband and consort of Queen Brea Organa, Bail bears the titles of Viceroy and First Chairman of Alderaan, and is among the founders of the Alliance to Restore the Republic. During the reign of the

Empire, Organa remains the Senator of Alderaan in the Imperial Senate, though he secretly works to undermine and eventually overthrow the Empire. He and his wife have a daughter, Leia Organa, the crown princess of Alderaan who follows in her father's footsteps, as a leading member of the Rebel Alliance.

In 5 BBY, Bail sent astromech droid R2-D2, accompanied by protocol droid C-3PO, on a secret mission to gather intel about the "Lothal rebels". After the mission, they are returned by the rebel cell's leader aboard the Tantive IV. Alone with R2 he looks over R2's footage, assessing the rebel cell.

The Lothal rebels launch a mission to rescue their captured leader from an Imperial fleet over Mustafar, the mysterious rebel known as "Fulcrum" discovers their plan. Surrounded by TIE fighters and hope nearly lost, a small fleet of Rebel ships, commanded by "Fulcrum" emerges from hyperspace and aids the rebels' escape. Afterwards

Chopper transmits a communication from Senator Organa. He tells them about the different rebel cells that he and Fulcrum/Ahsoka have been contacting around the galaxy and that they are now coming together to unite against the Empire.

Following the blockade of Ibaar, Organa is able to find a manufacturer to build more of Mon Calamari engineer Quarrie's B-wing starfighters in secret. After learning of the rebellion's losses at the battle on Garel, Organa dispatches Princess Leia, serving as his aide, along with three Hammerhead corvettes, P1, P2 and P3, to Lothal to expand the rebel fleet, under the guise of delivering relief supplies to the people of Lothal. Leia plans for the rebels to steal them to conceal Alderaan's involvement with the rebellion.

**Source:** Star Wars Rebels 101 "Droids in Distress", 113 "Fire Across the Galaxy" (appears in hologram), 205 "Wings of the Master" (mentioned only), 206 "Blood Sisters" (mentioned only), 209 "Legacy" (mentioned only), 210 "A Princess on Lothal" (mentioned only), wookieepedia.

## BATTLE OF RYLOTH (RYLOTH CAMPAIGN)

During the clones Wars the Confederacy of Independent Systems invaded the planet Ryloth. The ensuing battle resulted in the liberation of Ryloth after the retaking of Lessu, in what became known as the Battle of Lessu.

**Source:** Star Wars Rebels 206 "Wings of the Master" (mentioned only), 214 "Homecoming" (mentioned only as the Battle of Lessu), 217 "The Forgotten Droid" (mentioned only), wookieepedia.





## BLACK SUN

A criminal syndicate that came into prominence during the Clone Wars as the Jedi Order focused more on military affairs and less on law enforcement. The syndicate is influential throughout the galaxy and run by a group of Falleen noblemen from a fortress on Mustafar. During the war, the Black Sun was coerced by Darth Maul into joining his Shadow Collective after he killed their leader. The Black Sun openly maintained a base on Ord Mantell.

Towards the end of the Clone Wars, the Black Sun's leader Ziton Moj proposed merging with the Pyke Syndicate, which specialized in distributing illegal narcotics. The Pyke leader, Krim, rejected the proposal, which in turn led to Black Sun retaliating and sending a fleet to attack the Pyke stronghold of Oba Diah.

After the formation of the Galactic Empire at the end of the Clone Wars, the Black Sun formed a durable relationship with the new autocratic government. Former Imperial cadets Sabine Wren and Ketsu Onyo join Black Sun as bounty hunters. However, the two had a falling out. Black Sun has many interests including slavery/slave trafficking.

**Source:** Star Wars Rebels 206 “Blood Sisters” (mentioned only), wookieepedia.

## BOIL

The nickname of a clone trooper who served in Ghost Company, part of the Grand Army of the Republic, during the Clone Wars.

**Source:** Star Wars Rebels 214 “Homecoming”, wookieepedia.

## BOOSAHN KEERAW

The warrior way of the Lasat species. When a Lasat is bested by a superior opponent, the Lasat would give them their weapon. During the Galactic Empire's razing of Lasan,

Imperial Security Bureau agent Kallus was given a J-19 bo-rifle by a Lasan High Honor Guardsman he defeated in combat.

**Source:** Star Wars Rebels 215 “The Honorable Ones”, wookieepedia.

## BOUNTY EMPORIUM

A bounty hunting service active during the Clone Wars. It is established on the world of Orondia, as well as in Pons Ora, a settlement on Abafar.

**Source:** Star Wars Rebels 217 “The Forgotten Droid” (appears on a sign), wookieepedia.

## BROKEN HORN SYNDICATE, THE

A criminal organization that ruled the planet Lothal's underworld. The Devaronian Cikatro Vizago is the syndicate's leader.

**Source:** Star Wars Rebels 100 “Spark of Rebellion”, 101 “Droids in Distress”, 112 “Rebel Resolve”, 204 “Brothers of the Broken Horn”, wookieepedia.

## BROTHER/SISTER (INQUISITOR)

Brother and Sister are titles given to members of the Inquisitorius. The title did not refer to blood relation, but instead fostered a sense of unity amongst the Inquisitors. Nonetheless, there is competition amongst the ranks of the Brothers and Sisters, particularly after the death of their leader, the Grand Inquisitor, as the Brothers and Sisters seek to gain favor with the Sith Lord Darth Vader and succeed their fallen leader.

The individuals who carried the titles of Brother and Sister were part of the Inquisitorius, a group of Force-wielding warriors, trained in the ways of the

dark side, who are used by the Galactic Empire to hunt down and eliminate any Jedi who survived the fall of the Jedi. There are several individuals who carry this title, though the organization itself is relatively small. Although they are not related by blood, the use of the titles of Brother and Sister gives the group a sense of cohesion. The death of the Grand Inquisitor created a power vacuum within the ranks of the Inquisitors, so the Brothers and Sisters of the compete against one another in the hopes of currying favor with the Lord Vader so they could become the next Grand Inquisitor. The Brothers and Sisters were also responsible for carrying on the order's goal to find and either destroy or convert Force-sensitive children, so they could not become a threat to the Empire.

**Source:** Star Wars Rebels 202 "Relics of the Old Republic", 203 "Always Two There Are", 208 "The Future of the Force", 209 "Legacy", 216 "Shroud of Darkness", 219-220 "Twilight of the Apprentice", wookieepedia.

### **"BUCKETHEAD" (BUCKET-HEAD OR BUCKET HEAD)**

A derogatory nickname used to refer to stormtroopers during the reign of the Galactic Empire, or others wearing similar armor. It refers to the helmets of the stormtroopers, shaped like buckets, which even among members of the Empire were sometimes referred to colloquially as "buckets."

**Source:** Star Wars Rebels 100B "Art Attack", 100 "Sparks of Rebellion", Servants of the Empire 2: Rebels in the Ranks, "Breaking Ranks", "Call to Action", "113 "Fire Across the Galaxy", Star Wars Rebels Magazine UK #11 "Assessment", wookieepedia.

### **CARGO MANIFEST (SHIP MANIFESTS)**

A document list in detail the cargo carried by a starship for a specific destination, for official and administrative purposes.

**Source:** Star Wars Rebels 217 "The Forgotten Droid", wookieepedia.

### **CC-10/994 "GREY"**

The designation of a clone trooper commander who served in the Galactic Republic's Grand Army under Jedi General Depa Billaba.

**Source:** Star Wars Rebels 201 "The Lost Commanders" (Indirect mention only), wookieepedia.

### **CC-2224 "CODY"**

Born and trained on the planet Kamino to serve as a soldier of the Republic. He was under the command of Jedi General Obi-Wan Kenobi and frequently fought alongside him, developing mutual trust and camaraderie between the two. Although Cody wasn't involved in the first battle of Geonosis, he took part in the Battle of Teth, Second Battle of Geonosis, Battle for Anaxes and other battles during the Clone Wars, up to the end of the war in the Battle of Utapau. He also managed to gain a commander's title.

During the Battle of Utapau, Cody received Order 66 from Darth Sidious, publicly known as Supreme Chancellor Palpatine. The order triggered the clone protocol within his genetically implanted bio-chip, and Cody immediately turned against Kenobi, ordering his forces to fire on the Jedi Master, blasting him with a shot from an All Terrain Tactical Enforcer. His fate after the Clone Wars is unknown.

**Source:** Star Wars Rebels 207 "Stealth Strike", wookieepedia.



## CLAN WREN

A family from the planet Mandalore. Sabine Wren was a member of the clan. The clan was part of House Vizsla.

**Source:** Star Wars Rebels 211 “Protector of Concord Dawn (identified as Clan Wren), wookieepedia.

## CLONE TROOPERS

Highly-trained soldiers in the Grand Army of the Republic, the armed forces of the Galactic Republic. Bred from the genetic template of the bounty hunter Jango Fett, clone troopers represented the latest evolution in galactic warfare at the time, largely due to their superiority over battle droids. Their formal introduction as the Republic’s new military force coincided with the outbreak of a galaxy-wide civil war; various members of the Republic attempted to secede from the galactic government in order to form the breakaway state known as the Confederacy of Independent Systems. The ensuing conflict—the gained its name from the clones who made their debut in the first full scale war since the formation of the Republic.

For three years, clone troopers served under the leadership of the Jedi as they defended the Republic against the Separatist forces. Although the clones repeatedly demonstrated their loyalty to the Jedi and the Republic, often by sacrificing their lives in the Clone Wars, they were in fact the secret weapon of the Sith. In spite of their efforts to save the Republic, the clone troopers ultimately played an integral part in the annihilation of the Jedi Order and the rise of the Sith-controlled Galactic Empire. The clone troopers who served the Republic became known as Imperial stormtroopers, enforcing the rule of Emperor Palpatine during the early years of the New Order. As a result of their accelerated aging process, the clones were ultimately decommissioned and replaced by recruits several years before the Battle of Yavin.

Clone troopers are remembered—particularly by Imperial military Imperial officers—for their role in the formation of the Empire and reputation as soldiers. During the Age of the Empire, Admiral Brom Titus credited the clones for putting the Imperial regime in power.

**Source:** 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, 203 “Always Two There Are”, 204 “Brothers of the Broken Horn”, 205 “Wings of the Master”, 207 “Stealth Strike”, 209 “Legacy”, 211 “The Protector of Concord Dawn”, 215 “The Honorable Ones”, 216 “Shroud of Darkness”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, 219-220 “Twilight of the Apprentice”, wookieepedia.

## COLO CLAW FISH

Also spelled colo clawfish, is a large and nightmarish creature found in the depths of Naboo’s seas. The colo has a flat eel-like body, a bio-luminescent tail, a crocodile-like head, a row of sharp teeth, and a set of mandibles. Colo claw fish are considered to taste good, and they are edible for Sullustans and humans.

**Source:** Star Wars Rebels Magazine UK #16 “Ice Breaking”, wookieepedia.

## CORPORATE ALLIANCE, THE

The Corporate Alliance was a conglomerate active during the final years of the Galactic Republic. It would pledge its resources to the Confederacy of Independent Systems during the Secessionist Movement, earning its magistrate Passel Argente a place on the Separatist Council during the Clone Wars. The alliance survived the Clone Wars and the transformation of the Galactic Republic into the first Galactic Empire. On one occasion, the Phoenix rebel cell’s Commander Jun Sato attempted to bluff the Imperial Admiral Brom Titus by claiming that he and his crew were members of the Corporate Alliance.

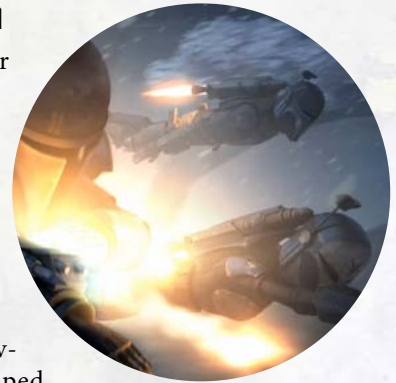
**Source:** Star Wars Rebels 207 “Stealth Strike” (mentioned only), wookieepedia.

## DEATH WATCH

A Mandalorian splinter group that opposed the pacifist government of Duchess Satine Kryze. Following the end of Mandalorian Civil War, they were exiled to the moon of Concordia where most of the warriors died out. However, the survivors regrouped

and began calling themselves the Death Watch. They were led in secret by Concordia’s governor, Pre Vizsla of Clan Vizsla and Bo-Katan, Duchess Satine Kryze’s sister. Eventually the group became part of Darth Maul’s Shadow Collective, which successfully took control of Mandalore. Shortly Death Watch would split over leadership with some following Maul’s puppet Prime Minister Almec and the other following Bo-Katan. Eventually both are removed from politics once the Galactic Empire invades and establishes a new governor.

**Source:** Star Wars Rebels 211 “Protector of Concord Dawn” (mentioned only), wookieepedia, tweak by +Oliver Queen.





## DEJARIK

A popular holographic game that is played throughout the galaxy. When activated, the game will project holographic playing pieces that resemble dangerous-looking species from throughout the galaxy. The players move their pieces to attack one another and the pieces behave like living beings in battle.

**Source:** Star Wars Rebels 102 “Fighter Flight”, 203 “Always Two There Are”, wookieepedia.

## DEPA BILLABA

A female human Jedi Master who served on the Jedi High Council during the final years of the Jedi Order. She trained under Jedi Master Mace Windu, later appointed to the Council alongside her former teacher, and was present when Jedi Master Qui-Gon Jinn presented Anakin Skywalker to the governing body. She retained her seat on the Jedi Council in the political crisis that led to the Clone Wars.

During the war, Billaba took on a Padawan named Caleb Dume. After the Conquest of Kaller, the two were attacked by Billaba’s battalion of clone troopers after the execution of Order 66, which branded the Jedi as traitors against the Galactic Republic. Billaba sacrificed herself so Dume could escape, and he survived and took on a new name—Kanan Jarrus. Initially traveling low and taking odd jobs, he eventually became a rebel fighting against the Galactic Empire, and he remembered his master fondly. He would use some of her teachings while instructing his own Padawan, Ezra Bridger.

Billaba, alongside her apprentice Dume, Commander Grey, and Captain Styles fought against the Separatist forces of General Kleeve on Kaller. After a training session with Dume that lasted after sunset, the two relaxed at a campfire with Grey and Styles. They discussed the role of questions in regard to orders and to the Jedi Order, at which Billaba gave Dume a holocron. He was to use it to “study the role of questions” and “peaceful dissent” in the Order.

It was moments later after this that, at the culmination of his plan, Sidious executed Order 66, a command to all clone troopers, including Grey, triggering their control chips to kill the Jedi as traitors. It just so happened that Billaba had begun meditating and received a Force vision of the deaths of her fellow Jedi. Billaba took hold of Dume’s arm which allowed him to see the visions, warning him also of the danger. By the time the clones started

aiming, Billaba told Dume to run, already on her feet and igniting her lightsaber.

While Dume froze in shock, the clone troopers started firing: Billaba deflected their shots back at them, cut down the ones within reach and used blasts of Force push other groups. She shouted to Dume to bring him back to his senses and he quickly joined in her defense as they killed clone after clone. Grey ordered the others to surround them and Billaba quickly realized that they could not win against nearly an entire battalion that was going to cut off all escape routes. She told Dume to run and that she would be right behind him; Dume knew she was lying, but did as he was told.

Grey ordered concentrated fire on Dume as he scrambled up a hill, but he deflected the ones that didn’t miss, so Grey instead ordered Styles to cut him off and hunt him down. Billaba shouted to Styles and turned toward him, intending to use the Force on him, but this left her open to Grey who shot her in the back. Having fallen forward to the ground, Grey and two other clones repeatedly fired on her, much like as had happened to Secura.

Having turned around at the top of the hill when he heard her shout to Styles, Dume witnessed his Master’s death. Her sacrifice gave him time to hide and evade the clones, just as she hoped it would.

Her death left Kanan with a bitter mistrust towards clone troopers, which Kanan explained to Ezra after meeting Captain Rex and two other clone soldiers, telling him how she had been gunned down by the same men that had fought beside her for years.

The records of the Jedi Temple, which included information about Billaba, also remained after the fall of the Jedi Order, and after the Temple was renovated into the Imperial Palace. The Grand Inquisitor, a Dark Side Adept tasked with hunting down and eliminating Jedi who had survived the Clone Wars, was aware of Billaba from the Temple records. During a confrontation with Jarrus, the Inquisitor correctly deduced that Jarrus had been trained by Master Billaba due to his preference towards Form III.

**Source:** Star Wars Rebels 202 “Rise of the Old Masters” (mentioned only), 108 “Path of the Jedi” (indirect mention only), 111 “Call to Action” (indirect mention only), 113 “Fire Across the Galaxy” (mentioned only), 201 “The Lost Commanders”, “Protector of Concord Dawn” (mentioned only), wookieepedia.

## EPHRAIM BRIDGER

A human male revolutionary from the Outer Rim planet of Lothal. He and his wife, Mira, spoke out against the rule of the Galactic Empire by broadcasting revolutionary messages on Lothal, actions that were supported by the planet’s governor, Ryder Azadi. As a result of their broadcasts,



the Bridgers and Azadi were arrested and imprisoned by the Empire. This left their son, Ezra, to fend for himself on Lothal for nearly a decade. Ezra eventually became part of a rebel cell on Lothal and broadcasted his own message of rebellion to the planet's citizens. This broadcast reached the Imperial prison where Ephraim and Mira were being held, inspiring them to lead a prison revolt. Dozens of prisoners escaped with the Bridgers' help, but Ephraim and Mira were killed during the escape.

**Source:** Star Wars Rebels 100 "Spark of Rebellion" (indirect mention only), 102 "Fighter Flight" (voice only), 108 "Gathering Forces" (picture only), 109 "Path of the Jedi" (indirect mention only), 110 "Vision of Hope" (indirect mention only), 111 "Call to Action" (indirect mention only), 209 "Legacy" (vision to Ezra), 210 "A Princess on Lothal" (picture only), 219-220 "Twilight of the Apprentice" (mentioned only), wookieepedia.

## FALL OF LASAN

The event saw the near-extinction of the Lasat species under the military forces of the Galactic Empire. Following an uprising on the species' homeworld of Lasan, Agent Kallus of the Imperial Security Bureau was tasked with wiping out the rebellion. It was he who ordered the Imperial soldiers to use T-7 ion disruptor rifles against the Lasat. After defeating a member of the Lasan High Honor Guard, the guard then gave him his J-19 bo-rifle in accordance with the Boosahn Keeraw, the Lasat warrior way. A number of Wookiee soldiers armed with weapons whittled from the wroshyr trees of their home planet also took part in the battle, sacrificing their own lives to try to prevent the massacres on Lasan. Thanks to the Wookiees' intervention, some Lasat were saved. Among the Lasat who survived were Garazeb Orrelios and his grandmother.

After the Fall of Lasan, the Imperial Senate banned the use of the T-7 disruptors. However, the Empire secretly planned to acquire some of the last remaining stock to restart production of them on Lothal.

**Source:** Star Wars Rebels 101 "Droids in Distress" (mentioned only), 212 "Legends of the Lasat" (mentioned only), 215 "The Honorable Ones" (mentioned only), wookieepedia.

## FLEXIMETAL

A material from which cuirasses were made. Although it can keep blaster bolts from burning through its wearer's chest, a fleximetal cuirass could not reduce the power of their impact. Agent Kallus of the Imperial Security Bureau wears a fleximetal cuirass to protect his upper torso.

**Game Notes:** Treat as a blast vest (Star Wars the Roleplaying Game REUP p.356).

**Source:** Star Wars Rebels 100 "Spark of Rebellion", 101 "Droids in Distress", 102 "Fighter Flight", 104 "Breaking Ranks", 106 "Empire Day", 110 "Vision of Hope", 111 "Rebel Resolve", 113 "Fire Across the Galaxy", 200 "The Siege of Lothal", wookieepedia.

## FORCE SCRIPT (UNIDENTIFIED ANCIENT SCRIPT)

An ancient script used by practitioners of the Force, both light and dark, long before the Age of the Empire. It transcribed a language known as the old tongue. Inside the old Jedi Temple of Lothal, the walls were covered in inscriptions using that script. Similar inscriptions could be found on the base of the Sith temple on Malachor.

**Source:** Star Wars Rebels 208 "Path of the Jedi", 219-220 "Twilight of the Apprentice", wookieepedia.

## FORM IV (ATARU)

The fourth form of lightsaber combat invented by the Jedi Order. An acrobatic combat style, Ataru can be used to defend against incoming projectiles, and is best suited for open spaces. When the Galactic Republic was in its last years of existence, Anakin Skywalker made adjustments to the classic Form IV techniques and demonstrated them in a holographic recording, later found in Kanan Jarrus' holocron.

### Game Notes:

- Utilized when in a wide or open area and making acrobatic maneuvers, this style makes it more difficult for shooter to hit the Form IV practitioner (-5 modifier to attacker's ranged skill rolls).

**Source:** Star Wars Rebels 216 "Shroud of Darkness" (appears in a hologram), wookieepedia, stats by +Oliver Queen.

## FORM V (SHIEN, DJEM SO)

The fifth form of lightsaber combat used by members of the Jedi Order. Form V allows a Jedi to deflect blaster fire back at an opponent, turning the Jedi's defense into an offensive action. The ancient style of Shien utilized an unconventional reverse grip, which Ahsoka Tano is known to prefer.

### Game Notes:

- If the blaster skill roll is 10 or more under the lightsaber skill roll, as a free action the attack can be turned back at the opponent. Roll control minus any multi-action penalties versus the range difficulty.

**Source:** wookieepedia, stats by +Oliver Queen.

## FREE RYLOTH MOVEMENT

A resistance movement led by Twi'lek Cham Syndulla during the reign of the Galactic Empire. The Free Ryloth movement seeks to rid their home planet of Ryloth from Imperial occupation, fighting back against the Empire to do so.

**Source:** Star Wars Rebels 215 "Homecoming", wookieepedia.

## GRAND ARMY OF THE REPUBLIC (GAR)

The military force of the Galactic Republic during the Clone Wars. In addition to warships and advanced weaponry, the army consisted of legions of clone troopers—genetically identical soldiers bred to serve the Republic. Although the clone army was originally envisioned by Jedi Master Sifo-Dyas, who secretly commissioned the Kaminoan cloners to create an army for the Republic, the clones ultimately became the secret weapon of the Sith, the ancient enemies of the Jedi Order.

Ten years after the Battle of Naboo, the galaxy stood on the brink of civil war. As the Separatist Crisis threatened

to split the galaxy between the Galactic Republic and the breakaway state, known as the Confederacy of Independent Systems, the Galactic Senate voted to grant emergency powers to Supreme Chancellor Sheev Palpatine. Using his new authority, the Chancellor formally organized the Kamino clone troopers into the Grand Army of the Republic. The Republic's new forces, led by Grand Master Yoda, launched a full-scale attack against the Separatist Droid Army and secured the first victory in the conflict that became known as the Clone Wars.

For three years, the Grand Army fought throughout much of the war-torn galaxy. Clone troopers served with distinction under the command of the Jedi, who had been commissioned as commanders and generals of the Grand Army. The army's true purpose, however, was ultimately to destroy both the Republic and the Jedi Order. Darth Sidious, Dark Lord of the Sith and the true identity of Chancellor Palpatine, had orchestrated the entire Clone War as a means to secure absolute power for himself. Upon discovering this Sith conspiracy, several members of the Jedi High Council tried and failed to arrest the Sith Lord. Sidious then issued Order 66 to the Grand Army, activating the clones' secret programming which caused them to betray and murder their Jedi officers without question.

Following the near extermination of the Jedi Order, Sidious proclaimed the end of the Republic and the rise of the Galactic Empire, ruled by himself as Galactic Emperor. The Grand Army of the Republic was accordingly reorganized into the Imperial Military, with the remaining clone troopers serving as the first stormtroopers of the new regime.

**Source:** Star Wars Rebels 216 "Shroud of Darkness" (vision), wookieepedia.

## GRAND INQUISITOR

Title used by a high-ranking Inquisitor. The Pau'an male and former Jedi Temple Guard known only as the Grand Inquisitor, and sometimes the Inquisitor, held this title, and was ranked above other Inquisitors such the Seventh Sister and the Fifth Brother. As Grand Inquisitor, he reported to Darth Vader and hunted Jedi who had survived the Jedi Purge.

**Source:** Star Wars Rebels 100 "Spark of Rebellion", 103 "Rise of the Old Masters", 104 "Breaking Ranks", 106 "Empire Day", 107 "Gathering Forces", 108 "Path of the Jedi" (vision to Ezra), 111 "Call to Action", 112 "Rebel Resolve", 113 "Fire Across the Galaxy", 200 "The Siege





of Lothal” (mentioned only), 203 “Always Two There Are” (mentioned only), Star Wars Rebels Magazine UK #16 “Ice Breaking”, 216 “Shroud of Darkness” (mentioned only), wookieepedia.

### GHOST COMPANY

A clone trooper company within the 212th Attack Battalion. The company was led by Jedi General Obi-Wan Kenobi and Commander Cody. The clone troopers were recognizable due to their orange-marked armor. After the Separatists occupation on the planet of Ryloth, the Twi’lek population were taken as slaves.

**Source:** Star Wars Rebels 214 “Homecoming” (Rex’s Clone Trooper armor plates only), wookieepedia.

### GREAT SCOURGE OF MALACHOR

Thousands of years before the Galactic Civil War, a battle between the Jedi Order and the Sith on the planet Malachor. During the battle, the Jedi Knights attacked the Sith temple, which doubled as a battle station with a super-weapon capable of destroying life on the planet Malachor. By the battle’s end, bodies of the combatants were left petrified outside of the Sith temple and crossguard lightsabers were left littered across the battlefield. The horrors of Malachor informed Jedi legends for millennia to come.

**Source:** Star Wars Rebels 219-220 “Twilight of the Apprentice”, wookieepedia.

### “HAMMER OF RYLOTH, THE”

A song composed about the Republic and Twi’lek charge across the plasma bridge of Ryloth’s capital, Lessu, during the Battle of Lessu.

**Source:** Star Wars Rebels 214 “Homecoming”, wookieepedia.

### HOLONET (HOLONET)

The galactic communications grid that was developed, used and maintained by the Galactic Republic and later by the Galactic Empire. The HoloNet is a near-instantaneous communications network commissioned by the Galactic Senate to provide a free flow of hologram communication and information exchange among member worlds. It vastly speeds up galactic communications, which had previously depended on more circuitous subspace transmissions or relays.

It should also be noted that information transmitted via the HoloNet is nearly impossible to infiltrate or corrupt, thanks to the s-thread’s incredibly narrow hyperspace dimensions. The only way to do so is to attach a listening device to the sender’s equipment, the relay station, or at the destination itself.

The HoloNet system is an extremely costly expenditure, both for transceiver placement/maintenance (funded by the government) and for consumer HoloNet equipment. However, it is one of the major methods of communication in the galaxy. One of HoloNet’s services is the “Imperial.emp”, a service that even Darth Vader used. HoloNet is also known for containing numerous forums, including one called the Naboo message exchange.

Created thanks to the Galactic Senate’s efforts several thousand years BBY, the HoloNet quickly expanded throughout the galaxy, ending up with at least one emitter/receiver device located on virtually every planet of the Galactic Republic. The HoloNet was operational by at least 3954 BBY.

In 22 BBY, plans to expand the HoloNet to the Outer Rim Territories was delayed due to budgetary restructuring according to the General Ministry Communications Agency. 250,000 worlds in several sectors, including Portmoak, Arkanis, Parmic, Quence, and Kathol, were not to see access



for one fiscal year. Where they lacked in primary HoloNet conduits, they made up for with a network of Subspace relay stations for intersector communications, resulting in delayed galactic news reaching those sectors within days or weeks.

During the Clone Wars, the Confederacy created the CIS Shadowfeed, a network of hyperwave transceivers similar to the Republic's HoloNet News channel. During this time, both sides used the HoloNet to broadcast propaganda.

When Emperor Palpatine assumed power, large portions of the HoloNet were shut down to prevent news of the Empire's atrocities from spreading quickly. During the time of the Empire, the HoloNet was strictly controlled, used mostly for Imperial Military communications. This greatly inhibited the ability of groups like the rebels to communicate, and arguably also has an isolating effect on the many planets over which the Empire holds power.

**Source:** Star Wars Rebels 103 "Rise of the Old Masters", 106 "Empire Day", 110 "Vision of Hope", 111 "Call to Action", wookieepedia.

## HOLONET NEWS

A news agency of the galaxy that transmits data via the HoloNet. Originally independent, it was taken over by the Galactic Republic during the Clone Wars so that information would not be compromised by the enemy Confederacy of Independent Systems. At the end of the conflict, Supreme Chancellor Sheev Palpatine founded the First Galactic Empire, and the HoloNet News became the official state-run news agency of the New Order. To ensure that its briefs were consistent with government messaging, the agency was overseen by Pollux Hax, Imperial Minister of Information and member of the Coalition for Progress. It becomes law that HoloNet News be broadcast at all times in every drinking establishment. HoloNet News reports are sent via hyperspace transmission, allowing instantaneous connection throughout the whole galaxy.

**Source:** Star Wars Rebels 103 "Rise of the Old Masters", 106 "Empire Day", 110 "Vision of Hope", 111 "Call to Action", 200 "The Siege of Lothal", wookieepedia.

## HYPERDRIVE

A type of propulsion system that allows a starship to enter light-speed and traverse the void between stars in the alternate dimension of hyperspace. As consequence, the hyperdrive is a key instrument in shaping galactic society, trade, politics and war.

The hyperdrive functions by sending hypermatter particles to hurl a ship into hyperspace while preserving the vessels mass/energy profile, and requires a functional hyperdrive motivator to do so. The vessel can then trav-

el along a programmed course until it drops back into normal space—realspace—and arrives at its destination. Large objects in normal space cast "mass shadows" in hyperspace, thus hyperspace jumps require accurate plotting to avoid collisions, which are often fatal. The Empire has been working on creating technologies to pull vessels out of hyperspace, with interdiction fields creating gravitational shadows, thus simulating mass in the direction of an oncoming vessel and subsequently yanking them out of hyperspace.

Hyperdrives are graded on a decreasing number scale, with the lower the number the faster the ship. Referred to as 'Classes,' specially modified ships such as the Millennium Falcon possess a Class 0.5 hyperdrive, while top-of-the-line battlecruisers such as the Imperial I-class Star Destroyer contain Class 2 hyperdrives.

Upon entering hyperspace, a ship emitted cronau radiation, which was possible to detect with specialized sensor suites.

**Source:** wookieepedia.

## HOUSE OF ORGANA, THE (ROYAL FAMILY OF ALDERAAN, ROYAL HOUSE OF ALDERAAN)

A the noble house that ruled over the peaceful planet of Alderaan. Bail Organa, his wife Brea Organa and their adopted daughter Leia Organa were all part of the Royal Family. The Organas own a ranch where they grow emerald grapes, the juice of which was turned into high quality emerald wine.

**Source:** Star Wars Rebels 101 "Droids in Distress", 213 "Fire Across the Galaxy" (appears in hologram), 210 "A Princess on Lothal", wookieepedia.

## HOUSE VIZSLA

One of the "houses," or political factions, that make up Mandalorian society. It is headed by Clan Vizsla. One of the multiple clans that worked under House Vizsla was Clan Wren.

**Source:** Star Wars Rebels 211 "Protector of Concord Dawn" (identified as House Vizsla), wookieepedia.

## IMPERIAL ACADEMY

With the rise of the First Galactic Empire, the massive task of the reorganization, transformation and homogenization of the Republic military training complexes commenced. With the former Republic lacking an institutionalized military force, many regions, sectors, and systems relied on independent training standards of varying scope and tradition to protect their own, localized interests. Occupying much of the Empire's early political focus, Galactic Em-

peror Palpatine would himself help oversee the absorption of Republic-era military schools four years after the end of the Clone Wars, inviting key officials to discuss the issue.

With the gradual shift of the Imperial armed forces towards non-clone recruits and voluntary citizens, regional governors revamped current training curriculum with rigidly standardized programs. The flags, swords, and other regalia of tradition were replaced with the uniform look of the stormtrooper.

Despite commanding a galaxy-wide Empire, getting into the Academies is very difficult, especially for people from former Separatist worlds. Thane Kyrell and Ciena Ree found themselves very lucky to both be accepted into the Royal Imperial Academy on Coruscant, having spent their entire childhood training for such a career. Partly in an effort to increase the loyalty of those disaffected by the Galactic Republic, the Empire reserved slots for those from former Separatist worlds in the Inner Rim.

**Source:** Star Wars Rebels 101 “Droids in Distress” (mentioned only), 104 “Breaking Ranks”, 105 “Out of Darkness” (mentioned only), 110 “Vision of Hope” (mentioned only), wookieepedia.

## IMPERIAL SENATE

After the end of the Clone Wars Darth Sidious abandoned his public persona of Palpatine, the Supreme Chancellor of the Galactic Republic and chairman of its senate. He ordered a special session of Congress and proclaimed himself Galactic Emperor, turning the old Republic into a New Order in his image. The representatives overwhelmingly supported the announcement, except for a few delegates, including Padmé Amidala and Bail Organa. In the wake of the regime change, the Galactic Senate became the Imperial Senate. Making good on his vows to end corruption

in the Senate, many citizenry believed that the Emperor was indeed restoring stability to the galaxy. Concurrently, many of Palpatine’s political opponents suddenly began to vanish. By its fourteenth year of existence, the new Senate had started growing weaker as the Emperor’s planetary governors assumed more responsibility over their territories. However, the Emperor preserved the Senate in order to make the Empire’s member worlds believe that they still had a part to play in government. Secretly, he planned to disband the Senate from the start but he needed it to preserve order until the Death Star was completed.

Some representatives, however, did not realize the extent of the Senate’s powerlessness. Nadea Tural, senator of Thrad, was still under the impression that she made a difference by voting important issues. Like many other senators, she assumed that, once the Senate’s job was done, the result of a vote was passed into law. Little did Tural know that the Emperor did not actually implement the voted changes, leaving the senators bask in their fruitless pride. After the fall of the planet Lasan, the Senate banned the use of the T-7 ion disruptor rifle. However, the military ignored the Senate’s decree and planned for the disruptors to be produced on Lothal.

In theory, the Imperial Senate holds legislative powers. Although the senators regularly vote issues in the name of the people they represent, only the Emperor has the power to actually pass those votes into law—which he usually did not. However, the Senate has to applaud the Emperor’s every decree. Although Palpatine rarely appears at proceedings, very few senators dare to demand answers in the Senate chamber, lest they be reprimanded, or even silenced.

**Source:** Star Wars Rebels 101 “droids in Distress” (mentioned only), 103 “Rise of the Old Masters” (mentioned only), 106 “Empire Day” (HoloNet News image), 200 “The Siege of Lothal”, 210 “A Princess on Lothal” (mentioned only), wookieepedia.



## JAR'KAI

A method of utilizing two lightsabers in combat. Although not necessarily masters or regular users of the technique, it was not uncommon for Jedi to use the lightsaber of a downed comrade in conjunction with their own.

### Game Notes:

- Utilizing this method is considered a combined task and grants a +1D modifier to parries and attacks.

**Source:** Star Wars Rebels 108 “Gathering Forces”, 113 “Fire Across the Galaxy”, 208 “Future of the Force”, 220 “Twilight of the Apprentice” Part 2, wookieepedia, stats by +Oliver Queen.

## JEDI TEMPLE GUARD

The role of Jedi Temple Guard was an ancient, honored heritage within the hallowed halls of the Jedi Temple. Reporting to Cin Drallig, head of security, the Temple Guards were anonymous sentinels plucked from the ranks of the Jedi as part of a Knight’s ongoing commitment to the Order. A Jedi Temple Guard would disappear inside the formal robes and identity-concealing masks, the ultimate expression of emotional detachment required in service to a higher calling. Temple Guards carried imposing lightsaber pikes—thick, double-bladed weapons that produced a rare and distinctive yellow blade. Their yellow blades are shorter than normal double-bladed lightsabers.

During the Clone Wars, Jedi Temple Guards were responsible for guarding the Jedi Temple on Coruscant. Later, several Temple Guards intervened in a lightsaber duel between the Jedi Knight Anakin Skywalker and the rogue Padawan Barriss Offee. After Barris was exposed for framing Ahsoka Tano, several Temple Guards led her into custody.

The Temple Guards along with the entire Jedi Order were targeted for destruction by Darth Sidious during the Jedi Purge. The Grand Inquisitor, a Pau’an who headed the Galactic Empire’s Inquisitors, was a former Temple Guard and Jedi Knight. Approximately 3 BBY, several spectral Temple Guards including the Pau’an who became the Grand Inquisitor appeared in Kanan Jarrus’ Force vision at the Jedi Temple on Lothal.

After dueling with him, the spectral form of the Pau’an Guard knighted him as a Jedi Knight. These spectral guards later delayed the Inquisitors known as the Fifth Brother and the Seventh Sister; allowing Kanan and his companions to flee into hyperspace aboard the Phantom.



**Source:** Star Wars Rebels 216 “Shroud of Darkness” (vision), 219-220 “Twilight of the Apprentice” (helmet only), wookieepedia.

## “KARABAST”

A Lasat exclamation commonly used during moments of crisis.

**Source:** Star Wars Rebels 100 “Spark of Rebellion”, 105 “Out of Darkness”, 106 “Empire Day”, 107 “Gathering Forces”, 109 “Idiot’s Array”, 111 “Call to Action”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 205 “Wings of the Master”, 208 “The Future of the Force”, 215 “The Honorable Ones”, wookieepedia.

## KNIGHTING CEREMONY

A Jedi ceremony in which a Padawan, who, by the right of the Jedi High Council and will of the Force, is granted the rank of Jedi Knight. At the time of the Jedi Purge, Kanan Jarrus, a former Padawan, goes through a Knighting ceremony during a vision in the Lothal Jedi Temple.

**Source:** Star Wars Rebels 216 “Out of Darkness”, wookieepedia.

## KOE’S

A restaurant on the planet Orondia at the time of the Clone Wars.

**Source:** Star Wars Rebels 217 “The Forgotten Droid” (appears on sign), wookieepedia.

## KYBER CRYSTALS

Are, Force-attuned crystals that grow in nature and are found on scattered planets across the galaxy. They are used by the Jedi and the Sith in the construction of their lightsabers. As part of Jedi training, younglings were sent to the Crystal Caves of the ice planet of Ilum to harvest crystals and then construct their own lightsabers. There are also larger, rarer crystals of great power and, according to legends, are used at the heart of ancient super-weapons by the Sith.

Kyber crystals can be found in Ilum’s Crystal Caves, in the crust of the Outer Rim world Lothal, and a few other planets. The crystals concentrate energy in a unique manner and are attuned to the Force, resonating with it. They are a critical component in the construction of lightsabers, focusing energy into the weapon’s distinct plasma blade. As younglings, Jedi traveled to the ice caves to harvest their own crystals, which they then used to build their lightsabers. The Force guided their selection, finding a crystal that matched them as Jedi. Crystals lacked color before they were chosen by a Jedi. Once chosen, most lightsabers became blue or green, though other shades were created in rare instances.



Kyber crystals are sturdy enough to survive the violent explosion of a lightsaber's power grid, such as those caused by accidentally inverting the emitter matrix during the weapon's assembly.

During ancient wars between the Jedi and the Sith, in which both sides fought for control over the galaxy, super weapons were created by the Sith that were powered by giant kyber crystals. Although these stories were considered legends, a giant kyber crystal was discovered on Utapau during the Clone Wars. The Confederacy of Independent Systems attempted to acquire the crystal, but they were discovered by Jedi who were able to destroy the crystal.

After the fall of the Galactic Republic and the rise of the Galactic Empire, Sidious—publicly known as Emperor Palpatine—continued constructing the Death Star. Kyber crystals are used as part of the Death Star's superlaser and the Empire continues to search for new large crystals. One such crystal was located by rebels from Lothal, who discover its location and destroyed it. The destruction produced a large shock wave, destroying everything in its path.

**Source:** Star Wars Rebels 104 “Breaking Ranks” (mentioned only), 108 “Path of the Jedi”, 219-220 “Twilight of the Apprentice”, wookieepedia.

### **LASAN HIGH HONOR GUARD, THE (LASAN HONOR GUARD)**

A military group on the Lasat homeworld of Lasan. The Galactic Empire defeated the Honor Guard during its pacification of Lasan, in which nearly all of the Lasat on Lasan were brutally wiped out. The Honor guard's bo-rifles allowed them to connect with the Force and use it.

**Source:** Star Wars Rebels 201 “Droids in Distress” (mentioned only), 200 “The Siege of Lothal” (mentioned only),

212 “Legends of the Lasat” (mentioned only, identified as Lasan High Honor Guard), 215 “The Honorable Ones” (mention only), wookieepedia.

### **LEKKU (SINGULAR LEK; HEAD-TAILS)**

Are long, fleshy appendages that protrude from the head of all Twi'leks and Togrutas. The former species had two (occasionally four) lekku, while the latter sported three of them.

In Twi'leks, lekku are shapely prehensile tentacles that grow from the base of their skulls. While Twi'leks normally have two lekku, certain individuals had four of them. These organs are very sensitive to touch, and a damaged lek can cause severe harm to a Twi'lek. In addition to their spoken language, Ryl, the Twi'leks can also communicate through subtle lekku gestures.

Despite the high sensitivity of those organs, some Twi'leks tattooed their lekku. Some wear them simply hanging down their back or falling over the chest, while others bent them around the neck or shoulders for aesthetic purposes.

The name “lekku” is also used to describe the striped head-tails of the Togrutas. This species, however, has three such appendages: two lekku to the front, falling over the chest, and one thicker lek that was centered at the rear base of their skull. The lekku of a Togruta would become longer with age. A male Togruta's front two lekku were shorter than those of a female. The color of a Togruta's lekku is determined by their DNA.

**Source:** Star Wars 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, 103 “Rise of the Old Masters”, 104 “Breaking Ranks”, 105 “Out of Darkness”, 106 “Empire Day”, 107 “Gathering Forces”, 108 “Path of the Jedi”, 109 “Idiot's Array”, 110 “Vision of Hope”, 111 “Call to Action”, 112 “Rebel Resolve”, 113 “Fire Across the Galaxy”,

200 “The Siege of Lothal”, 201 “The Lost Commanders”, 202 “Relics of the Old Republic”, 203 “Always Two There Are”, 204 “Brothers of the Broken Horn”, 205 “Wings of the Master”, 206 “Blood Sisters”, 207 “Stealth Strike”, 208 “The Future of the Force”, 209 “Legacy”, 210 “A Princess on Lothal”, 211 “The Protector of Concord Dawn”, 212 “Legends of the Lasat”, 213 “The Call”, 214 “Homecoming”, 215 “The Honorable Ones”, 216 “Shroud of Darkness”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, 219-220 “Twilight of the Apprentice”, wookieepedia.

### **MAD-38 HEAVY LASER CANNON**

A model of heavy, ball laser cannon which are built into the Galactic Empire’s All Terrain Defense Pod as their primary weapon. It is capable of punching a hole through medium vehicle plating.

**Source:** Star Wars Rebels 100 “Spark of Rebellion”, 101 “Droids in Distress”, 104 “Breaking Ranks”, 106 “Empire Day”, 112 “Rebel Resolve”, 200 “The Siege of Lothal”, wookieepedia.

### **MADALL’S SLAVE EMPIRE**

A slave empire led by the Zygerrian MaDall was active on the planet of Oon, in the Outer Rim Territories around five years before the Battle of Yavin. It counted slaves from many different species, including Aqualish, Bith, Duros, Humans, Ithorians, Talz, Togruta, Twi’leks, and Wookiee. MaDall also employed a number of Falleen brutes who were tasked with watching the slaves. Although MaDall intended to make her empire an unrivalled slaving operation her side of the Outer Rim, her dreams were cut short when the Mandalorian freedom fighter Sabine Wren managed to free all her slaves.

**Source:** Star Wars Rebels Magazine UK #5 “Return of the Slavers”, wookieepedia.

### **METEOR CAFE**

A restaurant on the planet Orondia at the time of the Clone Wars. The cafe’s logo featured a meteor and the words “Meteor Cafe” in Aurebesh.

**Source:** Star Wars Rebels 217 “The Forgotten Droid” (appears on sign), wookieepedia.

### **MINING GUILD, THE**

A network of miners operating in concert with the Galactic Empire, that harvests natural resources throughout the galaxy. Thanks to its association with the Empire, the Guild is allowed to use a special variant of the Imperial TIE fighter.

**Source:** Star Wars Rebels 213 “The Call”, wookieepedia.

### **MIRA BRIDGER**

A human female from the Outer Rim planet of Lothal who was an outspoken opponent of the rule of the Galactic Empire. She and her husband, Ephraim, broadcasted underground revolutionary messages against the Empire, and these actions were supported by Lothal’s governor, Ryder Azadi. Because of their broadcasts, the Bridgers and Azadi were arrested and imprisoned by the Empire. This left their son, Ezra, to fend for himself on Lothal for nearly a decade.

While in prison, Mira and Ephraim eventually learned that Ezra had become part of a rebel cell that fought against the Empire on Lothal. They heard a message of rebellion that he broadcasted to Lothal and nearby star systems, a broadcast that inspired them to fight for their freedom from Imperial activity. Mira and her husband led a prison revolt that led to dozens of prisoners escaping, but Mira and Ephraim were killed during the escape.

Mira Bridger was a human female with purple eyes and tan skin, and she wore a headpiece that covered her head. She was





an outspoken opponent of the Empire's rule of Lothal, leading to her arrest and imprisonment with her husband. Even in prison, however, the Bridgers continued to stand up for other people, up until the point that they were killed in the prison revolt that they led so others could gain their freedom.

**Source:** Star Wars Rebels 100 "Spark of Rebellion" (indirect mention only), 101 "Fighter Flight" (indirect mention only), 106 "Empire Day" (voice only), 107 "Gathering Forces" (picture only), 108 "Path of the Jedi" (indirect mention only), 110 "Vision of Hope" (indirect mention only), 111 "Call to Action" (indirect mention only), 209 "Legacy" (vision to Ezra Bridger), 210 "A Princess on Lothal" (picture only), 219-220 "Twilight of the Apprentice" (mentioned only), wookieepedia.

## MONTRALS

Hollow cone-like horns that sprout from the top of the Togrutas' skulls. They form an extrasensory organ capable of sensing the movement of physical objects around them (within a scope of up to 25 meters). The montrals of a Togruta could grow taller with age.

**Source:** Star Wars Rebels 113 "Fire Across the Galaxy", 200 "The Siege of Lothal", 201 "The Lost Commanders", 202 "Relics of the Old Republic", 208 "The Future of the Force", 216 "Shroud of Darkness", 218 "The Mystery of Chopper Base", 219-220 "Twilight of the Apprentice", wookieepedia.

## "OLD TONGUE", THE

A language whose written form consists of glyphs. Inscriptions in that language are engraved on the base of the Sith temple on Malachor and on the interior walls of the Jedi Temple on Lothal.

**Source:** Star Wars Rebels 108 "Path of the Jedi", 220 "Twilight of the Apprentice" Part 2, wookieepedia.

## OHNAKA GANG (HONDO'S GANG, WEEQUAY PIRATES)

Was a group of Weequay pirates led by Hondo Ohnaka that was based on the Outer Rim planet Florum during the Clone Wars.

**Source:** Star Wars Rebels 204 "Brothers of the Broken Horn" (mentioned only), wookieepedia.

## ORONDIS TOURS

A tourism company that is based on the planet Orondia at the time of the Clone Wars.

**Source:** Star Wars Rebels 217 "The Forgotten Droid" (appears on sign), wookieepedia.

## PAULDRONS

A type of armor worn by soldiers of the Galactic Empire. These represent the wearer's rank or affiliation. Varied colors, for example, Imperial stormtrooper commanders wore an orange, red or white pauldron. The majority of sandtroopers wore colored pauldrons. Black indicated enlisted troopers, white is for sergeants, and orange for unit leaders. There are also some troopers, such as stormtrooper snipers, who wear blue pauldrons. Stormtrooper grenadiers wore red pauldrons.

**Source:** Star Wars Rebels 100B "Art Attack", 100 "Spark of Rebellion", 107 "Gathering Forces", 112 "Rebel Resolve", 113 "Fire Across the Galaxy", wookieepedia.

## PHOENIX REBEL CELL

Part of a wider network of rebel cells known collectively as the rebellion. The rebel cell's assets included a group of RZ-1 A-wing interceptors collectively known as Phoenix Squadron, at least five CR90 corvettes and a Pelta-class



frigate named Phoenix Home, which was used as a command ship. Phoenix Home was destroyed during an attack by Darth Vader. Following the rescue of Kanan Jarrus, the Phoenix cell was joined by the Lothal rebels, a six-member cell which operated from a modified VCX-100 light freighter known as the Ghost. Some known leaders of the Phoenix cell included Commander Jun Sato, the former Jedi Padawan Ahsoka Tano, an unidentified Phoenix leader, and the Ghost captain Hera Syndulla, who became the new Phoenix Leader after the death of her predecessor during the Blockade of Ibaar.

**Source:** Star Wars Rebels 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, 203 “Always Two There Are”, 204 “Brothers of the Broken Horn”, 205 “Wings of the Master”, 206 “Blood Sisters”, 207 “Stealth Strike”, 208 “The Future of the Force” (mentioned only), 209 “Legacy”, 210 “A Princess on Lothal”, 211 “The Protector of Concord Dawn”, 213 “The Call” (mentioned only), 214 “Homecoming”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, wookieepedia.

## PHOENIX SQUADRON

An elite starfighter unit and part of a cell of resistance fighters. The cell was led by Commander Jun Sato and is part of the wider rebel network operated by Senator Bail Organa and Ahsoka Tano.

Phoenix Squadron piloted A-wing starfighters and are carried aboard Sato’s command ship Phoenix Home. The squadron can also be carried aboard the fleet’s blockade runners using docking tubes. Following the destruction of Phoenix Home, the squadron lacks a permanent home and docks with the rest of the Phoenix fleet. After the rebels stole an Imperial fighter carrier from Ryloth, the squadron is housed on that starship.

**Source:** Star Wars Rebels, 200 “The Siege of Lothal”, 206

“Wings of the Master”, 207 “Stealth Strike”, 209 “Legacy”, 210 “A Princess on Lothal”, 211 “The Protector of Concord Dawn”, 214 “Homecoming”, 217 “The Forgotten Droid”, 218 “The Mystery of Chopper Base”, wookieepedia.

## PILOT’S LOUNGE, THE

A destination for pilots in the galaxy. During the Clone Wars, the lounge featured a live band every night and advertised at a Bith-owned fueling station on the planet Orondia. Years later, during the reign of the Galactic Empire, The Pilot’s Lounge advertised at Horizon Base, an Imperial outpost. Advertisements for The Pilot’s Lounge were written in Aurebesh and featured illustrations of two Bith musicians and beverages.

**Source:** Star Wars Rebels 217 “The Forgotten Droid” (appears on sign), wookieepedia.

## PLASMA BRIDGE

A style of bridge made from plasma, that when projected between two plasma projectors, solidified into a plasma bridge.

**Source:** Star Wars Rebels 214 “Homecoming” (mentioned only), wookieepedia.

## POWER SLIDERS

A diner located in the settlement of Pons Ora on the planet Abafar. It was owned by Borkus, a male Sullustan. He employed Gregor, an amnesiac clone commando, as a dishwasher.

**Source:** Star Wars Rebels 201 “The Lost Commanders” (logo only), 202 “Lost Relics of the Old Republic” (logo only), wookieepedia.



## PROCLAMATION OF THE NEW ORDER

The event that marked the founding of the Galactic Empire. At the end of the Clone Wars, during an emergency session of the Galactic Senate, Supreme Chancellor Palpatine—secretly Darth Sidious—claimed that the Jedi Order had attempted to overthrow the government. The Jedi were declared enemies of the state, and Sidious transformed the Galactic Republic into the First Galactic Empire, with himself as absolute ruler. The proclamation was met with widespread support in the Senate and in public, though some—such as Senator Bail Organa—quietly watched in disappointment. Empire Day was an annual holiday that marked the declaration of the New Order.

**Source:** Star Wars Rebels 106 “Empire Day” (mentioned only), wookieepedia.



## PYKE SYNDICATE (PYKE FAMILY)

A spice dealership that operated in the criminal underworld from their homeworld on Oba Diah. During the Clone Wars, the Pyke Syndicate allied themselves with Darth Maul and his Shadow Collective, remaining loyal even after he was taken prisoner by Darth Sidious. During this time the

Pyke Syndicate lost a significant portion of its starship assets due to Maul’s tactics, their representative informed Maul’s lieutenant Rook Kast that their partnership was finished as they no longer saw any financial incentive. Towards the end of the Clone Wars, Marg Krim becomes the leader of the Pyke Syndicate. When Black Sun proposed merging the two crime syndicates, Krim rejected the offer. In retaliation, Black Sun ordered the kidnapping of Krim’s family. Krim was unable to rely on his Pyke Syndicate subordinates for help because several of his underlings contested his leadership of the organization. Krim enlisted the services of two independent bounty hunters to rescue his family. They succeeded in rescuing Krim’s family from the Black Sun fortress on Mustafar. However, Black Sun retaliated by launching an attack on the Pyke Syndicate’s stronghold on Oba Diah.

**Source:** wookieepedia.

## R2-D2

R2-D2, is an R2 series astromech droid manufactured by Industrial Automaton with masculine programming. A smart, spunky droid serving a multitude of masters over its lifetime, R2 never had a major memory wipe or received new programming resulting in an adventurous and indepen-

dent attitude. Oftentimes finding himself in pivotal moments in galactic history, his bravery and ingenuity often saved the galaxy time and time again.

Following the rescue of the Jedi rebel Kanan Jarrus and the Siege of Lothal, R2-D2 is part of an Alderaanian reception party at Havoc Outpost which greeted the Specter rebels Sabine Wren and Chopper, the bounty hunter Ketsu Onyo and their special cargo: the GNK power droid EG-86, who is carrying some secret intelligence of value to the Rebel network. R2-D2 whistled when he greeted EG-86, who whistled back in return.

R2-D2 is known for his loyal, courageous, and assertive personality. Over the years, R2-D2 has served several masters diligently including the Royal House of Naboo, Senator Padmé Amidala, the Jedi Knight Anakin Skywalker, Senator Bail Organa, and his son Luke Skywalker. While R2-D2 is not designed for combat, R2-D2 is still able to hold himself well in a fight on several occasions during the Clone Wars and the Galactic Civil War. Unlike his fastidious and worry-prone protocol counterpart C-3PO, R2-D2 has an adventurous spirit and is able to cope well under challenging circumstances. Unlike C-3PO, he is able to keep secrets and employ deception to achieve his masters’ goals. Due to his resourcefulness and quick-thinking nature, R2-D2 acquitted himself well during a number of difficult and challenging missions including repairing the Naboo Royal Starship’s shield generator, preventing T-7 ion disruptor rifles from falling into the hands of the Empire, and delivering Luke’s lightsaber during a mission to rescue Han Solo and Chewbacca from Jabba the Hutt.

**Source:** Star Wars Rebels 101 “Droids in Distress”, 206 “Blood Sisters”, wookieepedia.

## RANG CLAN, THE

An organization that was active during the Clone Wars. The Volpai Moregi embezzled from the group, leading the clan to place a hefty bounty on his head. The Rang Clan was still active around 5 BBY, and placed a bounty on the pirate Hondo Ohnaka.

**Source:** Star Wars Rebels 204 “Brothers of the Broken Horn” (mentioned only), wookieepedia.

## RED SIGIL

A universal marking used to designate medical facilities, vehicles, equipment, and personnel.

**Source:** Star Wars Rebels 211 “The Protector of Concord Dawn”, 215 “The Honorable Ones”, wookieepedia.



## REPULSORLIFT

A technology that allows a craft to hover or even fly over a planet's surface by pushing against its gravity, producing thrust. It is notably used in chairs, and speaking platforms. Vehicles that utilize repulsorlift technology are known as repulsorcrafts. They are used in speeder bikes, vehicles, and starships. Aratech Repulsor Company was one such manufacturer of craft that utilized this technology.

**Source:** Star Wars Rebels 100 "Spark of Rebellion", 106 "Empire Day", 109 "Idiot's Array", 111 "Call to Action", 200 "The Siege of Lothal", wookieepedia.

## ROYAL FAMILY (LASAN)

Ruled over the planet Lasan until the world was attacked by the Galactic Empire. The Lasan High Honor Guard, led by Captain Garazeb Orrelios, was tasked with defending the royal family, but the Empire prevailed and destroyed most of the Lasat species that lived on Lasan.

**Source:** Star Wars Rebels 212 "Legends of the Lasat", wookieepedia.

## SABINE UREN'S MOTHER

The mother of Sabine Wren was a Mandalorian warrior. She was part of Death Watch, a Mandalorian splinter group that took over Mandalore during the Clone Wars.

**Source:** Star Wars Rebels 211 "Protector of Concord Dawn", wookieepedia.

## SAVAGE OPRESS

Born on Dathomir to Mother Talzin, Opress was hand-picked by the Nightsister Asajj Ventress to become her 'mate' and servant following her grueling tests of Selection, as part of her bid for revenge on her former Master, the Sith Lord

Count Dooku. In accordance with their plot against Dooku, Mother Talzin and her Nightsister witches employed their magicks to grant Opress fearsome abilities, placing him under their control. After murdering his beloved brother Feral in a display of loyalty to Ventress, Opress entered the Clone Wars as a Sith apprentice, serving as an enforcer in Dooku's Confederacy of Independent Systems. He executed a mission against the Republic at Devaron's Temple of Eedit, slaying his first Jedi, Halsey and Knox, in the former campaign. Opress soon became apprenticed to Dooku, who intended to use his new acolyte to overthrow his own Master, Darth Sidious, and claim control of the galaxy.

While Opress was subjected to brutal Sith training under Dooku's charge, Ventress prepared to pit the monstrous Nightbrother against Dooku. Yet when Ventress's plans for revenge culminated at Toydaria, she and her ex-Master found that neither of them could contain Opress's impulsive nature and rage. In what became a three-way lightsaber battle, Opress overcame Ventress's spell of control and also terminated his service to Dooku, further battling his way through Jedi Knight Anakin Skywalker and Jedi Master Obi-Wan Kenobi before escaping to Dathomir. After learning from Talzin of his kinship to Darth Maul, Opress rescued his weakened brother from the depths of Lotho Minor and brought him home to Dathomir, where Talzin restored his mind and body. Opress then became involved with Maul's pursuit of vengeance on Kenobi, who had cut him in half over a decade ago on Naboo. Although Kenobi escaped from them with the aid of Asajj Ventress during a confrontation at Raydonia, Opress and Maul continued their plans for revenge and galactic domination, turning to the criminal underworld to achieve their needs.

Opress and Maul cut a swath through the Outer Rim, battling through civilians and Jedi Knights alike who stood in their way. As part of Maul's plans, Opress became a Sith Lord, but he was forced to become the apprentice—submitting to



his brother, the Master—in accordance with the Rule of Two. While attempting to recruit Weequay pirates into their service on Florrum, Opress killed Jedi Master Adi Gallia, though he soon thereafter lost his left arm to Kenobi's blade.

Kenobi then chased Opress and Maul off Florrum, destroying their ship and leaving them stranded until they were discovered by members of the Death Watch, a group of Mandalorian warriors led by Pre Vizsla. Opress, Maul, the Mandalorians, and various criminal groups in the galaxy formed an alliance to overthrow the pacifist rulers of the planet Mandalore, though after the operation ended successfully, Vizsla and his men arrested Opress and Maul. After breaking free from prison with Mandalore's incarcerated Prime Minister, Almec, Opress and his brother seized control of Mandalore from Vizsla and his allies. Their rule of Mandalore, however, attracted unwanted attention from Maul's former Master, Darth Sidious, who saw the power of the two Sith brothers as a threat to the dominance of his Sith Order. Sidious traveled to Mandalore and confronted the two brothers, fatally impaling Opress, who in his dying breath expressed regret for never having been Maul's equal.

**Source:** Star Wars Rebels 219-220 “Twilight of the Apprentice”, wookieepedia.



## SAW GERRERA

A human male rebel who was active during the Clone Wars. With his sister, Steela Gerrera, he was one of the leaders of the Onderon and helped lead the resistance movement to victory over the Confederacy of Independent Systems on Onderon.

He later led a rebel cell on Onderon in the resistance movement against the Galactic Empire.

**Source:** Star Wars Rebels 215 “The Honorable Ones” (mentioned only), wookieepedia.

## SIENAR FLEET SYSTEMS (SFS)

Formerly known as Republic Sienar Systems, manufactures the Imperial TIE/LN starfighter and its variants. It also developed the XX-23 S-thread tracker, an Imperial homing device that is able to track ships through hyperspace. During the final year of the Clone Wars, they were one of several bankrupt corporations owned by the Inter-Galactic Banking Clan. They have multiple factories on the planet Lothal.

**Source:** Star Wars Rebels 100B “Art Attack”, 100 “Spark of Rebellion”, “Empire Day” (mentioned only), 107 “Gathering Forces” (mentioned only), 110 “Vision of

Hope” (mural only), 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, wookieepedia.

## SITH TEMPLE

Pyramidal structures used by the Sith. Dating back as far as the days of the Old Republic, numerous temples were built throughout the galaxy.

**Source:** Star Wars Rebels 219-200 “Twilight of the Apprentice”, wookieepedia.

## SKULL SQUADRON

A Mandalorian squadron of Fang fighters led by Skull Leader Fenn Rau. During the Third Battle of Mygeeto, Rau led Skull Squadron to protect Jedi General Depa Billaba, Padawan Caleb Dume, and clone trooper CT-1157 when they were cut off by Separatist forces.

**Source:** Star Wars Rebels 211 “Protector of Concord Dawn” (mentioned only), wookieepedia.

## SKULL LEADER

The callsign held by the leader of the Mandalorian starfighter squadron Skull Squadron. At the time of the Third Battle of Mygeeto, Fenn Rau held the title of Skull Leader.

**Source:** Star Wars: Kanan #10, wookieepedia.

## SLAVE

A person who bought, sold, or managed slaves. Darts D’Nar was a Zygerrian slaver who operated during the Clone Wars. Azmorigan was a Jablogian slaver who operated during the reign of the Galactic Empire.

**Source:** Star Wars Rebels 109 “Idiot’s Array”, Star Wars Rebels Magazine UK #5 “Return of the Slavers”, wookieepedia.

## STARBIRD

A design based on the starbird of ancient legend. The legend states that a starbird could never die and that if it seemed to be gone, it was actually renewing itself in the heart of a nova. The symbol was adopted by a Mandalorian warrior who put her own artistic spin on the design, drawing inspiration from Janyor’s protest paintings on Bith. During her time with the rebels from Lothal, she painted the symbol wherever the small band would strike. Eventually, it became her trademark.

**Source:** Star Wars Rebels 100B “Art Attack”, 100 “Spark of Rebellion”, 101 “Droids in Distress”, 102 “Fighter Flight”, 103 “Rise of the Old Masters”, 104 “Breaking Ranks”, 105 “Out of Darkness”, 106 “Empire Day”, 107 “Gathering Forces”, 108 “Path of the Jedi”, 109 “Idiot’s Array”, 110 “Vision of Hope”, 111 “Call to Action”, 112 “Rebel Resolve”, 113 “Fire Across the Galaxy”, 200 “The Siege of Lothal”, 201 “The Lost Commanders”, wookieepedia.

## STERILIZATION OF GEONOSIS

Some time after the Clone Wars, the Outer Rim world of Geonosis was sterilized by the Galactic Empire, killing most of the planet's population. The Geonosians were the original builders of the Death Star, an armored battle station capable of destroying entire planets. The Geonosians believed they were building this Ultimate Weapon for the Confederacy of Independent Systems, but the Separatists and the Geonosians were ultimately pawns of the Sith Lord Darth Sidious who was secretly Supreme Chancellor Sheev Palpatine and, at the end of the Clone Wars, declared himself Emperor and transformed the Galactic Republic into the Galactic Empire. The Death Star project fell under Imperial control and the battle station was moved away from Geonosis.

Not all of the planet's population was killed, however. One Geonosian queen survived in a lair beneath the planet's surface, though she was unable to produce new offspring and thus unable to repopulate the species. She did, however, continue the production of battle droids that the Geonosian droid factories once produced.

**Source:** Star Wars Rebels 215 "The Honored Ones" (mentioned only), Star Wars: Darth Vader #4 (mentioned), wookieepedia.

## STUN

A setting available on blaster weapons designed to incapacitate a subject without permanently harming or killing them by overloading their nervous system. It functions by knocking a target unconscious, and is primarily used for capturing those wanted as prisoners. Upon contact, the target will briefly turn a sharp, blue color as charged particles overload their nervous system, sending the receiver's biosigns wild. In less than a second, the target's nervous system will return to baseline as the electrical impulses forces the organism to mentally and physically reset due to the shock sent to their system. A similar process was also used by medical anesthetics.

Once knocked unconscious, the target will remain in a limp state, unable to move or comprehend their surroundings. This effect usually lasts for several minutes before the target regains consciousness. Despite widespread use across the galaxy, the use of stunning a target is not perfect, with most victims experiencing nausea, dizziness and body aches for a short time after. While uncommon, irregular heartbeats and seizures can result from the procedure, and in rare cases, death.

**Source:** Star Wars Rebels 100B "Art Attack", 104 "Breaking Ranks", 110 "Vision of Hope", 112 "Rebel Resolve", 113 "Fire Across the Galaxy", 207 "Stealth Strike", 210 "A Princess on Lothal", wookieepedia.

## "STYLES"

During the Clone Wars, Styles fought under Jedi Master Depa Billaba and her Padawan Caleb Dume during the battle of the planet Kaller, in which the Republic defeated

the Confederacy of Independent Systems. After the battle, Styles and Clone Commander CC-10/994, nicknamed "Grey," accompanied the two Jedi to see the Kalleran Gamut Key. Billaba informed the Kallerans that the Separatists would no longer trouble them, but the natives claimed they saw no difference between Separatist and Republic occupation. Dume, Styles and the Commander became angry at the Kallerans, but Billaba remained calm and informed Gamut Key that the Republic forces would spend the night in fields nearby. While camping later that night, the two clones and the two Jedi sat together and discussed why Billaba had not said anything to the Kallerans who compared the Republic and the Confederacy. Styles and Grey strongly disagreed when Billaba said she did not agree with Jedi taking up the rank of general, but were amused when they learned Dume had been infamous for asking too many questions during his time at the Jedi Temple on the planet Coruscant.

After the battle on Kaller, Grey and Styles received Order 66 from Chancellor Palpatine, which branded all of the Jedi Order as traitors to Republic and called for their immediate execution. Billaba and Dume activated their lightsabers just as the clones of the whole battalion turned on them with their blasters pointed at them. The two Jedi killed clone after clone. Dume ran as his master told him to do, and Styles was ordered by Grey hunt down Dume and cut him off. As Billaba tried to use the Force on the clone captain, Grey killed her. Grey and Styles put the whole battalion to hunt for Dume from the forest to the Kalleran city.

Weeks later, Grey and Styles managed to capture a disguised Caleb Dume and took him aboard their freighter. When Dume tried to explain that it was Palpatine, not him and the Jedi, who had betrayed the Republic before it was turned into the Empire, they were unconvinced. Dume was then rescued by General Kleeve and Janus Kasmir, and a space fight began. When Grey asked why did they, clones, obeyed so blindly to Order 66, Styles disagreed, seeing Caleb Dume only as a traitor to the Empire. Realizing the mistake he made earlier during Order 66, Grey fired his blaster at the clone pilot's control, taking down the shields. Both the Kasmiri and the Escape both fired at the freighter. The ship exploded with Grey, Styles, and two other clones on-board.

**Source:** Star Wars Rebels 201 "The Lost Commanders" (indirect mention only), wookieepedia.

## SYNDULLA CLAN, THE

A Twi'lek clan on Ryloth. Among its members were Cham Syndulla, who leads the Free Ryloth movement against the oppression of the Galactic Empire, and his daughter Hera Syndulla, who became a member of the rebellion. 5,929 members of the clan were taken as slaves for the Hutts

**Source:** Star Wars: Absolutely Everything You Need to Know, wookieepedia.



## TALZIN

A Dathomirian female who lived during the final decades of the Galactic Republic's reign and became a formidable figure of power during the Clone Wars. On her homeworld of Dathomir, Talzin lived as a shaman and Clan Mother of the Nightsisters—a coven of Force-sensitive witches who used

magicks to manipulate the wilderness around them and rule their male counterparts, the Nightbrothers. Talzin's expertise in magicks was significant enough to attract the attention of the Dark Lord of the Sith, Darth Sidious, who came to Dathomir ostensibly to trade dark side Force teachings with Talzin and take her as his own Sith apprentice. Instead, the Sith Lord abducted Talzin's son Maul and took him as an apprentice in her place. Years later he was presumed dead at the Battle of Naboo after sustaining mortal injuries, but his strength in the dark side allowed him to remain just barely alive. Although Talzin was aware of Maul's incredible survival, she was unable to locate him and thus remained on Dathomir to plot her revenge against Sidious and his Sith.

**Source:** Star Wars Rebels 219-220 “Twilight of the Apprentice” (mentioned only), wookieepedia.

## TSEEBO

A male Rodian who worked for the Imperial Information Office on Lothal. He was outfitted with an AJ^6 cyborg construct containing information vital to the Galactic Empire, including a five year plan for the Outer Rim Territories. About four years before the Battle of Yavin, Tseebo went missing; prompting an Imperial manhunt that involved the Imperial Security Bureau Agent Kallus and the Jedi hunter known as the Grand Inquisitor. Tseebo was eventually found by Ezra Bridger, whose parents Tseebo had known, and the rebels, who rescued him from the Empire and arranged for him to go into hiding.

As a Rodian, Tseebo had a humanoid form with green skin, large round eyes, and slender snouts. He also wore an AJ^6 cyborg construct which allowed him to store a vast amount of sensitive Imperial information. While Tseebo was a good friend of Ezra Bridger's parents Ephraim and Mira, he lacked the same courage and fortitude to challenge the Galactic Empire. Out of guilt of having failed to stand by them and to protect Ezra, Tseebo joined the Imperial Information Office and volunteered to be implanted with a cybernetic implant in order to find the Bridgers and to aid the rebellion against the Empire. While the cyborg implant enabled him to interact easily with technology, the sheer amount of information made him unfocused and confused.

**Source:** Star Wars Rebels 106 “Empire Day”, 107 “Gathering Forces”, “Legacy” (mentioned only), wookieepedia.

## TWI'LEK RESISTANCE

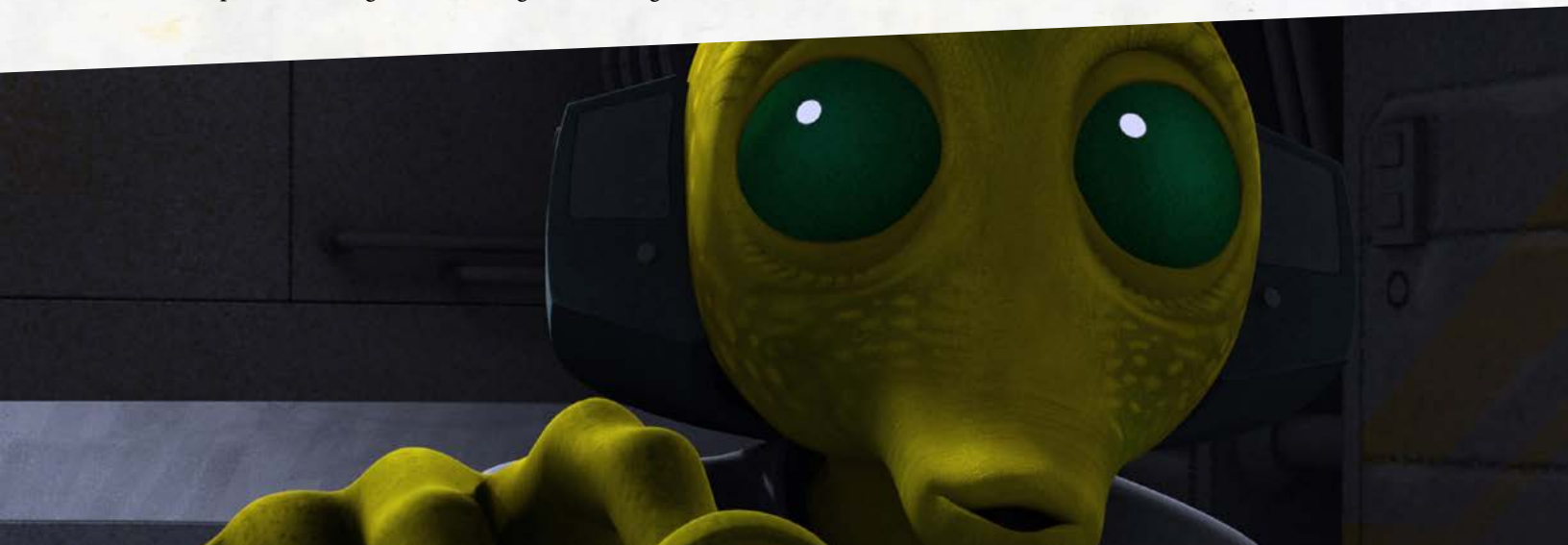
A force of rebel Twi'leks who resisted the Separatist Alliance's occupation of the planet Ryloth during the Clone Wars. The Twi'leks, led by Cham Syndulla and with the aid of the Grand Army of the Republic, were able to liberate their planet from the Separatists.

**Source:** Star Wars Rebels 214 “Homecoming” (mentioned only), wookieepedia.

## WOLFPACK, THE (WOLF PACK BATTALION)

A clone trooper squad in the Grand Army of the Republic's 104th Battalion that was led by Jedi General Plo Koon. Before the Malevolence destroyed most of the members of Wolfpack, members could be easily distinguished by the maroon markings on their standard clone trooper armor. After the destruction of the Malevolence, clone troopers belonging to Wolfpack bore distinct dark blue markings on their armor, and the symbol was redesigned to honor their fallen comrades. Prior to the battle of Felucia, Wolfe changed the color scheme again to grey-black. Some members of Wolfpack were ARC Troopers.

**Source:** Star Wars Rebels 201 “The Lost Commanders (emblem only), 202 “Relics of the Old Republic” (emblem only), wookieepedia.







**REBEL. TRANSMISSIONS**

# CHAPTER 13:

## EPISODE GUIDE AND TIMELINE

### "KALLUS' HUNT"

Jovan, a military officer in the Galactic Empire, has used his station within the Imperial military to enrich his own life, results in his arrest by his former friend, Agent Kallus of the Imperial Security Bureau.

**Source:** Star Wars Rebels Magazine UK #4, wookieepedia.

### "RETURN OF THE SLAVERS"

A new shipment of slaves collected from all across the Lothal sector arrives at the location of a small slave empire on the planet of Oon. MaDall chooses one of her new acquisitions, the Mandalorian Sabine, to become her personal servant. However, it turns out that Wren had willingly let herself be captured so she could free the Zygerrian's slaves. When she realizes that Wren has deactivated her shock collar and has taught the other slaves how to do so, MaDall confronts the Mandalorian, but is defeated. Although MaDall fears that Wren and her friends will execute her for her crimes, she is allowed to go free. The Zygerrian feels she had nothing left to live for, but Wren suggests she use her talents to fight the Galactic Empire.

**Source:** Star Wars Rebels Magazine UK #5, wookieepedia.

### "EYES ON THE PRIZE"

The two bounty hunters, Fissol and Gowski, learn from a Duro bounty hunter that there is a Jedi on Lothal. They find Ezra in a cave network on Lothal, practicing his Jedi training. After a short chase, they quickly overcome Ezra and kidnap him. Kanan inquires as to where Ezra has gone off to. Hera tells him that Ezra told her he was going on an errand for him. Kanan realizes Ezra may be in trouble and goes after him. The bounty hunters have knocked Ezra out and gagged him; commenting the Empire better pay them handsomely for the Jedi's capture. Kanan then reveals himself to them and rescues Ezra. After Ezra comments that now others know there are Jedi on Lothal, Kanan uses the Force to trick them into thinking there are no Jedi and sends the bounty hunters back where they came from.

**Source:** Star Wars Rebels Magazine UK #6, wookieepedia.

### "SABOTAGED SUPPLIES"

The crew of Ghost delivers food supplies to the residents of Tarkintown, who quickly become sick. Analysis shows the individuals have been poisoned and that the only place that has the antidote is the Imperial Compound in Lothal City. Zeb, feeling responsible, steals the Ghost, intent on getting the antidote no matter what. During his attempt, Zeb is cornered by Agent Kallus – but before he is defeat-

ed, Kanan and Ezra rescue him and escape with the antidote, saving the townsfolk of Tarkintown.

**Source:** Star Wars Rebels Magazine UK #7, +Oliver Queen.

### "EZRA'S VISION"

Ezra has been having nightmares in which he dreams of killing Zeb. After Zeb returns from a solo mission, strange events begin to happen. A Clawdite bounty hunter has managed to infiltrate the Ghost by shape-shifting into Zeb's likeness. After a chase, Bridger has to confront his nightmare when he goes face-to-face with Orrelios and the Clawdite, not knowing which one is which.

**Source:** Star Wars Rebels Magazine UK #8, wookieepedia.

### "BECOMING HUNTED"

Answering a distress signal, Zeb arrives at Lexim's Hunting Ground. The proprietor unwittingly stocked the reserve with Gundarks. Overpowered by the beasts, the group retreats. Lexim makes a stand against the Gundarks allowing the rest of the party to escape.

**Source:** Star Wars Rebels Magazine UK #10, +Oliver Queen.

### "ASSESSMENT"

Potalla, on assessor for the Galactic Empire, is sent to Lothal to evaluate Commandant Cumberland Aresko and Taskmaster Myles Grint. Despite their best efforts to impress her, she concluded that Aresko and Grint had become complacent in their duties and suggested Tarkin intervene.

**Source:** Star Wars Rebels Magazine UK #11, wookieepedia.

### "SENATE PERSPECTIVE"

Nadea Tural, the senator representing Thrad, suffers a crash while travelling to Arkanis. She is rescued by the crew of the Ghost. Although Tural's initial feelings toward the rebels are scorn and fear, she changes her mind after Imperial Commander Earl boards the Ghost and threatens to execute the rebels without a proper trial.

**Source:** Star Wars Rebels Magazine UK #09, wookieepedia.

### "OCEAN RESCUE"

During the reign of the Galactic Empire, Janard saw a cadet attempting to desert the local Imperial Academy, and turned them in. However, after hearing the horrible choices Imperial cadets were forced to make, Janard decided never to repeat



that mistake. Consequently, he helped the next fleeing cadet he saw, a girl named Sabine Wren. While Imperials pursued her, Janard knocked over a pack of freight containers to block their path, allowing Wren to escape. Thanks to that, the two became friends. Janard would sometimes give her intelligence on Imperial activity in the years that followed.

Janard was captured by the Imperials, who keep him prisoner aboard a Gozanti-class cruiser. However, the cruiser crashes in the waters of the planet Quila. While the ship sinks, most of the Imperials on board are killed by monster eels, but Janard manages to take shelter in the front section of the vessel, the last part that would go underwater. Despite his efforts, Janard ends up being cornered by two surviving Imperial stormtroopers.

This moment coincides with the arrival of Sabine Wren and Ahsoka Tano who have received the ship's distress call and came to rescue him. As Janard, Wren and Tano are about to escape, the commander of the sunken Gozanti makes a sudden reappearance, announcing that an Imperial evac ship has arrived. While the Ghost gets rid of the evac ship, Janard and his saviors fight the commander and his two soldiers. When it seems that the Imperials are defeated, the rebels prepare to leave the sinking Gozanti and board the Ghost. However, a wounded stormtrooper manages to shoot Janard in the back. The man dies in the arms of his friend Sabine, expressing deep remorse for having turned in a cadet once, and encouraging the rebels to keep fighting.

**Source:** Star Wars Rebels Magazine UK #12, wookieepedia.

## EPISODE 200: THE SIEGE OF LOTHAL. REBEL OPERATIONS

Not long after the events of “Fire Across the Galaxy,” in which the rebels of the planet Lothal realized they were part of a larger rebellion against the Galactic Empire, the

crew of the Ghost has become part of the Phoenix rebel cell fleet. Together, they undertake a mission to steal shield generators from the Empire to help defend the fleet. The Ghost, under the command of Captain Hera Syndulla, flies with Phoenix Squadron, a squadron of A-wings, to carry out the mission. Also involved is the fleet of rebel blockade runners, under the command of Commander Jun Sato. The fleet attacks a group of Imperial freighters and knocks supplies loose from one of the vessels. The Ghost secures the cargo and the fleet jumps into hyperspace upon the arrival of a convoy of Arquitens-class light cruiser.

### PLAN TO DRAW THE REBELS BACK

On Lothal, Minister Maketh Tua and Agent Kallus of the Imperial Security Bureau discuss the steps that Tua is taking so the planetary government can locate the rebels. Though Tua has increased security and instituted a planetary curfew, she correctly believes that the rebels have already left Lothal and that such draconian measures will not be effective. Kallus counters that Tarkin wants results, given that his own personal Star Destroyer had been destroyed by the Rebels. The conversation is interrupted by the arrival of Darth Vader, a Dark Lord of the Sith and the Emperor's top enforcer, who tells her that if the rebels have left Lothal then they need to be drawn back so the Empire can find them. Tua expresses reservations, and the Dark Lord tells her that she can relay her concerns to Grand Moff Wilhuff Tarkin, Governor of the Outer Rim Territories, who has commanded her to visit him and account for her failures. Tua is terrified, likely from the memory of Tarkin's execution of Cumberlandyne Aresko and Taskmaster Grint, who had also failed on various occasions.

The crew of the Ghost returns to the command ship, Phoenix Home, where Commander Sato commends them for their work in securing fuel for the fleet in the raid; despite intelligence reports to the contrary, however, there were no shield generators aboard the Imperial freighter.



The Ghost crew's astromech droid, C1-10P—nicknamed Chopper—arrives on in the command center carrying an urgent message. Kanan Jarrus, the crew's leader, purposefully ignores fleet protocol and orders Chopper to play the message, but Syndulla interjects and orders Chopper to mask their signal by only using one-way visual communication. The message is a holographic transmission from Jho, the Ithorian proprietor of a rebel safe haven on Lothal, who presents Minister Tua to the rebels. Tua believes her life is in danger and asks the rebels for help in defecting from the Empire, and she offers vital Imperial information in exchange for their assistance—including the names of rebel sympathizers on Lothal and nearby star systems, as well as intelligence regarding the Empire's true mission on Lothal, a mission ordered by the Emperor himself. There is some disagreement amongst the crew as to whether they should undertake the mission, but Ezra Bridger, Jarrus' Padawan, insists that they help her. Jarrus, Syndulla, and Commander Ahsoka Tano all agree, and Sato approves the mission.

Jarrus leaves the command center and is followed by Syndulla, who lectures him about the breach of protocol in the command center. He is bothered by the fact that their once-ragtag crew is now involved in a military operation and wants the crew to leave the rebellion, allowing the crew to return to their previous mission of robbing from the Empire and giving to those in need. Syndulla reminds him that they are fighting a bigger fight, but Jarrus, as a survivor of the Clone Wars and the ensuing Jedi Purge, does not want to fight another war after what the last one did to the galaxy. Meanwhile, as the rebels prepare for their operation, Tua leaves her office in the Imperial complex in Capital City. Agent Kallus, suspecting her treason, orders a probe droid to follow her and record her movements.

### RETURN TO LOTHAL

The rebels board a Star Commuter 2000 shuttle that is docked with the rebel fleet, choosing to leave the Ghost behind under the assumption that the Empire can track it after it was involved in a battle with the Empire over the planet Mustafar. While en route to Lothal, they discuss their plan to rendezvous with Minister Tua in Capital City, where she is scheduled to leave on a shuttle to meet with Governor Tarkin. The rebels soon arrive on Lothal, and the Star Commuter shuttle is given clearance to pass the heavy presence of Star Destroyers in orbit. Bridger notes the increased number of Star Destroyers once they land, having never seen so many Imperial warships in the skies above Capital City in his many years of living on the planet. Garazeb Orrelios and Chopper are ordered to stay behind with the Star Commuter in case the rebels need to make a quick exit.

The crew makes their way towards the rendezvous point, where a number of Imperial stormtroopers are guarding the shuttle. In order to distract the stormtroopers, Jarrus assaults one of the soldiers and steals their armor, allowing him to blend in as one of the Imperials and walk right up to the

landing bay. Jarrus waits in position while Syndulla, Bridger, and Sabine Wren head to the rooftops, where they can attack the Imperials from above. Tua soon arrives along with Kallus, who says that Darth Vader ordered him to escort her to the shuttle in the interest of her safety. The rebels attack the Imperial troops and Tua runs for the shuttle, followed close behind by the rebels. Once she is aboard, however, the shuttle explodes, sending the rebels flying backward. Kallus, whose probe droid is recording the entire incident due to Empire knowing the shuttle was going to explode, accuses the rebels of killing Tua. Darth Vader looks on from high above the landing pad before turning and leaving, just as the rebels begin their escape from their failed rescue mission.

Fleeing from Imperial forces, the rebels board the Star Commuter 2000 after Chopper and Orrelios arrive. As the shuttle flies away, it is shot down by an All Terrain Defense Pod and crashes in the city street. In the Imperial complex, Vader receives a transmission from Agent Kallus, who reports what happened. Vader orders him to lay siege to Lothal, preventing any travel offworld in order to prevent the rebels from escaping. The Empire also sends out a report via HoloNet News about Minister Tua's death, publicly implicating the rebels as assassins. The crew watches the report in one of their safe houses, the former home of Ezra Bridger and his missing parents. The Empire soon finds them, prompting the crew to escape just before the stormtroopers set off a thermal detonator and destroy the house.

Under the assumption that the forces in the Imperial complex will be stretched thin due to deployments searching for the rebels, the crew hatches a plan to sneak in and steal a shuttle, as to the lockdown prevents them from finding a civilian ship. Jarrus retains his stormtrooper disguise and Bridger impersonates an Imperial cadet, allowing them to enter the facility with crates containing the rest of the crew. Once the rebels are safely inside the complex, they make their way to the complex's starport and find a shuttle to steal. They also find a number of military-grade shield generators, much like the ones that they were searching for during the attack on the Imperial freighters, and steal them. However, before they can escape, they are confronted by Darth Vader, flanked by stormtroopers, who anticipated that the rebels would attempt to steal a shuttle from the Imperial headquarters.

### DUEL WITH THE DARK LORD

Jarrus and Bridger both feel the Dark Lord approaching, sensing the intense anger, hatred, and fear that the dark side of the Force creates around him. As the stormtroopers fight the other rebels, Jarrus and Bridger engage Vader in a lightsaber duel but are easily overpowered. Jarrus is knocked out of the fight and Bridger attempts to fight Vader alone, but Vader uses the Force to hold him in place and bring Bridger's own lightsaber toward the Padawan's neck. The Dark Lord taunts him, saying that Jarrus deceived Bridger into believing he could become a Jedi. Before Vader can kill Bridger, Jarrus returns to the fight and engages Vader, only to be driven back and



slashed on the arm by the Dark Lord's counterattack. Wren and Orrelios then throw thermal detonators onto AT-DP walkers, bringing them crashing down onto the Dark Lord. The rebels believe that Vader is dead, but he uses the Force to lift the walkers into the air, with a shocked Bridger rhetorically asking if anything can kill Vader, to which Jarrus replies it's beyond their abilities to do so. Vader then begins advancing on them, reflecting Wren's blaster shots back at her when she tries to delay him, scorching her chest-plate and helmet. The crew retreats in the shuttle and flies away from the Imperial complex, but Vader knows that they will not leave Lothal yet. His plan is still in motion. The rebels fly away, having barely escaped with their lives.

Bridger wonders if Vader is an Inquisitor, like the one they faced in the past, but Jarrus believes that he is actually a Sith Lord, the ancient enemies of the Jedi Order. The Padawan asks how they could fight Vader in the future, but Jarrus tells him that they were lucky to even survive their last encounter with their dangerous new foe. Knowing that Vader will have a blockade in orbit waiting for them, the rebels decide they have to smuggle themselves off Lothal, and Syndulla suggests someone who could help them: Lando Calrissian.

### GETTING OFF OF LOTHAL

While the rebels prepare to contact the smuggler, Kallus meets with Vader and informs the Dark Lord that the rebels have not yet left Lothal. In order to draw the rebels out, Vader orders Kallus to destroy Tarkintown, a refugee settlement that the rebels provided assistance to the past.

Syndulla and Jarrus contact Calrissian, who is offworld when they call, and explain their situation. Calrissian thinks helping them will be a risk, one that could endanger the mining operation he set up on Lothal, but is willing to help them for a price. They agree to give him three of their shield generators, and Calrissian tells them to go to his farm where his droid, W1-LE, will assist them. W1-LE greets them upon

their arrival, at which point Bridger notices the smoke from Tarkintown. He grabs a speeder and heads in that direction, where he finds the charred remains of the settlement. Jarrus arrives moments later and says the citizens have likely been taken into Imperial custody. All Bridger can sense is evil, and his master tells him that the city was destroyed in order to spread fear on Lothal. He feels that things are getting worse, much like they did during the Clone Wars, the difference being that the war had ten thousand Jedi protecting the galaxy. Whereas now, they are two of the only Jedi known to still be alive, facing off against an entire Empire. Jarrus is skeptical that they can make a difference, but Bridger believes that they can fight the Empire.

The two Jedi return to Calrissian's farm, where Wren explains that she and W1-LE have created sensor buoys that will replicate the signal of the shuttle and scatter Imperial forces when they try to track them. The rebels, who resolve not to return to Lothal due to the impact their rebellion has had on the planet, leave the farm and make their way towards orbit, casting the decoys into the atmosphere as they head for space. The Star Destroyer Relentless, under the command of Admiral Kassius Konstantine, tracks the signals, and the Imperial crew falls for the diversion. The rebels successfully make it past the blockade and into hyperspace, with a course set for the rebel fleet. Unknown to the rebels is that the shuttle contains a tracking device, one that Vader himself plans to use to track the rebels to his true objective: the rebel fleet, which is the reason why Vader allowed the crew to escape from Lothal instead of killing them, revealing that even the gap in the garrison defenses the crew exploited was intentional.

### ATTACK ON THE FLEET

While en route to the fleet, Jarrus wonders if they should return to the rebellion at all, still unsure as to whether he wants to be part of their fight against the Empire.

The crew debates the issue amongst themselves, in order to resolve the question of where to go. Wren suggests they take the Ghost and lay low, while Orrelios likes fighting with Phoenix Squadron and knows that the other rebels are counting on them to return. Bridger casts the deciding vote, and the crew continues on their way towards the fleet. Upon their arrival on Phoenix Home, Chopper discovers that the transmitter has been activated. The crew rushes to the command center to inform Sato and Tano about the transmitter just as a lone starfighter, Vader's TIE Advanced x1, enters the area to engage the fleet.

Phoenix Squadron is deployed to fight the Dark Lord, but Vader—the best starpilot in the galaxy—easily shoots many of the Phoenix forces down. As Vader attacks Phoenix Home, the Ghost crew joins the fight aboard their ship. Jarrus and Tano, who went with the crew aboard the Ghost, sense the Force is strong with the pilot of the TIE fighter and attempt to learn more about him through the Force. As they do so, Bridger begins to sense the same darkness that he felt on Lothal, realizing that the TIE pilot is the Sith Lord they fought. Tano, who feels something about Vader through the Force that terrifies her, screams and falls unconscious. She and Vader have sensed one another, and Vader realizes that Tano—who was his Padawan when he was still known as the Jedi Knight Anakin Skywalker—is still alive.

As the battle nears its end, Star Destroyers enter into the fray in an attempt to keep the rebel fleet from leaving. Sato and his crew abandon the critically-damaged Phoenix Home and evacuate to the rest of the fleet. The Ghost keeps Vader, who wants to capture the ship and Tano alive, occupied during the evacuation. The Ghost flies towards the Star Destroyer, Vader still on its tail, and Syndulla has a plan for escaping. While the blockade runners jump into hyperspace, Syndulla pilots the Ghost between two Star Destroyers, which activate their tractor beams in order to trap the ship. The ship jumps into hyperspace just in time, leaving Vader's TIE fighter to be captured by the tractor beams in its place.

### AFTERMATH

The Ghost meets up with the rest of the fleet and begins to repair the damage from the battle. Jarrus and Bridger speak to Tano, who asks them about their confrontation with Vader in Capital City. Jarrus tells her that he hasn't sensed a presence as evil as his for many years—since the Clone Wars, as Tano interjects. Bridger asks her if she knows who the Sith Lord is, and Tano, somewhat unsettled about the topic, denies any knowledge of his identity. She does know, however, that he will be coming for the rebels again in an effort to destroy them. Whether they choose to fight Vader and the others who will try to destroy them or not, the Ghost crew tells her that they will fight them together.

Aboard the bridge of a Star Destroyer, Vader sends a holographic transmission to the Emperor. Vader tells his master that he has broken the rebel fleet, but the Emperor senses that there is more to Vader's victory than his disciple has let on. Vader says that he has discovered that the apprentice of Anakin Skywalker is still alive and that she is in league with the rebellion. The Emperor is pleased by this news and believes that Tano could lead them to other lost Jedi—including, perhaps, Obi-Wan Kenobi. The Emperor urges Vader to remain patient in finding his old Jedi Master, and orders him to dispatch another Inquisitor to hunt the rebels down.

## EPISODE 20: THE LOST COMMANDERS

Not long after the destruction of Phoenix Home, the rebel cell commanded by Commander Jun Sato and Ahsoka Tano and the Lothal rebels are on the run from the Empire. While the Rebels discuss their next move, Ezra suggests the fleet to seek shelter on a remote system. Ahsoka suggests the crew of the Ghost to seek out an old friend.

Ahsoka gives Sabine and the crew of the Ghost the head of an old tactical droid and sends them to the Seelos system. Before leaving, she instructs Kanan to trust her friend. The Ghost jumps through hyperspace to arrive at the Seelos system, but the Ghost is damaged. Hera remains behind with Chopper to repair the ship while the rest of the crew searches the planet's surface for Ahsoka's friend.

Sabine repairs the tactical droid's head, which begins to read "7-5-6-7" repeatedly. The crew spots a Walker in the distance and fly towards it. As they approach the modified AT-TE walker, Kanan is overcome with foreboding. The crew disembark from the Phantom and meets three old men that emerge from the walker. Kanan recognizes them as clone troopers and ignites his lightsaber as Wolffe takes shots at the Jedi with his rifle. Rex immediately breaks up the fight between his comrades and Kanan. Ezra mentions that they were sent to look for them by Ahsoka, whose name Rex recognizes. Rex introduces himself and his comrades Wolffe and Gregor.

Inside the walker, Ezra tries to convince Rex to join their fight against the Empire. Rex laughingly refuses, stating that his life as a soldier is over. Kanan, who mistrusts the clones, wants to acquire intelligence regarding locations for the Rebel fleet to seek shelter and leave, but Rex convinces the crew to stay. As Wolffe voices his objections to helping the Rebels, Gregor invites the crew of the Ghost to hunt for joopas as payment for intelligence.

Ezra, confused about Kanan's intransigence towards the clones, tries to convince Kanan to trust the clones. Kanan recounts painfully the events of Order 66, when his clone trooper comrades suddenly turned on his master, Depa

Billaba and himself. Rex overhears the conversation and mentions that not all clones executed the order and tells Kanan that he, Wolffe, and Gregor have removed their brain chips.

Kanan contacts Hera and admits his mistrust of the clones. Hera tells Kanan that not all clones are bad, for many saved millions of lives, including hers.

On board Admiral Konstantine's Star Destroyer, Agent Kallus orders the fleet to investigate a coded transmission from a clone sent from Seelo by sending out a probe droid.

Zeb hunts for the elusive joopa with the AT-TE in tow. As the sound of a joopa draws closer, Gregor laughingly reveals that Zeb is the bait. The crew and the clones work together to save Zeb, and they succeed in bringing home the joopa. Kanan demands that the crew collect the required information and leave, but Rex convinces the crew to stay for dinner.

Sabine goes into the communications room and discovers that one of the clones has contacted the Empire. The crew of the Ghost, except Kanan, is shocked by the revelation. Rex confronts Wolffe, who regretfully admits to alerting the Empire to protect his comrades from persecution for helping the Jedi, as well as having hidden the messages that Ahsoka had sent Rex. As Kanan orders Sabine to contact Hera in the planet's orbit to scan for incoming Imperial ships, she discovers the probe droid sabotaging the Phantom, and destroys the ship's engines while attempting to flee, but is destroyed by Rex with a well-aimed blaster shot. Unfortunately, the Phantom was damaged by the probe droid, stranding the crew of the Ghost.

As the crew investigate the wreckage of the probe droid, they ponder an imminent invasion by the Empire.

## EPISODE 202: RELICS OF THE OLD REPUBLIC

While Kanan continues to struggle with trust issues, the other rebels begin to form friendships with the old clones. And when Agent Kallus arrives, all must join together to battle the Imperials.

### PLOT SUMMARY

The Empire tracks the Lothal Rebels to Seelos. Admiral Konstantine and Agent Kallus arrive at the Seelos System to capture the Jedi.

Rex gives Ezra a datachip containing old Republic bases in the Outer Rim and Mandalore. Ezra tells Rex the clones should join the Rebellion, but Rex and the clones offer to delay the Empire for the Lothal Rebels to escape. Agent Kallus commands the clones to hand over the Rebels, but Rex refuses and prefers a fight.

Hera, who is repairing the Ghost, turns off all systems when the Empire arrives.

A sandstorm stirs up near their AT-TE walker that prevents the crew from departing. Agent Kallus deploys three AT-AT walkers to destroy the clones. Wolffe commands the AT-TE into the sandstorm, blinding the clones' tank and the AT-ATs, but not Kanan and Ezra. Guided by Kanan, the clones and Kallus attempt to out maneuver each other until Kallus is able to surround the AT-TE with an enveloping maneuver. Rex sends Ezra to use the Force to destroy one of the AT-ATs. Kanan points Ezra in the right direction, and Ezra destroys one of the AT-ATs with the AT-TE's main gun. They flee the dust storm pursued by the Empire.

Darth Vader summons Admiral Konstantine. Instead of meeting him, the admiral meets Fifth Brother, who claims that he will succeed where Kallus and Konstantine failed.



The Lothal Rebels prepare to leave on the Phantom, but Ezra is unwilling to leave Rex and the clones behind. Rex commands Ezra to leave as the clones hold off the Imperial attack. Just as all hope seems lost, the Phantom returns and Kanan, Ezra, and Zeb commandeer one of the AT-ATs and turn its weapons on Kallus' AT-AT. Rex destroys the walker with a critical hit, and Kallus flees the battle. Hera returns to pick up the clones and the Ghost crew.

Returning to the Rebel flotilla, the Lothal Rebels and Rex reunite with Ahsoka. Rex says, "You got old," to which Ahsoka responds, "It has to happen sometime, Rex" as they embrace. The crew, now equipped with the clone veterans and a Jedi mentor, prepare for their next mission.

### "SECRETS OF SIENAR"

Dron Ryall, a male human, is one of the leading designers of Sienar Fleet Systems. At some point following the Siege of Lothal, he works at Sienar's factory on Absanz. One day, Ryall stumbles upon Kanan Jarrus and Garazeb Orrelios searching the facility for intelligence on Sienar's most recent prototypes. In spite of Ryall's claim that he is "just a humble employee," the intruders realize who he really is, and decide to capture him. Although the factory is full of stormtroopers, Jarrus and Orrelios manage to steal a Sentinel-class landing craft and take the designer on board. The craft is barely in the air when an Imperial Gozanti-class cruiser attacks, causing Ryall to fall through the boarding hatch, but Orrelios catches his hand just in time. The designer, however, convinces him to let him go, arguing that many lives will be lost in the Empire's pursuit of him. Against the instructions of Jarrus, Orrelios finally lets go of Ryall, who crashes safely on a railing below.

**Source:** Star Wars Rebels Magazine UK #13, wookieepedia.

### EPISODE 203: ALWAYS TWO THERE ARE

Aboard the Ghost, Kanan Jarrus and Ezra Bridger enter the common room to learn how to levitate objects, specifically Chopper. Following Jarrus' teachings, Bridger tries to lift Chopper with the Force. What the two Jedi don't realize is that, as a prank set up by Chopper and Sabine Wren, Chopper has his feet locked to the floor; no matter how hard Ezra tries, he cannot lift the droid. Ezra finally gives up, only for Rex to reveal the prank as the perpetrators laugh. Ezra calls the trick unfair, but Kanan asserts that a fight is never fair. Rex tells him more about the Jedi General he fought beside and how he became a great warrior by combining The Force with his wits. Kanan tells Rex that Ezra has plenty of wits, and what he really needs is discipline. Before it can turn into an argument between the two, Hera Syndulla shows up with a mission for Wren, Chopper and Garazeb Orrelios to salvage some medical supplies from an old Republic medical base. As Jarrus and Rex continue to argue over how Bridger should be taught, the Padawan decides to sneak away and join Wren, Chopper and Orrelios on their mission. They board the Phantom and depart from the fleet.

They arrive at their destination, which turns out to be an old Republic medical station that was abandoned after the Clone Wars. They approach the hanger bay doors and using the codes given by Rex, the doors open and they land. After exiting the Phantom, they find the station to be powerless as well as dark and unsettling. To get some power running, the four of them go in search of the command center. The hallways are dark and quiet, and everywhere they go they encounter scattered parts and machines that were left behind after the station was abandoned. Unbeknownst to them, a mini probe droid tracks their every move. The Rebels soon find the command center and Chopper powers up the entire station, despite Wren only needing the control panel. Meanwhile, a nearby Imperial Fleet detects the



station's power surge. The officer reporting suspects it to be the Rebels, but Kallus dismisses that possibility, as it could be anything, such as a malfunction or scavengers. However, the Fifth Brother states it is the Rebels they seek and set out alone for the station. Back at the station, Wren has managed to get all the inventories but most of them are corrupted and unreadable; she is unable to tell where the medical supplies are and is unsure if they even exist. Bridger suggests they go looking for the supplies while Chopper stays behind to try and repair the files. All alone, Chopper hears a strange noise echoing through the hallways and decides to investigate. Turning to another corridor he continues to follow the sound until he is cornered by a small probe droid that electrocutes him. Although down, Chopper manages to send out a distress call to the others. To reach him faster, Bridger and Wren take a shortcut through the ventilation shaft, but Orrelios ends up getting stuck while trying to follow. Bridger and Wren soon find themselves in another hallway and begin looking for Chopper. Instead of finding their droid, they come across the probe droid and a woman standing in the shadows. At first Bridger suspects she's a bounty hunter, but after activating her Lightsaber she is revealed to be an Inquisitor known as the Seventh Sister.

Bridger engages the new Inquisitor in a fight while Wren takes on the probe droids. Quickly overpowered, they make a run for it and bump into the Fifth Brother. After getting a shut door open, the two of them attempt to flee but Bridger is caught by the probe droids. Wren tries to save him but Ezra tells her to run. To cover her escape he seals the door, leaving him to be captured by the two Inquisitors. The Fifth Brother tries to kill him but the Seventh Sister wants to use him as bait to trap the others. Wren finds her way back to Orrelios who is still stuck in the ventilation. After helping him get unstuck, Wren tells him about the two Inquisitors who have captured Bridger. Zeb suggests they alert Kanan but Wren is against making contact with the others as sending a signal could compromise the fleet. They are left with no choice but to save Bridger themselves. Meanwhile Bridger remains captive to the Seventh Sister, who voices how impressed she is with Bridger's skills as a Jedi and offers to teach him much more, noting that his mentor had never reached the rank of Jedi Knight and is thus ill-qualified to instruct a Padawan. Bridger then cites Jarrus' defeat of the The Grand Inquisitor, something that the Seventh Sister admits was unexpected but presented the other Inquisitors with "new opportunities."

In the hallways, the Fifth Brother continues searching for Orrelios and Wren with the probe droids. Through the force he senses their presence nearby and approaches them. Orrelios and Wren have planted thermal detonators nearby but when Wren tries to trigger them they don't go off. The Fifth Brother uses the force to throw the detonators at Orrelios and Wren. Both of them survive the explosion but the blast leaves Wren unconscious and is taken away by the Fifth Brother, leaving the probe droids deal with Orrelios.

Single-handedly, Orrelios destroys the droids and finds the medical supplies they came for. Back at the command center, the Seventh Sister interrogates Bridger in an attempt to get him to reveal the location of the other Rebels, most notably Ahsoka Tano, whom she reveals the Inquisitors are fully aware of. Despite her best efforts, Bridger refuses to cooperate. Just then the Fifth Brother shows up with Wren. The Seventh Sister tells Bridger to contact the Rebels, but he again refuses to cooperate. After finding Chopper, Orrelios returns to the Phantom to get his Bo-rifle, but doesn't think he will stand chance against two Inquisitors. Nonetheless, he refuses to leave Bridger and Wren to their fates.

Orrelios sends a false message to Bridger and Wren under the name of "Commander Meiloorun". He says they missed their check in and asks if their craft is damaged, offering support. Wren denies any support, but after the Fifth Brother threatens to decapitate her Bridger reconsiders the offer. With instructions to meet at Bay six, the Inquisitors take the captives the hangar bay with plans to dispose of them all once they have the Rebels. Upon arriving at the hanger, Bridger and Wren spot Orrelios in the Phantom, hanging upside down on the ceiling. When the Probe Droid spots him as well, Zeb causes a commotion that enables Bridger and Orrelios to escape from the Inquisitors' clutches and board the Phantom. They escape with most of the medical supplies and return safely with the Rebel Fleet. Upon returning to the Ghost, they tell Jarrus, Syndulla and Rex about the two Inquisitors they encountered, much to Jarrus' shock, as he was unaware that there was more than one Inquisitor.

## EPISODE 204: BROTHERS OF THE BROKEN HORN

On the planet Garel, Ezra Bridger is doing blaster training with Captain Rex, using Chopper as a target while holding up a Stormtrooper's helmet. Bridger fails to hit the target, and the lesson is interrupted by Kanan Jarrus who is looking for him. He tells his apprentice that he is missing Jedi training, which is the same time he has blaster training. Bridger tells them both he cannot be in two places at once, only for Rex to tell him he must learn to prioritise unless he wants to be a soldier. Jarrus reminds Rex that Bridger is a Jedi not a soldier, only for Bridger to say out loud that he may not wish to be either. Just then Sabine Wren shows up with orders to return to the ship for a meeting. In the common room, the Rebels are all gathered around the table where Commander Sato instructs them to help the people of the frozen planet Rinn, who are experiencing an energy crisis. They need to find them a new supply of fuel cells to power the heat they need to survive otherwise the colonies will freeze to death. Bridger suggests they check out the black market, which Jarrus and everyone else agrees to. With the briefing over, the Rebels head out except Bridger and Chopper. Under Hera Syndulla's orders, Bridger and Chopper are left behind to clean the Ghost.



While cleaning, Bridger begins voicing his frustration over the number of responsibilities he has to the Rebellion and sometimes misses the days when he was just a kid on the streets. Suddenly they receive a distress signal from Cikatro Vizago's ship, the Broken Horn. Bridger sees this as an opportunity to skip chores and square things with Vizago, since he owes him a favour. Bridger and Chopper board the Phantom, and after a rough take off they head out into space.

Soon after departure, Bridger and Chopper have Vizago's ship in sight. Bridger tries to make contact but there is no reply. They come up alongside the Broken Horn and dock. After boarding, they find the place quiet and deserted. Bridger and Chopper get separated during their search, and Chopper comes across a large supply of power generators, ones that the Rebels are looking for. Meanwhile Bridger comes across some of Vizago's droids, which all appear powerless. He finds his way to the main bridge, and instead of Vizago he meets Hondo Ohnaka, who reveals himself to be the new owner of Vizago's ship. When Ezra asks him about Vizago, Ohnaka reveals that he bet his ship and droids during a game of Sabacc and lost. Not wanting to reveal his true identity, Ezra introduces himself as "Lando Calrissian", much to Hondo's delight. Suddenly an Imperial ship shows up and opens fire on the Broken Horn for breaching an Imperial checkpoint. Bridger manages to get power back to the engines and Chopper shows up just in time to program the nav-computer and jump to hyperspace. After escaping Imperial forces, Ohnaka offers Bridger to assist him in a trade. When Bridger asks what the trade is, Chopper reveals it to be the generators he found earlier. Bridger says they are hard to get a hold of, as well expensive. Ohnaka agrees, which is why he plans to sell them at a fair mark up at five hundred percent. Bridger agrees to help and in return gets a cut in power generators;

three crates. After Ohnaka agrees to two crates and split the profit, they seal their deal with a handshake. Unnoticed to Ohnaka, Bridger swipes him of the controller to Vizago's droids and gives it to Chopper for safekeeping, in case Ohnaka gives them any trouble.

They arrive at Nixus and dock with the station. Chopper stays with the ship and Bridger goes with Ohnaka to deliver the generators to their buyer, who turns out to be Azmorigan. He was expecting Vizago and Ohnaka tells him that he was indisposed and given the privilege of conducting business with him instead. Apparently Azmorigan is not satisfied by this and has his men apprehend the two. Ohnaka and Bridger are handcuffed and placed onto a loading dolly. Azmorigan plans to launch them both into the vacuum of space, as there is bounty on Ohnaka and will make an additional profit from his death. When he turns to Bridger, he recognizes him from his encounter on Calrissian's farm. Hondo tells him he is Lando Calrissian but Azmorigan reveals that he isn't. After realising Bridger is one of the Rebels who robbed him, Azmorigan bubbles with joy because he gets to collect the bounty on Ohnaka, get his own back on Bridger, and keep the five generators. But when he notices one crate is missing, Chopper suddenly charges in with the fifth crate. He collides with the other crates, causing them to fly everywhere and take out a few of Azmorigan's men. Azmorigan opens fire and Ohnaka and Bridger take cover. Ezra gets his Lightsaber back and returns fire. Armed with two blasters, Chopper chases after Azmorigan and causes him to lose his credits, which end up in Ohnaka's possession. Ohnaka is almost launched into space until Bridger uses The Force to save him, revealing his Jedi identity to him.

Following Azmorigan's retreat, Ezra, Hondo and Chopper depart from Nixus with the generators and head back to Garel. Bridger has admitted his real name to Ohnaka and his responsibilities to the Rebellion, which he also admits



is too much for him. Ohnaka offers him a choice to become a pirate but Bridger isn't so sure. Despite his dislike for the number of responsibilities he has he doesn't really want to leave the Rebellion. On the other hand, Ezra feels he would do better as a Pirate as Inquisitors don't hunt them. Just then, Bridger and Chopper hear something coming from the brig and to their surprise find Vizago locked inside one of his own cells. He reveals to Bridger that Hondo actually shot him in back with a stun gun and disabled his droids before taking control of his ship. Bridger and Chopper set Vizago free and confront Hondo on the bridge. Unnoticed to Bridger, Vizago swipes him of the controller to his droids while Bridger proposes a deal between the two; Bridger takes the generators and Ohnaka and Vizago split Azmorigan's credits fifty-fifty. However, Vizago betrays Bridger and turns his droids on him and Ohnaka. As the ship returns to Garel, Bridger and Ohnaka fight back against Vizago's droids. Ohnaka escapes during the fight and steals the Phantom. Although he has his ship back, Vizago remains furious over losing his credits and sends Bridger and Chopper back to Garel in an Escape pod.

Upon returning to the Ghost, Bridger and Chopper find Ohnaka with their fellow Rebels, since the Phantom's autopilot was programmed to return to the ship. Ohnaka willingly gives up the generators but keeps the credits. Then after giving each other their farewells, Ohnaka departs and Bridger returns with the Rebels.

## EPISODE 205: WINGS OF THE MASTER

Travelling through hyperspace, Phoenix Squadron is on its way to Ibaar to help the people who are in distress. The Empire has doubled their work quotas and cut their rations. Unless the Rebels are able to get any food supplies to the Ibaar people the weakest among them will starve. They soon arrive at Ibaar and discover an Imperial

blockade, led by Agent Kallus, is waiting for them. Agent Kallus threatens to destroy them unless they surrender, but the Rebels proceed with their mission and prepare for battle. A-Wing fighters are deployed and assume attack formation. TIE Fighters are also deployed and move in on Phoenix Squadron. Hera Syndulla instructs Phoenix Leader to keep the TIEs occupied while the rest of them proceed with the mission in getting their supplies to the surface. The TIEs are the first to open fire and the fight to get through the blockade begins. The blockade opens fire as well and the transport ship carrying the supplies takes a heavy beating. Syndulla instructs the crew to maintain course. Agent Kallus orders all ships to focus fire on the transport, determined not to let the Rebels pass. The transport loses forward shields, and just when the Rebels think they'll get through the transport is destroyed. Defeated, the Rebels are forced retreat to hyperspace and return to the fleet, losing Phoenix Leader in the process.

Upon returning, the Rebels are trying to figure out a new strategy to get the supplies through the Imperial blockade. Everyone agrees they have to complete this mission but also know their fleet will not stand a chance against that blockade. Even with the entire fleet it still won't be enough. Just then, Captain Rex steps forward with an alternative. He tells them about an engineer named Quarrie he has been in contact with, who has no love for the Empire and claims to have built a prototype heavy assault Starfighter: A Blockade Buster he calls it. However, Rex also says that Quarrie will only discuss his ship in person on the planet Shantipole, much to the shock of all the pilots. They all know that Shantipole is a death trap and any ship that goes there never comes back. Kanan Jarrus volunteers to send Syndulla but declines. She says she needs to remain with the fleet and lead the next run on the blockade, but Jarrus insists on her taking this assignment. He knows they cannot beat that blockade with what they currently have



and need a better ship, one with better firepower and with the best pilot at the controls. After coming to a final agreement, the Ghost crew head for Shantipole. Upon arriving, a reluctant Syndulla takes the Phantom down to the surface with Garazeb Orrelios and Sabine Wren, while Jarrus, Ezra Bridger, and Chopper pick up the remaining supplies for the people of Ibaar. Upon entering the atmosphere, Syndulla brings up why it's so hard to land on Shantipole. When flying in the upper atmosphere their ship will not be able to maintain power, resulting in disastrous consequences. Suddenly, a bolt of lightning strikes them, damaging the Phantom's systems. Falling fast they come out of the clouds and find themselves over a forest of pillars. Syndulla struggles to navigate the crippled Phantom through the pillar forest and they soon spot a landing field where Quarrie is said to live. Damaged but all in one piece, they make it with a bumpy landing.

They nearly go off the edge of the platform but are saved by Quarrie, who has been expecting them. He greets them warmly and gives his compliments on Hera's landing. Despite knowing how dangerous Shantipole is to ships, Quarrie says it's the perfect place to test them and is also the last place the Empire would look. Quarrie brings them to the main hangar and shows them his prototype Starfighter; the Blade Wing, prototype of the A/SF-01 B-wing starfighter. Despite judging its appearance, Quarrie assures them that his ship is one of his most advance designs. He says it's fast and masters great firepower. Syndulla is delighted and looks forward to taking it out for a spin, but much to her disappointment Quarrie won't let her, as he will only allow the right pilot to fly his ship. However, he does offer to help them fix the Phantom.

While making repairs, Syndulla asks Quarrie why he couldn't just transmit the plans for his ship to Rex rather than risk their lives to come to him. Quarrie says he won't just hand over his ship to any pilot and then asks why she risked her own life to come to his planet. Syndulla begins to tell him about her childhood. When the Clone War came to Ryloth, her mother hid her below ground, but she would peek out to see the Republic ships fly over as they fought to liberate her world. She dreamt nothing more than to fly alongside with them. For freedom, Syndulla made difficult decisions when she chose to leave her family and learn how to fly. Then she chose to use her abilities to help others in need. Syndulla cannot explain it clearly to Quarrie, all she can say is she needs to be up there. Even when there are explosions all around her and things are at their worst, she feels like she's at her best. Touched by her words, Quarrie allows Syndulla to fly his ship. Meanwhile, Jarrus, Bridger, and Chopper arrive at a transport ship and pick up the remaining supplies for the people of Ibaar. Jarrus reveals to Ezra that unless Syndulla gets back they are going to transport the supplies with the Ghost, much to Bridger's concern as he knows the Empire will make them their primary target. Despite the dangers, Jarrus knows the people of Ibaar are counting on them and he is not willing to let them down.

Back on Shantipole, Syndulla prepares the Blade Wing for take-off. When Wren and Orrelios learn from Quarrie that this will be the Blade Wing's maiden flight and there is a strong likelihood it may not fly, it's too late to warn Syndulla. She takes off and goes down immediately, after the engines suddenly cut out. But then she emerges and takes to the sky. Syndulla flies the Blade Wing through the pillar forest without any further problems. She takes it for a climb and once high above the pillar forest she takes a dive. Then after passing Wren, Orrelios, and Quarrie, she begins testing the weaponry. Using a wrecked ship as a target, she fires the wing guns which don't cause much damage, despite being told it mastered great firepower. Quarrie instructs Syndulla to pull the lever on her right which activates the Blade Wing's multi-cannon. She turns about and fires a huge blast of energy, destroying the wrecked ship in one shot. The Blade Wing passes a successful test flight and Syndulla flies it back to the landing field. Just then, they receive a transmission from Jarrus. Syndulla tells Jarrus the good news and also hears from him that they are going to commence their second attack on the blockade. The people of Ibaar are becoming more desperate and are at their breaking point. Syndulla says they need to move now but Wren has some bad news. She reveals that even though it still has the power to fight, the energy drain from the multi-cannon's firing system has killed the hyperdrive, leaving it unable to travel at lightspeed. Quarrie admits there are a few problems with the ship that need seeing too, but Syndulla knows there is no time for that as the fleet needs them. When Quarrie reveals that he upgraded the Phantom with a new hyperdrive, Syndulla is delighted while everyone else is puzzled.

Meanwhile, the Rebel fleet arrives back at Ibaar and commence their second attack on the blockade. The Imperials discover the Ibaarian's supplies are aboard the Ghost and commence attack. Through heavy fire, the Rebels noticed the cruisers are closing their path. They find themselves cut off, and Jarrus is just about to swing around and make another pass when Syndulla, Orrelios, Wren, and Quarrie emerge from hyperspace with the Blade Wing attached to the Phantom. The Blade Wing detaches and joins the fight. The Imperials detect the new vessel but Agent Kallus shows less concern about it. The Rebels allow Syndulla and Wren to fly ahead, and once in sight of a target they fire the Blade Wing's multi-cannon, instantly destroying one of the Imperial cruisers. Agent Kallus is left speechless as the Rebels successfully pass through the blockade and drop off their supplies for the people of Ibaar. With the mission completed, the Rebels depart from Ibaar, leaving Agent Kallus defeated once again.

Later on, Commander Jun Sato expresses his compliments to Quarrie's ship and tells him that Senator Bail Organa is willing to manufacture more of his B-Wings in secret. Quarrie accepts as long as it's under his supervision. Syndulla also thanks Quarrie for all his help in saving the

people of Ibaar, but Quarrie points out that it was actually her victory since she actually flew the ship. Commander Sato complements on Syndulla's heroics and surprisingly promotes her to Phoenix Leader, accepting Jarrus' recommendation.

### "NO SYMPATHY"

Two Imperial officers, Cogon and Swain, desert. Stealing a Lambda-class T-4a shuttle on Lothal, they then go into hiding on Thrad. The two intended to join a rebel cell on Klonoid, but are captured by Agent Kallus of the Imperial Security Bureau.

**Source:** Star Wars Rebels Magazine UK #14, wookieepedia.

### EPISODE 206: BLOOD SISTERS

On the planet Garel, Hera Syndulla sends out two fellow rebels to pick up fighter parts in the market, just as Sabine Wren, Ezra Bridger and Chopper show up. Syndulla has a mission for Wren: there is a courier who has secret information, and she wants Wren to pick him up and transport him to Havoc Outpost. She says the information this courier is holding is very important, so she has to get it through. When Wren asks what this courier looks like Syndulla has no clue, but knows he will respond to the given code phrase "It's a long way to Alderaan." With orders understood Wren heads out to meet with the courier, with Bridger and Chopper as backup. On the way, Bridger speaks to Wren about how he sees her as a loner, because she usually handles her missions alone and prefers to be alone. As he goes on, Wren spots a marking she appears to recognize painted on a wall. But then she regroups with Bridger and the three of them make it to where they are to meet the courier. As passengers depart arriving shuttles, Bridger and Wren try the code on each passenger and on each civilian that passes them. Apparently nobody responds to

the phrase and a few awkwardly walk away. Hours past, the hangar was closing and Bridger and Wren have still not found the courier. Finally they discover the courier to be a Gonk Droid called EG-86, who came in with the cargo. They also discover that someone else is after the courier as well. A bounty hunter whom Wren identifies as Ketsu Onyo.

Bridger learns from the two of them that they have a history together, as they were both in the Imperial Academy on Mandalore, until they decided to escape and become bounty hunters. According to Wren, they had plans to join the criminal syndicate known as the Black Sun, but Onyo got greedy and left her for dead while she alone became part of the Black Sun. Onyo tells Wren she would have been better off dead than joining the Rebellion. She even learnt that the Empire had put a bounty on her, however she doesn't intend to collect on it as her main priority is the courier. Wren warns Onyo that she won't let her take him, and just before the two are tempted to take on one another they are interrupted by stormtroopers. They remind them the hanger is closed and instructs them to leave, but Onyo responds by shooting at them, and a gunfight occurs. As more troopers show up, Bridger instructs Chopper to get EG-86 aboard a nearby shuttle while he, Wren, and Onyo hold off the Stormtroopers. As soon as the droids are on board, Wren and Bridger join them. Chopper shuts down the pilot droid and Wren powers up the engines. But as they take off, Bridger falls overboard and is left behind. Meanwhile the Stormtroopers surround Onyo and hold her at gunpoint. Then after ordering her to drop her weapons, Onyo suddenly attacks and takes out the troopers in hand to hand combat. Then she retreats, jumping onto a departing shuttle and onto the roof where her ship, the Shadow Caster, is waiting.



Meanwhile, Wren and Chopper are now out in space, and despite leaving Bridger behind they proceed with the mission in getting EG-86 to the rendezvous point. Then just before making the jump to hyperspace, they detect Onyo's ship approaching. She comes up from behind and opens fire on the shuttle, knocking out their hyperdrive. Wren can guess what Onyo's next move will be and orders both droids to lock their feet down. Onyo comes up beside Wren's shuttle and shoots the side door open, causing a hall breach. Chopper gets sucked into the vacuum of space but EG-86 and Wren get trapped in the doorway. With a bit of a struggle, Wren manages to activate the force field, sealing the breach. Onyo comes up face to face with Wren's shuttle and makes contact. She threatens to blow her up unless she surrenders the droid. Little does she show that Chopper, after a moment drifting in space, is on her ship and proceeds to sabotage her weaponry. Wren sees this and keeps Onyo distracted long enough for Chopper to disable her main cannon. While Onyo expresses how proud she is to be part of the Black Sun, Wren only shows disgust for almost having that life, as she knows the Black Sun are slavers and assassins who don't care about anything but body counts and quotas. They would also kill their own for a profit. After Wren again refuses to hand over the droid, Onyo regretfully opens fire on her old friend, but thanks to Chopper the guns are disabled. Wren bids her farewell and hits the thrusters with Chopper in follow, but Onyo captures him in a tractor beam and holds him hostage. Wren turns back and docks with the Shadow Caster, agreeing to make a trade. Meeting face to face, Onyo can see that Wren is still not willing to give up the courier. She offers to split the bounty with her if she hands over the droid, but Wren tells her she is no longer into making profits as she now part of the rebellion's fight against the Empire. Onyo shows little confidence that the Rebellion can overthrow the Empire and tells Wren it's foolish to even try. To her survival is what really matters and people cannot be trusted. Wren tells Onyo the Rebellion gave her a second chance in life. Back when she was only out for herself, she met good people who helped her become more than what she used to be and fight for a right cause. She forgives Onyo for abandoning her and offers her a second chance. Just then, they receive a transmission from an approaching Imperial light cruiser that has been tracking down the stolen shuttle and threatens to open fire if they try to flee. This issue forces Wren and Onyo to work together once again.

As the Imperial vessel approaches, Wren has a plan and instructs Chopper to overload the hyperdrive on the shuttle. Then she contacts the Imperial vessel, warning them that their ships have suffered severe damage and are in danger of self-destruction. The Imperials scan and confirm Wren's report. The commanding officer gives them two minutes to stabilize the situation, before the Imperials will begin moving in to dock. Onyo begins to see Wren's plan. She's going to blow up the shuttle, giving them the time they need to escape. Using explosives stored on the Shadow Caster, Wren

plants them all over the shuttle ready to blow. She then reactivates the Pilot droid and instructs it to take emergency protocol before retreating to the Shadow Caster. The Imperials notice the shuttle is powering up and begin to open fire. They hit the docking tube and Wren is knocked out by the blast. Onyo is prepared to make the getaway but the droids refuse to leave Sabine behind. Two against one, Onyo rescues Wren as the shuttle attempts to rip away from attachment with the Shadow Caster. Finally everyone is aboard and the Shadow Caster detaches from the Shuttle, but both ships get caught in the Imperial's tractor beam. But then the explosives aboard the shuttle go off and destroys the vessel, colliding with the Imperials in the process. They lose hold of the Shadow Caster, and the ship escapes to hyperspace.

Afterwards, Wren, Onyo, and Chopper arrive at Havoc Outpost and deliver EG-68 into safe custody. They are greeted by several Alderaan rebels including the astromech droid R2-D2. Then they return to Garel and land where Syndulla and Bridger are waiting for them. Syndulla congratulates Wren on a successful mission and thanks Onyo for her assistance. Before going their separate ways, Wren thanks Onyo for saving her and tells her if she ever thinks about helping the Rebellion she will be welcomed. Then after shaking on it, Onyo boards her ship and departs as Bridger and Wren look on.

## EPISODE 207: STEALTH STRIKE

Traveling through hyperspace, Commander Jun Sato and Ezra Bridger are on their way to the Del Zennis system to investigate the disappearance of one of their own patrols. So far, Bridger reports nothing out of the ordinary. Just then he senses a disturbance in the force, and suspects something is about to happen. He is proven right when they are suddenly pulled out of hyperspace and captured by an unknown Imperial vessel. Commander Sato sends out a distress call but is cut short after they suddenly lose power throughout their ship.

Commander Sato's distress call does get through to the Ghost crew, long enough to inform them about being pulled out of hyperspace. The rebels are puzzled, because they know it's impossible to pull a ship out of hyperspace. Sabine Wren, however, knows it is possible with the use of gravity wells. When she was still in the Academy, she learned the Empire was developing a new cruiser with gravity well projectors powerful enough to pull a ship out of hyperspace. She suspects the vessel is still in its experimental stages, and knows if the Empire follows procedure the tests on this ship would be taking place in remote areas, probably where they lost contact with Commander Sato. Kanan Jarrus orders everyone to gear up, as he plans to lead a rescue mission. However, Hera Syndulla overrules his orders and tells him he needs to go in with Rex alone. Jarrus is reluctant to go with Rex and would rather take Garazeb Orrelios or Wren, but Syndulla points out



that Rex's ex-military experience will be invaluable in their chance of rescuing Bridger and Commander Sato, and he can impersonate a Stormtrooper. Jarrus still refuses to work with Rex, but despite his grudge against clones he goes ahead with Syndulla's plan for the sake of Bridger. Meanwhile, Bridger and Commander Sato are apprehended and are brought to the bridge where they meet Admiral Brom Titus. Commander Sato tries to convince the Admiral that they are members of the Corporate Alliance, but Admiral Titus sees through his lies and recognizes them both as Commander Sato and Ezra Bridger. Admiral Titus knows Agent Kallus will be pleased to hear that he has Bridger, and then orders his men to secure them.

Back on Garel, Orrelios captures two stormtroopers and Jarrus and Rex put on their armor, as they plan to go in undercover. To help them get in, Jarrus and Rex take a stolen Imperial shuttle and bring along Chopper, disguised as an Imperial communication droid, to help them access terminals. Traveling through hyperspace, Jarrus' plan is to find their people and get them out of Imperial custody, but Rex insists in disabling the Empire's new ship as well, as it could become a potential threat to the rebellion. They soon arrive at Bridger and Commander Sato's last known position and emerge from hyperspace. They have the Empire's new ship in sight, and they immediately receive transmission from them. The Imperials inform them that they are in a restricted area, but Rex manages to convince them in granting permission to board by using emergency protocols that he and Commander Cody invented back in the Clone Wars. On the bridge, Admiral Titus informs Agent Kallus about his captives. He is impressed by this news, but warns the Admiral not to underestimate Ezra Bridger and orders him to have him locked in a secured cell under triple guard.

After landing, Jarrus, Rex, and Chopper depart from the shuttle and begin their search for their fellow Rebels. Dis-

guised as Imperials, nobody suspects a thing. Accessing a terminal, they learn from Chopper that Ezra is being transferred to a secure cell and decide to go after him first. Down in the detection block, three Stormtroopers are escorting Bridger to his cell. Upon arriving, Bridger creates a distraction by using the force to ignite his lightsaber, which is attached to a Stormtrooper. Distracted, Bridger breaks free of his captives and overpowers the troopers. Then after locking them in a cell, he spots two more Stormtroopers coming right for him and immediately uses the stun gun on his lightsaber to take them out. But after he spots Chopper, he realizes the two Stormtroopers are actually Jarrus and Rex. The two of them are fine, but feel a little disoriented after being stung. Bridger tries to cover up what he just did by convincing Jarrus and Rex that they were in a big fire fight, but Chopper shows them a holographic projection of what actually happened. Jarrus is shocked and dismayed that his own apprentice shot them, while Rex just laughs it off. Then before it can become another quarrel, Bridger breaks it up and says they still need to find Commander Sato and sabotage the ship. His plan is to split up, Bridger and Chopper will go to the reactor that powers the ship's gravity well projectors while Jarrus and Rex rescue Sato. Jarrus denies any splitting up and says they should stay together, rescue Sato and leave, but Rex points out that Bridger is right about destroying the ship. It soon becomes another disagreement between the two, but Bridger breaks it up yet again, making himself quite clear that they are going to follow his plan. No more is said and the four of them split up.

Meanwhile, Admiral Titus receives word that Bridger has escaped. He gives the order to lock down all levels, and have all the hangar bays secured. He also gave his men permission to kill on sight when they cross paths with Bridger, not wanting to prove that Agent Kallus was right about underestimating him. The ship is soon on full lock down with Stormtroopers on the lookout for Bridger.

Bridger and Chopper soon reach the reactor core for the gravity wells, and Chopper already has a plan that involves using Bridger as a distraction. Bridger sneaks into the room without being noticed, but then gets spotted by the technicians. He makes a run for it as the technicians open fire on him. With Bridger distracting them, Chopper enters the scene and accesses one of the terminals. He turns off the gravity, making it difficult for Bridger to fight back. Then after some tampering, Chopper restores the gravity, causing everyone floating to fall to their death. Bridger makes it safely and the two of them retreat as stormtroopers enter the scene. Meanwhile through heavy fire, Jarrus and Rex reach the detention cell where the Imperials are holding Commander Sato and his companions. They set them free and make a run for it back to Sato's ship. More stormtroopers show up and begin to overpower them. Rex decides to buy the others some time by holding off their pursuers, despite Jarrus' objections. Rex seals the door and takes on the pursuing stormtroopers single handed, but gets stunned and captured.

Rex is brought to Admiral Titus, who shows disappointment about Rex's alliance with the rebellion, as he recalls the days when his kind brought peace to the galaxy. He then offers Rex a chance of redemption; surrender all his compatriots and he will offer him immunity and reinstatement at an Imperial training academy. But as suspected, Rex refuses and Admiral Titus brings up the alternative; an interrogator droid programmed to kill him. Through the Force, Jarrus can sense Rex's pain and suffering and decides to go and rescue him while the others continue to make their way back to the ship. With Bridger leading the way, the Rebels get past the attacking Stormtroopers and make it back to their ship.

## EXPLOSION OF THE IMPERIAL INTERDICTOR

As Admiral Titus prepares to finish off Rex, Jarrus surprises them and saves Rex while the Admiral flees from the fight. Jarrus helps Rex run through the corridors, and after ordering Bridger and Sato to launch without them the two make their way to the escape pods. Sato and his crew depart from the Imperial ship, and after picking up Jarrus and Rex they prepare for hyperspace jump. Unfortunately, they are caught in the gravity well once again and are being pulled back to the Imperial ship. However, The Imperials are too late to realize that Chopper has rigged their own weapon against them, pulling every ship in sight. The two light cruisers alongside collide with the Admiral's ship, destroying it in the process. With the gravity well gone, the Rebels are free and escape. Following their victorious escape, Commander Sato expresses his gratitude to Jarrus, Rex, and Bridger for saving him and his crew. Rex also thanks Jarrus for saving him, and before going their separate ways, they salute to one another.

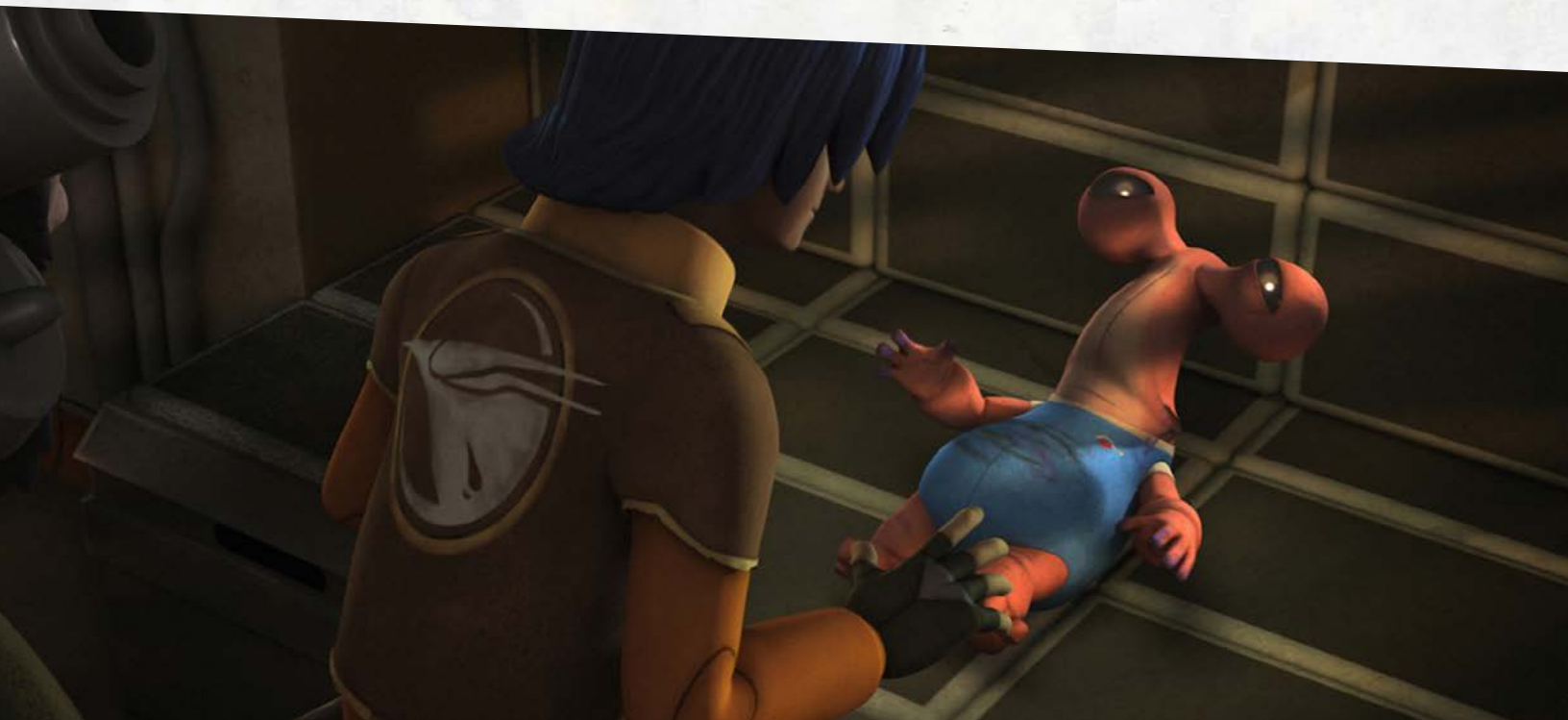
## "A DAY'S DUTY"

Mizel Pomdak a young male human, is a clumsy mechanic with little self-confidence. Pomdak winds up proving himself however, by fixing one of the main defense batteries of Phoenix Home during a skirmish with Imperials.

Source: Star Wars Rebels Magazine UK #15, wookieepedia.

## EPISODE 208: THE FUTURE OF THE FORCE

Departing from the planet Chandel, an Imperial-class Star Destroyer captures a passenger ship. Once docked with the ship, the Inquisitors board the transport searching for a child. They soon find the infant, known as Alora, with her grandmother, Darja. She tries to make a run for it but is



eventually cornered. Darja warns them to stay away from her granddaughter, but the Seventh Sister approaches and coldly assures her they only wish to make friends with Alora. Then she turns to the Fifth Brother, and gives him the sign to kill every passenger on the ship.

Meanwhile on Garel, Ahsoka Tano pays Kanan Jarrus a visit with Jedi business to discuss. They decide to take the discussion in private and board the Ghost. Once aboard and alone in Jarrus' quarters, Tano briefs Jarrus on her recent investigation about the Sith Lord, and so far the information she has recovered eludes her. She has also learnt more about the Inquisitors, and reveals they have a secondary mission to make retrievals. Tano managed to decode two sets of coordinates, and while she investigates the first one, she wants Jarrus to investigate the second. Jarrus accepts the mission and so does Ezra Bridger, who had been listening in on the conversation. Bridger, Jarrus, Garazeb Orrelios, and Chopper depart from Garel and arrive at the planet Takobo, with a mission to find and retrieve whatever the Inquisitors are after before they do. After landing in the city, the Rebels take a look at the coordinates they were given, which turns out to be housing units. Jarrus orders Orrelios and Chopper to investigate the spaceports for any ship belonging to the Inquisitors, while He and Bridger check out the households. With everyone in agreement to their assignments, the Rebels head out in opposite directions. Meanwhile, Tano arrives at the other coordinates, and finds the ship the Inquisitors attacked earlier adrift in space. Once aboard, she finds the ship severely damaged and deserted. However, she does find Darja alive. Tano learns from her that the Inquisitors took her granddaughter and pleads for her to find her. Tano helps the grandmother rest and promises to find Alora.

Back on Takobo, Orrelios and Chopper have spent hours searching the other spaceports, and so far found no sign of any ship belonging to the Inquisitors. But their long search finally pays off after they find two Advance TIE fighters under guard by one of the Seventh Sister's probe droids. Orrelios shoots it down, and the two proceed in destroying the ships. However, before the begin planting explosives they discover Alora in one of the cockpits. Meanwhile, Jarrus and Bridger arrive at the apartment they are looking for and find the place ransacked and a female Ithorian known as Oora. She tells them the Inquisitors came looking for her child, Pypey, but she managed to send him away with a droid before they could get to him. Bridger and Jarrus promise Oora to find Pypey before the Inquisitors do, and soon head out on their search. Orrelios and Chopper have returned to the Phantom with Alora in Chopper's care. Jarrus informs Orrelios about the other baby and instructs him to find it before the Inquisitors do. Orrelios leaves Chopper to look after Alora, and is soon on the streets looking for the droid carrying Pypey. He soon crosses paths with the droid, and takes Pypey from him. He sends the droid to go a separate way to decoy the Inquisitors, but Orrelios doesn't get very far. The Inquisitors show up

and take out the droid, but don't find Pypey. However, they do sense his presence, and when they spot him with Orrelios he makes a run for it. Orrelios informs Jarrus of the situation he is in and goes into hiding in a nearby apartment building. The Inquisitors lose sight of Orrelios, but the Fifth Brother senses Pypey's fear within the building they were hiding in. The Seventh Sister dispatches one of her probe droids to keep an eye outside while they search inside. Bridger and Jarrus soon reach the apartment building as well, but immediately hide themselves after Bridger spots the probe droid. The droid doesn't see them, and as soon as it's out of sight Jarrus and Bridger enter the building to find Orrelios and Pypey.

Once inside, Jarrus and Bridger are roaming the corridors, and being very careful where they step, as the Inquisitors were about. They soon find Orrelios and he brings them to the apartment where he's keeping the baby. Pypey has calmed down, but when he sees Bridger he begins to cry in fear. Bridger tries to calm him down but it was no use. Through the Force, The Inquisitors sense Pypey's fear and find the apartment where the Rebels were hiding him. They try to spike them out with their lightsabers, but Bridger and Jarrus cut an entrance to the next apartment above them. They escape and make a run for the stairs. Bridger still hasn't managed to calm Pypey down, mainly because he can sense his fear through the Force. Jarrus finally understands why the Inquisitors are abducting these children – they are Force-sensitive. Fearful of their becoming Jedi, the Inquisitors have been tasked to find them and prevent this from ever happening. The Rebels decide to split up: Bridger escapes with Pypey through the ventilation shafts while Jarrus and Orrelios hold off the Inquisitors. Meanwhile, the Inquisitors are still roaming the corridors for the Rebels. Fifth Brother uses the Force to find them, and when he senses Pypey and Bridger in the ventilation, he uses his lightsaber to spike them. Pypey gets scared but Bridger manages to connect with him through the force and calm him down. Just then, Jarrus and Orrelios show up, ready to fight the Inquisitors.

The Seventh Sister engages Jarrus while Orrelios takes on the Fifth Brother hand to hand. Bridger makes out of the building and heads back to the Phantom with Pypey, unaware that the Seventh Sister's probe droid spotted him. Meanwhile, both Inquisitors quickly overpowered their opponents, forcing Jarrus and Orrelios to retreat. They jump out of a window and land on a passing speeder. The Inquisitors jump onto another speeder, throw out the driver, and pursue Jarrus and Orrelios through the city streets. Jarrus shoots at the Inquisitors and takes out their speeder. However, the Fifth Brother takes out their speeder as well when he throws his lightsaber at them like a boomerang, slicing off one of the jets. They crash into the streets, but continue on foot. The Rebels make it back to the spaceport, but the doors are sealed. Worst of all, the Inquisitors catch up with them and engage them in a fight for Pypey.

Both quickly overpowered the Rebels once again and are defeated. Then suddenly unexpected, Tano emerges from the spaceport, ready to fight the Inquisitors. She tells her fellow Rebels to get on the Phantom, and she engages the Inquisitors. Despite their best efforts, Tano manages to overpower each one of them singled handed. She easily takes out the Fifth Brother, and after an aggressive confrontation she defeats the Seventh Sister. For the moment, Tano is the one who is victorious, but the tables suddenly turn unexpectedly when Imperial reinforcements arrive and surround her. However, as the Phantom takes off, Tano manages to jump aboard and escape capture. The Inquisitors are left defeated.

As the Rebels depart from Takobo, Pypey is reunited with his mother. Tano is already aware that the Inquisitors are abducting force-sensitive children and remembers a similar attempt made by a Sith Lord during the Clone Wars. The Jedi Order protected them, but since they died out the Rebellion is now their only protection. Meanwhile, the Inquisitors return to where they landed their ships, only to find them destroyed. Just then, the Seventh Sister's probe droid shows up with some information that it caught when it spotted Ezra. Recorded in Ezra's own words, the Inquisitors learn that the Rebels are hiding on Garel.

## "ICE BREAKING"

Kanan and Ezra travel to the frigid planet Bilzen for a Jedi training session. However, their session is interrupted when the Seventh Sister and the Fifth Brother arrive.

**Source:** Star Wars Rebels Magazine UK #16, wookieepedia.

## EPISODE 209: LEGACY

While sleeping in his bunk aboard the Ghost, Ezra experiences a Force vision of his parents and an impending

Imperial attack on the planet Garel. During his vision, he encounters a Loth-cat. After awakening from his vision, Ezra interrupts a meeting between Phoenix Leader Hera Syndulla and Kanan Jarrus, who are discussing plans to establish a permanent base for the rebellion. Ezra relates his vision to Hera and Kanan, prompting the two older rebels to disclose Tseebo's information about his parents. Hera and Kanan reveal that Ezra's parents had been imprisoned within a vast network of Imperial prisons scattered throughout the galaxy. However, they are unable to determine which prison his parents had been sent to.

Meanwhile above the planet Lothal, Admiral Kassius Konstantine, Agent Kallus, and the two Inquisitors known as the Fifth Brother and Seventh Sister discuss their plans to attack the rebel presence on Garel. Kallus resolves that the Imperials work together to crush the rebels and orders Admiral Konstantine to deploy the Imperial fleet to Garel. Back on Garel, Ezra is looking at a hologram of his parents when Kanan and Hera inform him that there had been a mass-escape from an Imperial prison on Lothal the previous night. Ezra quickly realizes that his vision is somehow connected to the escape attempt and that his parents may have been involved. Under Kanan's instructions, Ezra uses the Force to focus on a list of the Lothalian prisoners. After seeing a vision of a Loth-cat and a hooded figure, Ezra zooms in on Prisoner X-10, a Lothalian prisoner who had been arrested years ago for treason.

Using this new information, Ezra decides to embark on a trip to Lothal. Shortly later, Sabine Wren revealed that the Imperial fleet above Lothal had recently departed. Ezra sees this as a sign that it is the right time to go to Lothal. Meanwhile, Garazeb Orrelios and Chopper are shopping in the streets of Garel for supplies when they receive instructions to return to the Ghost. When Zeb reports that they had encountered no Imperial patrols, Sabine revealed that it was Imperial strategy to withdraw their patrols before launching a major strike. Shortly later, a fleet of Star Destroyers arrive above Garel.





Hera orders Sabine to splice their jamming system while they wait for Zeb and Chopper to rejoin them. Zeb and Chopper are pursued by several stormtroopers but Kanan and Ezra come to their rescue. During a gun battle in the hangar bay, the stormtroopers are joined by Agent Kallus. Giving into his rage, Ezra uses the Force to throw Kallus against a wall. Shortly later, the Fifth Brother and Seventh Sister arrive and attempt to goad Ezra into attacking them. However, Kanan shoots the blast doors closed, giving the rebels time to escape. He reminds his apprentice to stay focused on the mission. Together, the rebels escape aboard the Ghost while Hera gives orders for the rest of the Phoenix rebel cell to depart. In response, Admiral Konstantine orders his crew to prepare the tractor beam to intercept the rebel ships.

Once airborne, Ezra, Kanan and Chopper depart aboard the Phantom. Meanwhile, Zeb mans the Ghost's rear turret and blasts a TIE fighter. The Phantom takes an advantage of a momentary gap in the Imperial fleet to depart Garel for Lothal. Meanwhile, Commander Jun Sato and Rex's CR90 corvette are trapped in the tractor beam of an Imperial Star Destroyer. Using a dangerous maneuver, Hera uses the Ghost to knock out the Star Destroyer's tractor beam, allowing Sato and several rebel ships to escape into hyperspace. Hera and Sabine opt to stay with the rest of the rebel fleet. When one of Admiral Konstantine's underlings reports that Agent Kallus would like to know the location of the fleet, the Admiral reports that he and his men are wondering the same thing as well.

Meanwhile, the Phantom exits hyperspace above Lothal. Kanan expressed relief at not seeing a Star Destroyer for a change and comforts Ezra by telling him that he had lost his master. Upon landing in Capital City, Kanan and Ezra visit his old home, which had been razed to the ground by the Empire. Meanwhile, Chopper stays aboard the Phantom's astromech socket. While meditating in the Force, Ezra encounters a white loth-cat. The cat leads Ezra on a chase through the streets of Lothal before escaping into the wilderness on the back of a speeder bike – however, Ezra

managed to plant a locator on the speeder before it had escaped. They fly the Phantom to the wilderness where they encounter the loth-cat and the speeder bike.

Shortly afterward, they are cornered by a hooded figure, who fires at them. Ezra quickly recognizes the man as X-10, the prisoner from his Force vision. Ezra manages to placate the man by revealing that he is the son of Ephraim and Mira Bridger. Later, the man identifies himself as Ryder Azadi, a former Governor of Lothal who was imprisoned by the Imperials for supporting his parents' broadcasts. In the presence of Ezra, Kanan, and Chopper, Azadi reveals that his parents had heard Ezra's broadcast at the main communications tower and this had inspired them to stage a break out at their prison. However, they were killed during the escape attempt. Later that night, Ezra experiences another Force vision where he is visited by both his parents, who tell him they are proud of his achievements and tell him to stay strong. Later, Ezra relates his vision to Kanan, who informs his apprentice that the Jedi teach that life does not end with death but merely changes form. He also tells Ezra that his parents will always be with him.

## EPISODE 210: A PRINCESS ON LOTHAL.

Following the events of Legacy, Kanan Jarrus talks with Hera Syndulla via hologram about his, Ezra Bridger, and Chopper's recent adventures on Lothal. While Ezra had learned that his parents Ephraim and Mira Bridger had died, the rebels had been able to find a new ally in the form of Ryder Azadi, the former Governor of Lothal. Hera informs Kanan that Senator Bail Organa had heard about the Phoenix rebel cell's recent losses on Garel and sent an agent to deliver more ships to them.

Above the planet Lothal, three unidentified cruisers appeared out of hyperspace and are intercepted by a light cruiser. The Imperial Lieutenant Yogar Lyste demands to know the identities and the purpose of the cruisers due to rebel activity on Lothal forcing the Emperor to cut off access to the planet.



The cruisers respond by saying they are giving relief aid to the people of Lothal and are identified as Alderaanian and Leia Organa is accompanying them. Satisfied by Leia's explanation, Lyste allows them to land at his garrison.

Back at Ryder Azadi's hideout, Kanan and Ezra prepare for the rendezvous and asks Ryder to go with them. He refuses, stating that he shouldn't be involved in rebel activity or he might be captured and thrown in prison again. At the garrison, Leia disembarks from one of the ships while Kanan and Ezra mingle in by using their disguises. Lyste tells Leia that he is aware that her ships seem to get "stolen" by rebels quite frequently and tells her the Imperials will make sure the Lothal rebels will be unable to steal them. He tells her that they are putting gravity locks on the ships, putting a detachment of stormtroopers around the area along with two All Terrain Armored Transports. Meanwhile, the deck officer begins to scan the ships for any contraband in the ships. Leia assures him that all of this is unnecessary, but he insists on doing so. Since her ships are grounded, she takes his Sentinel-class landing craft so she can start on her relief work.

On the landing craft, Leia is disappointed that the Empire has stepped up security and wonders how the rebels will be able to get them. Ezra asks why they didn't give the cruisers in deep space, and Leia tells him that if they did, the Empire would suspect Alderaan for helping the rebels and label them as traitors. If the rebels stole the ships on a planet controlled by the Empire, Alderaan would not be suspected for helping the rebel cause. They go back to Ryder's hideout and find a group of stormtroopers arresting Ryder and Chopper. Kanan, disguised as a stormtrooper, talks with the leader and offers to take them back to prison. The officer tells them that they have orders to execute one of them.

Suddenly, the Ghost appears and shoots at the Imperial transports before Zeb and Sabine disembark and a brief skirmish begins. Leia tells Kanan and Ezra that she can't be seen running with them or it would look suspicious. Ezra signals Sabine to let her and Zeb know the stormtrooper and cadet from the knocked Imperial Troop Transport are them and not the enemy. Leia tells Ezra to make it look authentic so no suspicion would be aroused by the fighting stormtroopers, who then signals it to Sabine. Sabine then tells Zeb, who is excited to carry out the task. Kanan and Ezra allow Leia to be taken by Ryder. The other stormtroopers move in, but Kanan tells the officer that it is his responsibility to get Leia back from the rebels. Zeb then knocks out Kanan and Ezra before dragging them into the ship. Two of the fighting stormtroopers are surprised and wonder if the rebels are now starting to take prisoners. Meanwhile, Chopper secured the Phantom and loaded the auxiliary ship aboard the Ghost. Before leaving, he destroyed the landing craft that Lyste had lent to Leia.

Back aboard the Ghost, the others have learned about what happened to Ezra's parents and offer their condolences to them. Leia talks with Ezra and how his parents inspired

many to resist the Empire's rule. At the base, Lyste is notified of Leia and the cadet's kidnapping and orders an immediate search around the nearby area to find the rebels. Meanwhile, the cell wonders how they can get the cruisers if they are even lucky to get them. Leia motivates the team by saying how they can get them. They quickly formulated a plan to get the ships. Ryder joins in, saying that explosives won't be able to disable the gravity locks and offers his help in exchange for getting out of Lothal.

At the garrison, Lyste and his soldiers notice the Phantom touch down. The soldiers put their guns on stun in case rebels are aboard, but they find Kanan and Ezra (in their disguises) along with Leia. Leia tells Lyste that Kanan saved her life and that he should be given a medal. While Lyste and his soldiers are distracted, Ryder, Chopper and Sabine disable one of the gravity locks. Sabine goes inside to pilot the cruiser while Ryder and Chopper move on to the next one. Leia tells Lyste that one of the ships he is protecting is flying away and he immediately orders his soldiers to stop the rebels. One of the AT-ATs attacks the ship. They then see Ryder and Chopper disabling a gravity lock and open fire on them. Kanan and Ezra knock Lyste and his two soldiers out cold. Kanan draws out his lightsaber and Ryder realizes that Kanan is a Jedi. Kanan severs two of the AT-AT's legs, toppling it. Meanwhile, the Ghost offers air support to distract the AT-ATs, although their armor prevents their missiles from having much effect on them.

Ryder and Chopper disable the second gravity lock. He tells Kanan to get in and pilot it. Realizing that the rebels need help, he goes aboard the third ship while telling Chopper to disable the gravity lock. Ezra notices two stormtroopers surrounding Ryder and uses the Force to take their blasters from them. Leia then shoots at the soldiers, knocking them out. Imperial reinforcements arrive and tell the other AT-AT to take out the ships. Leia tells the officer not to kill them because of the ships, but the officer tells her that they can't let them fall in rebel hands. Ryder forces the ship to fly despite the gravity lock and engages the thrusters, toppling the AT-AT with the force generated from them. Having accomplished his mission, Chopper takes-off on the Phantom.

Leia and Ezra say goodbye to each other, saying that they'll see each other again soon. But before they go, Leia tells Ezra to stun her with his gun to avoid suspicion. Ezra does so just as Lyste and the other stormtroopers regain their senses, which prompts him to go see if she is all right. She tells her she is fine, but all three of her ships have been stolen by the rebels. Leia threatens to blackmail Lyste unless he pays for the missing ships, which he quickly complies to. Realizing that his ship is also missing, he also arranges to find another ship for her.

In deep space, the rebels are pleased that they managed to get all three ships. Ryder, now realizing that what Ezra's parents started has become even larger than he thought,



offers to help the rebel cause for both them and their son's sake. The screen pans out as the growing rebel fleet moves out of the Lothal system.

## EPISODE 21: PROTECTOR OF CONCORD DAWN

### DOGFIGHT OVER CONCORD DAWN

The Galactic Empire continues to hunt the fledgling rebellion, making the rebellion's travels throughout the Outer Rim Territories more difficult. The crew of the *Ghost* meets with Commander Jun Sato and Clone Captain Rex on the rebel flagship *Liberator*, and the assembled rebels discuss their options for opening a new hyperspace route to the Lothal sector. Sabine Wren suggests the Concord Dawn system, which houses a Mandalorian colony on the planet Concord Dawn that is not yet within Imperial territory. The system is known for its elite warriors called the Protectors, and, according to Rex, the Mandalorians of Concord Dawn once helped train clone troopers during the Clone Wars. Wren says that they are the types of warriors who follow their own rules, leaving open the possibility that they could ally with the rebellion against the Empire. Believing that diplomacy with Mandalorian warriors is impossible, Commander Sato suggests sending a military force to Concord Dawn. Captain Hera Syndulla, leader of Phoenix Squadron, and the Jedi Kanan Jarrus insist on trying their hand at diplomacy. If they can get permission to move the rebel fleet through the Concord Dawn system, then it could lead to recruiting the Protectors into the rebellion, thus strengthening the rebel forces. Sato has reservations about the diplomatic approach, but he allows Syndulla to take the mission. Wren volunteers to go with her.

Syndulla leads Phoenix Squadron to Concord Dawn. Upon their arrival, they encounter three Mandalorian Fang fight-

ers. The Mandalorians come alongside the rebel RZ-1 A-wing interceptors, and the lead pilot, Fenn Rau — the Protector of Concord Dawn — demands to know why they are in his system. Syndulla explains that they are seeking safe passage and that they would stand with Concord Dawn against the Empire. Realizing that the A-wings are from the rebellion, Rau orders an attack on Phoenix Squadron, as he serves the interests of the Empire. In the ensuing dogfight, the Phoenix Squadron fighters evade their attackers, and two Phoenix pilots — Phoenix Three and Phoenix Four — are shot down. Syndulla orders a retreat and leads Rau on a chase in order to give Wren and the surviving Phoenix pilot a chance to escape before being shot down. As Rau and his fighters chase Syndulla, Phoenix Two escapes but Wren refuses to leave without Syndulla. Wren is ordered to leave, however, with Syndulla saying she will be right behind her despite taking heavy fire.

### HERA'S DAMAGED STARFIGHTER

Wren makes it back to the rebel fleet, but Syndulla is nowhere in sight. Jarrus contacts Wren and asks what happened, but moments later Syndulla's heavily-damaged starfighter drops out of hyperspace. A gravely injured Syndulla is taken back to the fleet for medical attention. Although the captain is alive and recovering, Wren feels guilty for leaving Syndulla behind and vows to seek justice against the Protectors. She soon attends a debriefing with Commander Sato and the rest of the *Ghost* crew, sans Syndulla, and explains how they were attacked by Fenn Rau. Both Rex and Jarrus have heard of Rau before; Rex remembers him as an instructor for the Grand Army of the Republic, while Jarrus recalls how he and Rau both fought in the Third Battle of Mygeeto during the Clone Wars. Believing that negotiations are no longer an option, Wren recommends destroying the Protectors' fighters so they no longer pose a threat to the rebel fleet. She has tracked the fighters to the third moon of Concord Dawn, where she believes there is a base.

Jarrus suggests that they infiltrate the base and destroy the Fang fighters before approaching with the fleet. Commander Sato approves the mission, but Jarrus plans to go alone because he does not want to risk anymore of his crew members. He chooses only Chopper to accompany him and takes their attack shuttle, the Phantom, to Concord Dawn.

### SEEKING AN ALLIANCE

Jarrus arrives at Concord Dawn and discovers that Wren stowed away aboard the Phantom, determined to seek justice for what the Protectors did to Syndulla. As they approach the third moon, Jarrus reveals that destroying the Fang fighters is his backup plan — he still intends to seek a diplomatic solution. They approach the surface of the moon, where Chopper drops them off near the Protectors Camp before flying the Phantom away from the base. While performing reconnaissance on the outskirts of the camp, Jarrus and Wren find that the base has eight fighters in total, including the ones that attacked Phoenix Squadron. The fighters are spread out, meaning it will take Wren some time to plant explosive charges on each of them. An Imperial shuttle soon lands to provide supplies for the Protectors, and the two rebels witness Rau accepting them from the Imperials and reporting his encounter with the rebels. With a clear link between the Protectors and the Empire, Wren doubts that Jarrus' plan will work. Nonetheless, they proceed with the plan to seek diplomacy and only use hostilities as a last resort.

The rebels quietly approach the base, and Jarrus follows Rau into a building while Wren begins planting her explosives. Rau notices the Jedi's presence and allows Jarrus to reveal himself, though Rau intends to gun him down anyway. Jarrus reveals his identity as a Jedi and explains that he too fought in the Third Battle of Mygeeto, where he and his master, Depa Billaba, were saved by Rau and Skull Squadron from a Separatist attack. Rau remembers the battle and recalls being young and reckless, but fails to see what the battle has to do with Jarrus infiltrating his base. Jarrus asks him to join the rebellion, but the Protector does not have any interest in siding against the Empire. In his mind, the rebellion stands no chance of victory so he has no reason to join a losing side. Jarrus argues the point, but Rau remains uninterested in fighting another losing war with the Jedi.

As the two talk, Wren plants her explosives on seven of the eight starfighters before she is caught. Held at gunpoint, she reveals she is a member of Clan Wren, part of House Vizsla, and that she seeks justice through single combat. Because of her clan's alliance with House Vizsla, the Protectors who caught her label her as a traitorous member of Death Watch. They report to Rau that Wren has invoked the Mandalorian code to seek combat, and the two Mandalorians confront one another. Jarrus tries to convince Wren to stand down and not make an enemy of the Protectors, but Wren refuses. As Rau draws his blaster pistol, Wren shoots it out of his hand and triggers her explosives,

destroying the seven fighters. Rau's fighter remains intact, however, and the Protector takes the remaining fighter to attack the rebel fleet. Jarrus grabs onto the fighter and hangs on as it flies into the sky. The Jedi is able to critically damage it, grabs Rau from the cockpit, and leaps into the pursuing Phantom.

As the Phantom travels back to the rebel fleet, Rau's forces contact him and let them know that they are organizing their reserve fighters to pursue the rebels. Knowing that a fight with the rebels would bring the Empire into their territory, Rau orders his men to stand down and keep his capture a secret from the Empire. As a result, the rebels are allowed to pass through the Concord Dawn system. The rebels return to the fleet with Rau in tow, and the Protector makes it clear that theirs is nothing more than an alliance of necessity. Rebel soldiers take Rau into custody, while Jarrus and Wren visit Syndulla, who is pleased with the outcome of their mission.

### CONTINUITY

"The Protector of Concord Dawn" explores the backstory of Sabine Wren, one of the main characters of the series, as well as her relationship to the Mandalorian people. The episode reveals that her family, Clan Wren, is allied with House Vizsla, prompting members of the Protectors to label her as a traitorous member of Death Watch. In the animated television series *Star Wars: The Clone Wars*, Death Watch was a splinter group that opposed the pacifist policies of Duchess Satine Kryze, ruler of Mandalore, and her New Mandalorian government. Death Watch sought to restore Mandalore's warrior past and made multiple attempts to take over the planet from Duchess Satine, including a brief alliance with Count Dooku and the Confederacy of Independent Systems. Death Watch was ultimately successful in taking over Mandalore after allying with Darth Maul and his Shadow Collective. Pre Vizsla, leader of the Death Watch, was killed by Darth Maul, who—after killing Duchess Satine—became ruler of Mandalore. Maul's ascent led to further in-fighting amongst the Mandalorian people, with Death Watch members loyal to Pre Vizsla turning against Maul's followers. Pablo Hidalgo, creative executive at Lucasfilm, revealed that the final episodes of *The Clone Wars* would have included a story about Mandalore and a Galactic Republic occupation of the planet, leading to Mandalore ultimately being a member of the Empire and setting the stage for the Mandalorian storyline in *Star Wars Rebels*.

In addition to the takeover of Mandalore, the episode also references the Mandalorian Civil War, a conflict that formed the backstory of Duchess Satine and the New Mandalorian government's rise to power. During the war, Duchess Satine was hunted by forces who wanted to destroy her pacifist government. The war left Mandalore a wasteland, and the New Mandalorian government set out to rebuild Mandalorian society. According to Sabine, the Protectors were one of the factions that fought in the conflict.

The Third Battle of Mygeeto was also referenced in the episode as a conflict that both Kanan Jarrus and Fenn Rau fought in. The events of the battle are depicted in *Star Wars: Kanan 10: First Blood, Part IV: The Mesas of Mygeeto*. During the battle, Jarrus—then-known as Padawan Caleb Dume—fights alongside his master, Depa Billaba, and their clone forces on Mygeeto. They are cut off and are nearly ambushed by a large force of Separatist battle droids, but they are saved by the arrival of Fenn Rau and Skull Squadron. The young Caleb Dume was left wishing he could thank Rau for helping him, which he is able to do upon meeting Rau in “The Protector of Concord Dawn.”

## **EPISODE 212: LEGENDS OF THE LASAT THE FUTURE OF THE LASAT**

Ezra Bridger receives a tip from one of his contacts and leads the crew of the Ghost to Nixus Hub 218, where his contact says that two refugees held prisoner by the Galactic Empire can be found and rescued. The rebels arrive to find the refugees being led out of a cargo container at gunpoint, and they realize who the refugees are: two Lasat who survived the fall of Lasan. Garazeb Orrelios is shocked, having believed himself to be the last of the Lasat, and the rebels quickly attack the stormtroopers and Imperial officer in order to free the Lasat prisoners. The rebels are soon greeted by Hondo Ohnaka, a pirate with whom Bridger has had dealings with before, and Bridger reveals Ohnaka was the contact for the mission.

One of the Lasat, Gron, introduces himself and his companion, Chava the Wise. They both recognize Orrelios as the former captain of the Lasan High Honor Guard, much to Orrelios’ discomfort. Gron himself once served in the Honor Guard under Orrelios’ command. The other rebels are surprised, as Orrelios had never told them that he was captain of the Honor Guard. Orrelios dismisses it, saying only that it was a long time and he had forgotten that life.

With reinforcements bound to show up, the rebels begin the return trip back to the Ghost. Ohnaka asks for the payment he was promised, but Bridger refuses — making the Weequay pirate very proud of his young friend. Just after the rebels leave, a squadron of stormtroopers spots Ohnaka. Always one to make a profit and double cross his friends if necessary, Ohnaka points the stormtroopers in the direction of the rebels.

While on their way back to the Ghost, Bridger asks Chava about where the two Lasat are headed. She tells him that they are on a journey to their new world, Lira San, a world described in prophecy as a safe system where the Lasat can begin a new life. Orrelios does not believe in prophecies, however, nor does he believe in a future for his people. As this is discussed, Ohnaka leads the troopers to the rebels, and the soldiers inform Agent Kallus, who tells them to capture the rebels alive and that he will be there soon. As the troopers move in to intercept the rebels, Ohnaka contacts Bridger and warns him about the impending threat.

The stormtroopers then arrive and begin a firefight with the rebels, cornering them in the Nixus halls. To save his friend, Ohnaka quietly seals a few doors, cutting many of the stormtroopers off from the rebels. The rebels are able to fight their way back to the Ghost and take off, while Ohnaka is found and captured by other stormtroopers. The Ghost heads into space, where they find an Imperial light cruiser under the command of Agent Kallus and Admiral Kassius Konstantine. Before they can be captured, the Ghost jumps into hyperspace.

Safely in hyperspace, Chava tells the rebels that she does not know the location of Lira San, as it is uncharted and from an ancient Lasat legend. In order to find it, Chava says that the “child” of prophecy must first save “the warrior” and “the fool.” Orrelios assumes that he is the warrior and that Bridger is the child, though he does not know who the fool would be.



With Bridger's participation, Chava begins a ritual designed to guide them to their new world. Orrelios wants no part in it and returns to his quarters. Puzzled by his friend's reluctance, Bridger leaves the ritual preparations and talks to Orrelios, who explains that he feels guilty for failing to protect his people when the Empire destroyed them. He explained that, as captain of the Honor Guard, he was responsible for protecting the royal family and all the Lasat. Though he fought to the end, Lasan was lost to the Empire and most of the Lasat were killed. Despite his friend's guilt and shame, Bridger encourages Orrelios to protect his people again by helping Chava and Gron find Lira San.

### THE ROAD TO LIRA SAN

Bridger's encouragement worked. Orrelios agrees to participate in the ritual and assembles his bo-rifle in the way the ancient Lasat once did, which allows it to interact with Chava's staff. Chopper activates a map of the galaxy, and the bo-rifle creates a surge of electricity that points to an uncharted world in Wild Space. Realizing that the prophecy could be true, the rebels plot a course beyond the Outer Rim Territories. As the ship nears the edge of the Outer Rim, Captain Hera Syndulla is forced to bring the ship out of hyperspace because of a large imploded star cluster in their path — encountering unexpected phenomenon is a risk pilots take while in uncharted space. Any starship that approaches the maelstrom could be destroyed by the gravity field within the cluster. Chava recognizes it as the maze referenced in the prophecy, meaning Lira San is somewhere within or beyond the cluster.

Agent Kallus' ship then emerges from hyperspace, thanks to Ohnaka's assistance — he had a tracker in the communications device he used to talk to Bridger, and he was forced by the Empire to help them find the rebels. Agent Kallus gives the crew one minute to surrender, otherwise he will destroy their ship. Chava says that Kallus is a warrior doing his part, and Orrelios is perplexed by the notion that Kallus is the warrior that the prophecy spoke of. Chava explains that there are many warriors, fools, and children. A child sees things not as they are but how they can be, the fool denies his destiny, and the warrior creates his own destiny. Chava says that no one is ever just one of them, but rather, in time, becomes all of them.

Realizing that Chava's wisdom meant that he has to help forge his destiny and the destiny of the Lasat, Orrelios uses the power generated from his bo-rifle to navigate the Ghost into the cluster, leading the way to Lira San. Noticing the rebels are attempting to escape, Kallus orders two TIE fighters to pursue them, but the starfighters are ripped apart by the gravitational forces of the star cluster — while the Ghost makes it through unharmed. Kallus' ship opens fire, but each shot misses. He is forced to turn back when his own ship begins taking damage from the gravity field, but he takes pleasure in knowing that the rebels will be destroyed by the cluster. Against his expectations, however,

the Ghost is able to safely make it through the gravity field, and the hyperdrive automatically kicks in and sends the Ghost into the middle of the star cluster.

While in the jump to hyperspace, the rebels are surrounded by a blinding light and are knocked unconscious. They wake up to find themselves in unknown space, but they realize they have found the planet of Lira San, much to the joy of the three Lasat. Orrelios uses the Phantom to bring Chava and Gron to the surface, while the other rebels stay behind. They talk about whether Orrelios will stay with his people, but Kanan Jarrus suspects he will return. Once he does, he brings the happy news that Lira San is already inhabited by millions of Lasat, and that Lira San is the original homeworld of the Lasat. Orrelios is proud of what he helped accomplish, and Syndulla explains that, because the Ghost has made it through the maelstrom once, they now know the safe course to Lira San. With that, Orrelios resolves to guide any other surviving Lasat he finds to their new home.

### EPISODE 213: THE CALL

Low on fuel and power, the crew of the Ghost are traveling towards an asteroid gas refinery to obtain fuel supplies for their ship and the Phoenix rebel cell. Hera Syndulla and Sabine Wren are piloting the Ghost towards their destination when Chopper enters the cockpit to deliver a status report. Suddenly, Ezra Bridger hears some high-pitched cries in the distance. Hera at first hears nothing but then Sabine spots several large creatures floating through space in the distance. These creatures turn out to be purrgils, large space-dwelling creatures capable of hyperspace travel.

As the purrgil herd swarms the Ghost, Hera wants to open fire on them but Kanan Jarrus urges caution. Ezra then counsels that Hera fly the Ghost in the same direction as the herd rather than against them. Ezra's idea works and the purrgils calm down. Through the Force, Ezra senses that the purrgils are trying to call out to them. Hera is dismissive, regarding the purrgils as "a big, lumbering menace" that block hyperspace travel. The purrgils begin to show signs of being startled. Shortly later, two yellow-streaked Mining Guild TIES appear and begin to strafe the purrgils. At the insistence of Kanan, the crew of the Ghost come to their aid. Kanan uses the Ghost's top turret cannon to destroy the first TIE while Ezra uses the ship's rear cannon to destroy the second TIE.

Sabine tracks down the TIE fighters to the asteroid gas refinery that they are traveling to. The crew of the Ghost quickly realize that the purrgil herd is also traveling to the same destination. Low on power, Hera orders her rebel crew to switch off all power appliances on the Ghost. During a private conversation, Hera confided in Ezra about her personal animosity towards the purrgils. When she was young, she had heard tales of how the space-faring purrgils had inspired people to develop hyperspace travel.



However, Hera admitted that she did not believe in these legends and regarded the purrgils as a menace for crashing into starships and endangering hyperspace travel. She had lost more than one friend that way. Ezra suggests that the purrgil are unaware of the harm they are causing.

Shortly later, the Ghost's computers pick up an energy source on an unidentified planetoid ahead which turns out to be the gas refinery. As they approach the gas refinery, Sabine studies the facility and devises a plan to infiltrate it. The Ghost lands on a nearby asteroid above the refinery. Zeb grumbles that the Ghost's automatic doors are no longer working. With the crew assembled in the cockpit, Hera outlines their plan to steal fuel from the gas refinery. While Hera and Zeb man the ship's controls, Kanan, Sabine, Ezra, and Chopper will jump down onto an unguarded landing platform where several canisters of Clouzon-36 lie awaiting pick-up by the Empire. To create a diversion and destroy the facility, Sabine plans to ignite the Clouzon-36. During the meeting, Ezra is too distracted by the purrgil to concentrate on the mission. Before they depart on the mission, Ezra confides that the purrgil also want the fuel but Hera tells him to focus on the mission.

Meanwhile, the Mining Guild refinery's boss Yushyn complains about the purrgils to one of his Rodian subordinates. He orders the refinery's cannons to hold back the purrgils and to kill any that approach. When Yushyn asks about the two missing TIE fighters, the Rodian subordinate suggests that they may have encountered problems.

Back on the Ghost, Kanan, Sabine and Ezra don helmets before their jump. Kanan is annoyed when he learns that Sabine has painted his stormtrooper helmet to make it more stylish. When Ezra asks how they are getting down, Sabine chides him for not paying attention. The rebels descend down to the gas refinery's landing platform with Sabine riding on Chopper. Kanan, Sabine, and Chopper

land safely on a bridge but Ezra miscalculates his jump and plummets into the toxic atmosphere below. Kanan saves his apprentice by using the Force to levitate him. Shortly later, they are attacked by armed Mining Guild guards.

Under Kanan's orders, Sabine activates the detonators but is restrained by Ezra. As they make their way through the facility, Ezra uses the Force to throw down a Rodian gunman. When confronted by his comrades, Ezra tells them that the purrgil are connected to the gas. Changing their plans, Kanan orders Ezra to man the gun emplacement while the other rebels secure the landing zone. Back on the Ghost, Zeb and Hera learn about Sabine's change in plans with Hera grumbling about the purrgils. With the rebels having breached the refinery, Yushyn orders the sentries to defend the Imperial shipment at all costs.

Kanan, Sabine, and Chopper are pinned down by gunfire from the refinery's Rodian guards. Ezra comes to their rescue by firing the cannon at the sentries, knocking one out and forcing the others to retreat. With Sabine and her comrades having secured the landing zone, Hera lands the Ghost on the landing platform. Ezra is knocked off his gun emplacement by a Rodian gunman, causing him to plummet into the gas-covered crater on the planetoid below. Under enemy fire, the other rebels load the fuel canisters aboard the Ghost. Hera manages to use one of the Ghost's turrets to knock out a gun emplacement and its Rodian gunman.

Yushyn orders the refinery to deploy its TIE fighters, which begin strafing the Ghost. When Hera chides Sabine about the unsecured platform, Sabine replied that they had only temporarily secured it. Meanwhile, Zeb begins using a fuel canister to power up the Ghost's systems. Under attack from TIE fighters, Kanan contacts Ezra to provide covering fire. Meanwhile, Ezra awakes on top of a purrgil known as the Purrgil King which comes to his aid by providing his helmet, thus saving him from death by asphyxiation.

By staring into the Purrgil King's eye, Ezra is able to form a bond with creature and communicate with it. Together, Ezra travels with the purrgil herd towards the gas refinery.

Meanwhile, the other crew of the Ghost are cornered by Yushyn's guards and TIE fighters. Yushyn issues an ultimatum demanding that the "thieves" surrender. However, Ezra returned with the purrgil herd and attacked the Mining Guild forces. While riding on a purrgil, Ezra used his lightsaber to slash off the wing radiator of a TIE fighter, causing it to explode in space. Meanwhile, Zeb completed powering up the Ghost and the ship was able to take-off with its crew. Yushyn attempted to leave to man a cannon but was cornered by two purrgils. One of them grabbed him with its jaws and dragged him down into the depths of the planetoid below. Before leaving, the Ghost bombarded the asteroid refinery in order to deny it to the Empire, causing it to explode.

In space, Ezra is reunited with his fellow crew on the Ghost. Ezra tells his master Kanan that he had managed to establish a deep connection with the purrgils. As a result, he had learned that the crater was not their home but that they depended on the gas to survive and to travel into hyperspace. The gas refinery had been preventing the purrgils from feeding on the gas. Hera expresses gratitude towards the purrgils for helping them get off the ground. The rebels then watch as the purrgils jump into hyperspace. Having overcome her animosity towards the purrgils, she suggests that they follow them rather than return to the rebel fleet.

## EPISODE 214: HOMECOMING

### A TENUOUS REUNION

On one mission, Hera Syndulla and Garazeb Orrelios were transferring a cargo from the Ghost into a Hammerhead corvette while being pursued by an Imperial-class Star Destroyer and its TIE fighter escorts. After Zeb loads the shipment, the other rebels are able to jump into hyperspace. However, the Phoenix Squadron pilot Phoenix Two's A-wing starfighter sustains damage to its hyperdrive. Phoenix Two attempts to dock with the Ghost but is hit by enemy fire. With little choice, Hera is forced to take the Ghost into hyperspace with the rest of the fleet.

Following the mission, Hera and Kanan Jarrus contact Commander Jun Sato via hologram and inform him that the rebels are losing more pilots and starfighters than they can replenish. Hera asserts that they need a safe place to land. Sato informs Hera and Kanan that he has received intelligence that an Imperial Quasar Fire-Class Cruiser-Carrier has been spotted above Ryloth. Sato suggests stealing the ship and tells them to make contact with the Ryloth rebels. Hera knows the leader of the Ryloth rebels, her father Cham Syndulla, with whom she has an estranged relationship with. In private, Hera contacts Cham, who remarks that he was not expecting to see her.

Later, Cham and two other Twi'lek rebels Numa and Gobi Glie travel on a Nu-class attack shuttle to meet the Ghost in space. Inside the Ghost, Kanan is visibly nervous about meeting Hera's father due to his relationship with Hera and takes it out on his Jedi apprentice Ezra Bridger. After Cham and his fellow Twi'lek rebels enter the ship, Kanan introduces all of the crew except Chopper, who grunts in annoyance. Cham is impressed by the rebels, whom he calls a "fine group of fighters." Sabine greets Cham and tells him that she learned about his tactics during the Clone Wars at the Imperial Academy on Mandalore. Cham then introduces Numa and Gobi to the Lothal rebels.

Using a hologram projection pod, Hera briefed the crew of the Ghost and the Twi'leks about her plan to infiltrate the Imperial carrier above Ryloth with a stolen TIE bomber. Disagreeing with his daughter's plans, Cham instead proposes destroying the carrier to show Ryloth the Resistance's strength. In response, Hera replied that Cham and his band would have destroyed the ship by now if they had the means to do it. Since they lacked the means, she suggested compromising and working with her rebel band. She stressed that the rebellion needed the carrier. Kanan then backed her up by telling Cham and his band that they should work together in order to achieve a win-win situation.

In private, Ezra asked Hera about her relationship with her father. While Hera was repairing Chopper, Hera revealed that she and Cham had not spoken for years due to their differences about her joining the rebellion rather than fighting for Ryloth's freedom. She explained that Cham had spent his whole life fighting both the Confederacy of Independent Systems and the Galactic Empire. After her mother died, Cham devoted his whole life to freeing Ryloth from Imperial rule and neglected his own daughter. Their conversation was interrupted by the arrival of Cham, who informed the rebels that they should be getting ready for their mission. Ezra exits the room but not before muttering that family is always more important.

Entering the room, Cham quickly recognized Chopper as the old astromech droid that Hera had found during the Clone Wars. Hera replied that the droid's name was Chopper while Chopper beeped in affirmation. Cham then remarked that if Hera had showed him half the devotion that she had shown Chopper (whom he termed a "second rate junkpile"), they would have won back Ryloth by now. Chopper grunted in protest while Cham proceeded to scold his daughter for devoting her life to the rebellion, which he termed a wrong cause. Reverting to her native Twi'lek accent, Hera defended her devotion to the rebel cause by arguing that the rebels were fighting to free everyone including Ryloth. Cham responded that outsiders could not be trusted and that he was only fighting for Ryloth. Unable to resolve their differences, Cham stormed out of the room, leaving Hera alone with Chopper.



### STEALING THE IMPERIAL FIGHTER CARRIER

For their mission, the Lothal and Twi'lek rebels departed on Cham's Nu-class attack shuttle into hyperspace. During their journey, Kanan talked about how the Jedi Master Mace Windu had spoken highly about Cham's tactics during the Battle of Lessu. Cham elaborated about his exploits during the battle including seizing the plasma bridge and how the attack went down in history as the Hammer of Lessu. Cham's companions Numa and Gobi also befriend the rebels and Kanan seems to be taken in by Cham and attributes Hera's leadership qualities to him. However, Hera does not fully trust her father.

As they exit hyperspace, the rebel shuttle approaches the carrier and everyone boards the stolen TIE bomber. Cham instructs Gobi to prepare for their landing. The rebels plan to seize the carrier while its TIE bombers are on a bombing run on Ryloth. Hera then signals for A-wing starfighters to pursue their stolen bomber. Heading to the carrier, they request permission to land and are directed to Bay Two. The two rebel A-wings then disappear into hyperspace. Upon landing, Hera crashes the TIE bomber into the hangar bay to make it look damaged.

Before they can proceed to their mission, Sabine realizes that the Twi'lek rebels have brought explosives aboard. Cham and his companions then stun the rebel crew and proceed on their original mission to blow up the fighter carrier. After exiting the ship, the three Twi'leks overpower an Imperial containment party. Back on the bomber, Hera wakes up to find herself chained and kicks Chopper awake. Chopper frees his master from her restraints while informing her that Cham has betrayed them. After Ezra and Sabine inform Hera that the Twi'leks have bags of detonators, Hera realizes that Cham is heading to the ship's munition racks and resolve to stop the Twi'lek rebels in their tracks. Cham intends to make the explosion visible for all Ryloth to watch.

On the bridge of the Imperial carrier, the commander sends reinforcements to check the adjacent hangar bay after losing contact with the containment squad. Meanwhile, Sabine and Zeb attempt to sneak up on Numa and Gobi only to get involved in a blaster battle with the Ryloth rebels and stormtroopers. Meanwhile, Cham proceeds alone to sabotage the ship's hyperdrive. In the ship's corridors, Ezra and Kanan fight stormtroopers while dodging closing blast doors. They use their lightsabers to open the blast doors. The two Jedi are followed by Hera and Chopper. The four rebels eventually make their way onto the command bridge where Ezra uses a Jedi mind trick to force the Imperial commander to order an evacuation of the ship. All the Imperials abandon ship and flee on escape pods.

Elsewhere, Sabine and Zeb used a rigged mouse droid to trip up Numa and Gobi, knocking them out. Back on the bridge, Cham runs into the crew of the Ghost and reveals that he has disabled the ship's hyperdrive. He tries to contact Gobi and Numa only to learn that Sabine and Zeb have captured them. With both sides deadlocked, Hera tried to reason with her father again. She told him that if they destroyed the carrier, the Empire would only send another one to Ryloth. However, if they stole the carrier, they could use it to fight the Empire. Cham responded that his daughter had not seen what the Empire had done to Ryloth; namely the plundering of the planet's resources and the enslavement of the Twi'leks. He wanted to use the carrier's destruction to demonstrate what the Twi'lek rebels could accomplish.

Hera responded that she wanted Ryloth to be free but reiterated that the battle could not be won on Ryloth alone. As they argue, Imperial fighters and a shuttle approach the carrier to retake it. In the munitions racket, Sabine plays the recording of Hera and Cham's conversation to Numa and Gobi. Hera tells Cham how he inspired her and her motives for joining the rebellion.



After Ezra adds that they have to buy Hera enough time to take the ship, Cham agrees to help. While Cham instructed Chopper how to repair the hyperdrive, the other rebels used the ship's cannons to fight off the Imperial reinforcements. The carrier's TIE bombers then return and begin firing torpedoes at the carrier, damaging the ship's stabilizers. Hera manages to take evasive action and to stabilize the ship.

Meanwhile, Sabine, Zeb, Numa and Gobi managed to shoot down the TIE bombers. After working together to regain control of the ship, Hera and Cham realize that they are stronger together. However, their problems are not over. An Imperial light cruiser arrives. After telling Chopper that he had shut down the hyperdrive's couplings on the third and fourth generators, he and Ezra meet up with Sabine in the hangar bay. Using their stolen TIE bomber, Ezra casts the bomber adrift. Cham fires on the bomber, causing it to explode and engulf the Imperial light cruiser. With its magazine compartments aflame, the burning cruiser plummets down to Ryloth. After Chopper completes repairs to the fighter carrier's hyperdrive, the ship jumps into hyperspace.

## RECONCILIATION

Following the battle, Cham informed his daughter Hera that the theft of the Imperial carrier had rallied the Ryloth rebels like never before. More people were joining its ranks. Cham also reconciles with his daughter, whom he describes as sharing her mother's idealism. Hera responds that Cham taught her leadership. The crew of the Ghost then watched as Cham and his Twi'lek comrades departed on their shuttle into space.

## EPISODE 215: THE HONORABLE ONES AMBUSH

The episode begins with the Ghost crew flying towards an Imperial construction module in the orbit of Geonosis in the hopes of finding information of what weapons the Empire had been building. As Chopper scans for life signs, there are none to be found, even though there are supposed to be billions of lifeforms on the planet. Ezra Bridger senses through the Force that all life on the planet has been wiped out. As the crew lands on the module, they find out it is a trap set by Agent Kallus. An Imperial astromech droid locks down the doors, trapping the rebels.

Meanwhile, the Ghost comes under attack from several All Terrain Defense Pods hiding in the hangar bay. Trapped, Kanan Jarrus contacts Hera Syndulla and Rex for help and they dispatch Chopper to unlock the doors. Chopper rushes to the control console and attacks the Imperial astromech droid. Following a struggle, he managed to knock out the Imperial droid and unlock the doors. Meanwhile,

Garazeb Orrelios and the other rebels fought with Kallus and his stormtroopers. Chopper's efforts allows most of the rebels except Zeb, who is too engrossed with the fight, to flee back to their ship.

Zeb engages Kallus in melee combat as the others prepare to leave the station as Imperial forces began to intercept their escape. Zeb is forced to leave via an escape pod and later meet up with the Ghost as there is no other way out. However, Kallus manages to sneak aboard and start a fight with the Lasat. As the pod launches towards Geonosis, Kallus gets knocked onto the pod's controls, breaking them, which then heads onto one of its moons. The pod crashes into an underground cavern and Kallus breaks his leg in the crash.

Back in space, the Ghost is pursued by several Imperial TIE fighters. In an attempt to shake off their pursuers, Hera flies the ship through one of the Imperial construction modules. Kanan fires on a pursuing TIE fighter, causing it to crash into an AT-DP walker. After fleeing the Imperials, Ezra ordered Chopper to scan for the trajectory of Zeb's escape pod. When Chopper grumbled, Ezra slammed his metal head and told the astromech droid not to be a "sleemo."

## STRANDED ENEMIES

Zeb finally wakes up and begins to gather supplies left from the crash. Kallus tells that the Empire will find them eventually and that Zeb will be captured, but Zeb tells that was not going to happen. Zeb goes back into the pod to scavenge for supplies and while he is occupied, Kallus reaches for his weapon, but Zeb stops him and takes the weapon to himself. As the night was getting closer, Zeb found a portable heater inside the pod, but it wasn't strong enough to heat them both. Zeb wonders why Geonosis wasn't a desert planet, but Kallus tells him that they were stranded on one of its moons, Bahryn. Zeb heads back inside the pod and finds a transponder, however, it was broken in the crash. Kallus says that if they get it working, the Empire would be able to find them. At the same time they hear a distant roar. Zeb took his chances with the cold and whatever creature was in the cave with them rather than being stuck in an Imperial prison, knowing what happened with Lasat in prisons. Kallus told that Zeb would get a trial, but he had hard time believing that.

At the same time, the Ghost crew continue to search for Zeb while scanning for life forms on the planet, but the scanners still weren't picking up anything. Ezra and Kanan take the Phantom on a sweep of the planet Geonosis but are unable to pick up Zeb's transponder. Rex comments that Zeb has a slim chance of survival. Hera orders the crew to undertake a wider scan of the area before Imperial reinforcements arrive.

Back on the moon, Zeb managed to fix the transponder and make it that it can pick up anyone's signal. Kallus mentions that even if the two won't survive, the Empire will live on and continues to stop rebels like Zeb, but Zeb states more life forms get fed up with the Imperials. As they end their conversation, the heater's power cell freezes, leaving the two to be frozen alive. Zeb finds an alternative heat source from a meteorite and hands it over to Kallus. As Kallus is losing hope of survival, Zeb reminds him that the transponder is working. The signal won't be able to pass through the surface, meaning they have to climb their way out. Zeb tries to climb through the icy wall, but is unsuccessful. Zeb tries once again, but still falls down and gets frustrated from Kallus laughing at his failure. As Zeb is about to start a fight with Kallus, the bonzami, the creature they heard earlier finds the two. The bonzami goes after Zeb and he gets pinned down by the creature and barely managed to hold it off, Kallus joined him and together they scared the creature off.

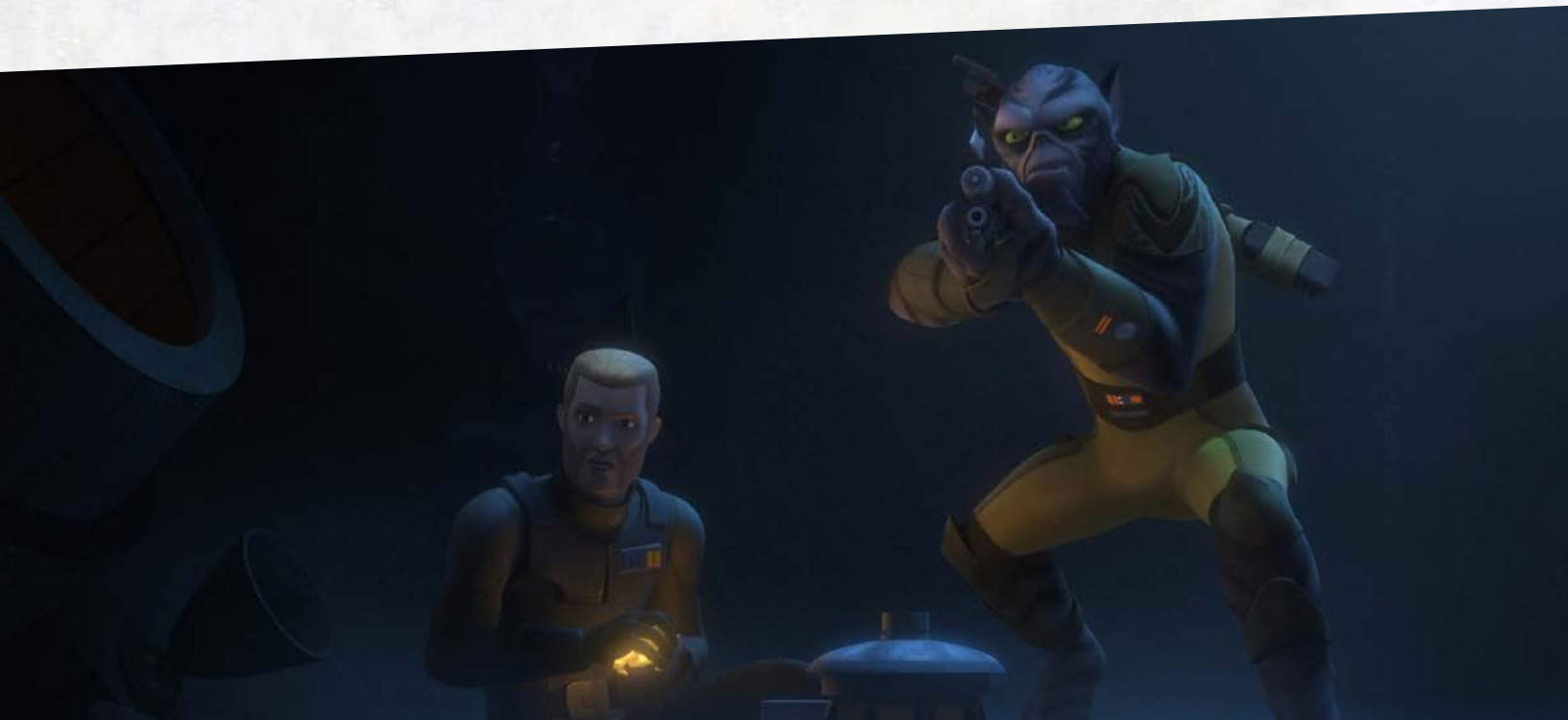
Kallus states that the strongest survive and the weak will perish, to which Zeb asks was that the reason why there is no more life on Geonosis. Kallus says that he had no idea what happened there nor did he ask questions for his sake. Kallus states that they will never get out without his help, but he is no condition of being able to help. He can however say how they can escape the hole they are in. Zeb then picks up Kallus' Bo-Rifle trophy and discovers it is modified for close-quarters combat. He then angrily states that it is not supposed to be kept as a trophy.

Kallus then responds that the Lasat warrior he faced back on Lasan gave it to him and that he fought well and died honorably. Zeb then reminds he will never forget what happened on Lasan, but Kallus also states everyone has things they never forget, including Kallus. Years earlier Kallus' first task was to deal with the rebels fighting against the Imperial presence on Onderon. One time he

and his unit were ambushed by a Lasat mercenary working for Saw Gererra. They were caught in an explosion, in which Kallus was knocked aside. Kallus explains that the mercenary slowly walking through the smoke and fire and left no one alive, including the injured that were unable to defend themselves. Zeb then feels regret and says that not every Lasat is the same, to which Kallus compares the Imperials.

After the conversation the two finally decided to head out. However, as they climbed towards the surface, the bonzami came back, this time with help. The two barely managed to escape the hole with their lives and almost being eaten, but they survived. Once they reached the surface, they headed to shelter from the blizzard that just started. As they waited for help to arrive, Kallus says that there wasn't supposed to be a massacre on Lasan, but the Empire wanted to make an example of the planet. He also says it wasn't personal. Zeb says that he has moved on and whatever happened, happened.

After a while the Ghost finally found Zeb. He offered Kallus to come with them as they would treat him fairly, but he rejected the offer and waited for the Imperials to find him. Upon greeting his fellow rebels (apart from Chopper who stayed aboard the ship), Ezra commented that it was freezing. Zeb responded that he had only been here for two seconds. Ezra then replied that two seconds was already "too long" for him. As Kallus headed to his quarters in a Star Destroyer located above Geonosis, he passed Admiral Kassiuss Konstantine who did not return his greeting. After entering the room, Kallus placed the meteorite Zeb gave to him on a shelf and sat down, possibly thinking of all the things the two spoke while being on the moon and/or the fact that none of the Imperials onboard noted his absence or return and that the Empire therefore lacks comradeship.



## **EPISODE 216: SHROUD OF DARKNESS**

### **DUEL WITH THE INQUISITORS**

On the mountainous world of Oosalon, with lightning crackling all around them, the Jedi Kanan Jarrus and his Padawan, Ezra Bridger, duel the two Inquisitors who have pursued them for months: the Seventh Sister and the Fifth Brother. The two Jedi, along with the astromech droid Chopper, who is nowhere to be found, traveled to this world to see if it was a suitable place to build a base for the rebellion. The arrival of the Inquisitors, however, means it is not suitable for the rebellion. As the duel continues, Ezra is nearly knocked off a cliffside by the Inquisitors, but Kanan grabs his hand and keeps him from falling. The two are able to escape when Ezra uses the Force to bring a tibidee to their aid. The two jump off the cliff and land on the creature, which flies away and leaves the Inquisitors behind. Chopper soon arrives with the Phantom, and the Jedi jump aboard it and fly away.

Once the ship is in hyperspace, Ezra and Kanan talk about how the two Inquisitors pose a clear and present danger to the survival of the rebellion and their ability to establish a base. So long as the two Jedi are with the rebellion, the rebels are in danger. While en route to the Ghost, Kanan asks Captain Hera Syndulla to meet them alone in deep space, without the rest of Phoenix Squadron, so as to not further threaten the rebel fleet. Ahsoka Tano also joins the Ghost crew in awaiting the return of the Jedi.

After returning to the Ghost, Kanan and Ezra tell the crew what happened with the Inquisitors. Upon arriving, they are greeted by Garazeb Orrelios, who is repairing his bo-rifle, and Hera Syndulla. When Hera asks Ezra how the Phantom is, Ezra tells her to ask Chopper, who was flying it. When Zeb asks the Jedi whether they had found a new base, Ezra reported that they had run into two Inquisitors. When Hera asked Kanan why he told them to meet them away from the Phoenix, Kanan replied that he and Ezra's presence was attracting the Inquisitors. Kanan feared that the threat of the Inquisitors would make it hard for the Jedi to help the rebellion establish a base.

Ezra finds Ahsoka in a cabin, where she is watching a holographic recording of Anakin Skywalker, who is teaching different tactics for lightsaber combat. Ahsoka explains that Anakin was the Jedi Knight who taught her. Ezra says Kanan told him that Anakin was the greatest warrior the Jedi Order had during the Clone Wars, and said that that he has been studying Anakin's recordings in order to become a better duelist. Ahsoka agrees about Anakin; she says he rarely lost a battle and was a kind Jedi who cared about his friends and always looked out for them. Ezra wonders what happened to him, but she does not know for sure. She explains that the last time she saw him was when Anakin rushed off to rescue Supreme Chancellor Palpatine, after which the

Jedi were hunted and killed for their so-called treason and the Galactic Empire came to power.

Kanan arrives in the cabin, where he shares his fear that the Inquisitors will continue to be a threat to the rebellion. Ahsoka agrees, and she recounts how Anakin used to turn to the wisdom of Jedi like Obi-Wan Kenobi or Yoda in times of crisis. That gives Kanan an idea: to return to the Jedi Temple on Lothal, where Kanan and Ezra once spoke to Master Yoda from afar. The three of them leave the Ghost aboard the Phantom without telling the crew where they are going, in order to keep everyone safe. Hera along with Zeb and Sabine Wren watch the Jedi and Chopper depart into hyperspace. When Sabine asks where they were going, Hera replied that it was sometimes better not to know.

### **SEEKING ANSWERS**

The trio arrives at Lothal and journeys to the Jedi Temple. When they arrive, Ahsoka learns that Ezra is from Lothal. Recalling their last visit to the Jedi Temple, Kanan and Ezra know that they must use the Force in order to levitate the great stone temple and reveal the entrance that is hidden deep underground. Ezra suggests that Kanan and Ahsoka open it, but Ahsoka says she cannot: because she left the Jedi Order, she is no longer considered a Jedi. Ezra joins his master in opening the temple, but instead of stopping at the entrance that they used before, the temple opens further and reveals a new entrance. Chopper remains with the Phantom as the others go inside.

Once inside the temple, the door closes behind them. The three gather together and begin meditating, recalling that Kanan and Ezra's last visit led them to communicate with Yoda only after meditating. As they do so, Kanan spots a great white light emanating from a doorway, but the others do not see it. Knowing it is calling to him and that it is a path he must take alone, Kanan approaches the light and finds himself within a dojo. Within the dojo is the Sentinel, a Jedi Temple Guard adorned in guardsman armor and a helmet. The Sentinel had wondered when Kanan would return, and Kanan tells him that he seeks the means to stop Darth Vader and the Inquisitors. The Sentinel claims that fighting is futile and would lead to the fall of rebellion, as well as something much worse: Ezra's fall to the dark side of the Force. Unwilling to allow Ezra to become an agent of evil, the Sentinel activates his yellow double-bladed lightsaber and intends to kill Ezra. Kanan ignites his own lightsaber, and the two engage in a lightsaber duel.

As Kanan and the Sentinel fight, Chopper detects incoming Imperials and flees just before the two Inquisitors arrive at the Jedi Temple. The Fifth Brother believes that the Jedi are gone, but the Seventh Sister can sense that they are still there. She deploys a parrot droid to scan the structure and realize that this is a Jedi Temple, and that their prey are inside. Meanwhile, Ezra asks Ahsoka about Yoda and says that Kanan described him as a small, green, and wise Jedi



Master, but that he did not know what he was like. Ahsoka recalls how Yoda, who once taught all Jedi younglings, was once happy, but the Clone Wars filled him with a deep sorrow. As she speaks, Ezra disappears and finds himself in the same chamber where he previously spoke to Yoda. This time, he sees Yoda face-to-face, though Yoda is communing to him from afar. Ezra can now see him because of his growing powers, a power that Yoda says will come with great danger.

Kanan and the Sentinel continue their duel. The Sentinel is surprised by how little Kanan knows about the art of lightsaber combat, but Kanan says he knows enough and continues the duel. For greater power during the duel, Kanan grabs one of the many lightsabers that hang on the shelf and, to his surprise, ignites a red-bladed lightsaber, wielding two blades against the Sentinel. The Sentinel, now flanked by other Jedi Temple Guards, says that Kanan will never be strong enough to protect Ezra from the dark side. For his failure, the Sentinel says that Kanan will perish.

Now alone in the temple chambers, Ahsoka continues to meditate and hears the voice of Anakin Skywalker calling to her. This manifestation of Anakin, who appears behind her, asks her why she left when he still needed her. She tells him that she made a choice. He berates her for being selfish, but she says that is not true. Anakin, in his anger, says that she abandoned and failed him and asks if she knows what he has become. It is then that the image of Anakin becomes that of Darth Vader. A tearful and tormented Ahsoka ignites one of her lightsabers and spins around to find nothing, but she now knows the truth: Anakin Skywalker became Darth Vader.

Ezra asks Yoda if the Jedi Master has the power to destroy Vader and the Inquisitors. Yoda tells him that there were once thousands of Jedi, before they chose to join the Clone Wars. Yoda shows him a vision of clone troopers preparing for battle and Jedi fighting in

combat, explaining that, in the Order's arrogance, they joined the conflict too quickly. Fear, anger, and hate gripped the Jedi Order, and the Jedi were consumed by the dark side. Ezra asks if it was wrong for the Jedi to fight or if it is wrong for him to protect his friends. Yoda says that he too fought for many years, because he was consumed by fear. Ezra is surprised that Yoda was once consumed by fear, but Yoda explains that it is a lifelong challenge to avoid bending fear into anger. Suddenly, the chamber begins to shake, and Yoda says that the enemy has found them. Outside, the two Inquisitors use the Force to lift the giant stone out of the ground and reveal the entrance.

### KNIGHTHOOD AND ESCAPE

Kanan and the Sentinel continue their duel in the dojo until Kanan is finally knocked to the ground. The Sentinel tells him that the servants of the dark side have come for Ezra, and that Kanan cannot fight forever. Kanan agrees that he cannot protect Ezra forever, even from himself, and can only train the boy as best as he can. The Sentinel raises his blade and Kanan prepares for death, but instead the Sentinel performs a Knighting ceremony and says that, by the right of the Jedi High Council and the will of the Force, Kanan may stand. Kanan asks what it means, and the Sentinel removes his helmet to reveal a familiar face: that of the fallen Grand Inquisitor, who died in a duel with Kanan. The Sentinel says it means that Kanan is what the Sentinel once was: a Knight of the Jedi Order. With the temple falling, the Sentinel tells Kanan to flee and that he will delay the enemy.

Ezra, however, is not yet willing to leave, and asks Yoda how the rebels are supposed to win if they do not fight back. Yoda says the real question is how the Jedi choose to win, and Ezra says they have already chosen to fight. Reluctantly, Yoda tells Ezra to find Malachor and then disappears.

Outside, the Inquisitors have finished opening the temple and enter it, ready to claim the secrets of the temple for themselves. As the Inquisitors enter, Ezra meets back up with Kanan and Ahsoka and the three flee. The Inquisitors find themselves in the main chamber and are confronted by the Jedi Temple Guards. The Fifth Brother is astonished that the Sentinel has the face of the Grand Inquisitor, and the Temple Guards surround them.

Kanan, Ezra, and Ahsoka run through the temple catacombs to find an exit. While running, Ahsoka stops after sensing a familiar presence: Yoda, who appears behind her and waves to his old friend. The trio manages to exit the temple and return to the Phantom, which flies away as soon as they are aboard. Ezra tells the others that Yoda told him to find Malachor and asks who Malachor is, but Ahsoka corrects him and reveals that Malachor is not a person, but a place. Back on Lothal, Darth Vader arrives at the Jedi Temple and says that the Emperor will be pleased by its discovery. The Fifth Brother tells his master that the Jedi are growing in their power, but Vader assures them that it will be the Jedi's undoing.

## **EPISODE 217: THE FORGOTTEN DROID LEFT BEHIND**

After the theft of the Imperial fighter carrier above Ryloth, the rebel fleet was still looking for a safe haven to establish a new base. Commander Jun Sato convened a meeting aboard the new flagship that was attended by the crew of the Ghost and the former Clone Captain Rex. By cross-referencing several Galactic Republic and Lasat maps, the rebels had identified the planet Berzite's moon in the Yost system as a prospective location. Ketsu Onyo, Sabine Wren's former Imperial Academy classmate, recommended Berzite's moon on the grounds that the Empire lacked a presence there. However, the trip was delayed as the rebellion's fighter carrier did not have enough fuel to make the journey. Sabine, who had been tracking Imperial fleet movements, suggested stealing an incoming shipment of fuel from the Imperial depot at Horizon Base. Sato approved Sabine's plan and the crew of the Ghost departed for Horizon Base to obtain the fuel.

Upon landing, the rebels made their way to the Imperial fuel depot while the astromech droid Chopper was assigned to watch out for Imperial forces. Kanan Jarrus' plan was to blast their way out after they have obtained the necessary fuel supplies. However, Chopper was distracted by the sight of a new droid leg being sold at a nearby stall. Chopper had an improvised left leg which did not fit him well. When Chopper raised the matter to Hera Syndulla, Hera reminded him that they were not on Horizon Base to shop and that they were on an urgent mission. Despite Chopper's protests, Hera ordered him to keep a watch for Imperial forces and to alert them. Before leaving, Garazeb Orrelios and Ezra Bridger teased Chopper about "getting a leg up" and going "shopping."

Defying Hera's orders, Chopper activated his rocket booster and flew to the stall selling the droid leg. The stall was run by an Ugnaught scrap merchant. Noticing Chopper, the Ugnaught merchant assured the droid of the quality of his produce but admitted to his involvement in shady dealings. The merchant offered to sell the leg to Chopper for 500 credits. When Chopper revealed that he lacked the funds to obtain it, the Ugnaught merchant ordered him to leave. Meanwhile, the other five rebels approached the fuel depot and found that it is heavily guarded. While Hera reiterated that the rebels could not leave without getting the fuel, Kanan told them to get the fuel "quietly with no complications."

Still determined to get the spare leg, Chopper stole it for himself and tried to flee back to the Ghost but was spotted by the Ugnaught merchant, who alerted several stormtroopers. Meanwhile, the other rebels fled back to the Ghost without Chopper. Left behind on Horizon Base, Chopper managed to dodge his Imperial pursuers by running aboard a departing Imperial cargo ship. He hid in one of the hatches. Meanwhile, aboard the Imperial cargo ship, the Imperial RA-7 protocol droid AP-5 told the captain on the ship that he is off by .002. The captain harshly responded by belittling AP-5 for being a "useless droid" before ordering him to go check on the ship's manifest.

## **TWO UNLIKELY FRIENDS**

AP-5 walked past some stormtroopers who ignored him. He noticed that a hatch was open and investigated it for any stowaways. Chopper tried to elude AP-5 but was eventually caught by him. AP-5 recognized Chopper as a stowaway and the rebel droid who had stolen a droid leg from Horizon Base. When AP-5 noticed that Chopper had a spark projector, Chopper revealed that he was a war hero. In return, AP-5 told Chopper that he was a veteran of the Clone Wars who had served as an analyst droid for the Galactic Republic during the Ryloth campaign.

Chopper also told AP-5 that he flew a Y-wing starfighter which crash-landed on Ryloth but was rescued by Hera. Finding a friend, AP-5 told Chopper about his unhappiness at being reassigned to inventory duty and being constantly belittled by his Imperial superiors. AP-5 expressed his admiration for Chopper's fortitude. At that point, the Imperial captain interrupted their conversation via comlink and asked AP-5 about the manifest and warning him about the stowaway droid. Chopper then used his electroshock prod to disable AP-5's restraining bolt, freeing the droid.

Shortly later, the Imperial captain arrived and proceeded to chastise AP-5 for neglecting the ship's manifest while asking him about the intruder. When the captain noticed AP-5's missing restraining bolt and attempted to apply a new one, Chopper appeared and attacked the Imperial officer. The officer grabbed Chopper during the struggle and called for reinforcements through his comlink. However, Chopper managed to stun him with his electroshock prod. With nothing

left to lose, the two droids decided to join forces and Chopper devised a plan to seize control of the ship. While AP-5 thought Chopper's plan had a 10.5% chance of succeeding, he still agreed to help. Chopper lured the stormtroopers into the cargo compartment and then jettisoned it into space. The two droids then argued over who should lead the ship.

Meanwhile, in hyperspace, the other crew of the Ghost headed back to the rebel fleet. On the way, Ezra, despite his acrimonious relationship with Chopper, urged his fellow crew to go back for the droid. However, Hera criticized Chopper for only looking out for himself and allowing himself to get distracted by the droid leg. She also stressed that the rebel fleet was more important. Shortly later, they received a transmission from Commander Sato that the rebel fleet was under attack from Imperial forces. When they exited hyperspace, they saw the Imperial fleet attacking the rebels. Back on the cargo ship, AP-5 decided to go for his programmed destination.

### FINDING A NEW BASE

Aboard another Imperial warship, an Imperial officer informed Admiral Kassius Konstantine that the Ghost had entered the system. Realizing that the Ghost was carrying stolen fuel supplies for the rest of the fleet, Konstantine immediately ordered all remaining fighters to focus fire on the Ghost. The Ghost's crew was assisted by Ketsu who helped them take out the attacking TIE fighters, managing to enter the cruiser. On the Imperial cargo freighter, AP-5 allowed Chopper to serve as the ship's helmsman. Chopper changed the coordinates, much to AP-5's concern. He also told AP-5 that he should come with the rebels, as they were kinder than his Imperial superiors.

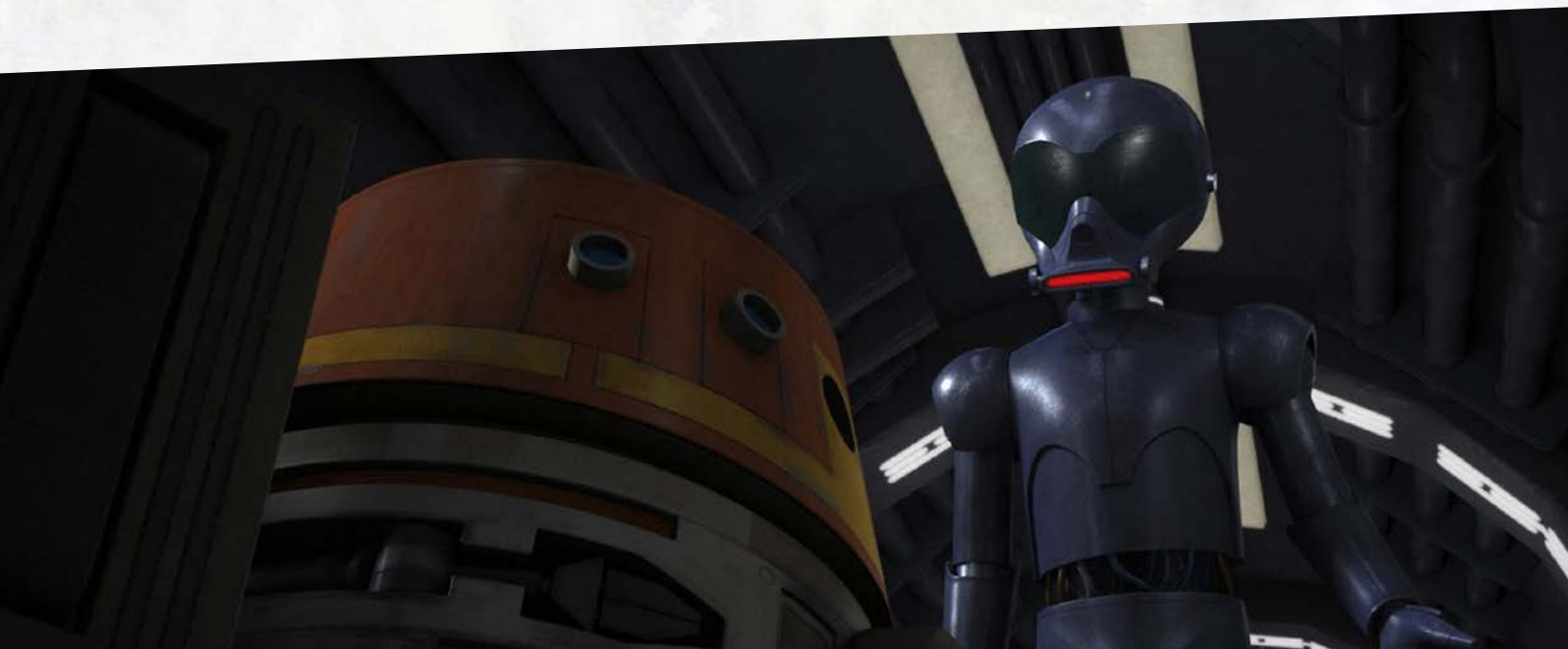
Back at the rebel fighter carrier, Hera managed to land the Ghost with much difficulty. Zeb and Ezra began unloading the fuel supplies while Hera received contact from Chopper through the ship's intercom. Hera was initially annoyed with Chopper for abandoning his post and informed him that the rebel fleet was preparing to depart for the Yost system. Overhearing the conversation, AP-5 looked up the Yost system and informed them that an Imperial fleet was

lying in ambush there. Chopper relayed this information back to Hera. When Hera expresses skepticism, Chopper assured her that AP-5 was telling the truth. AP-5 cross-searched both Chopper and the Imperial data to look for any potential havens and finds one: the planet Atollon.

Meanwhile, Hera informed Commander Sato that the Yost system was unsafe and that they have received coordinates to a new system. The cargo ship captain, regaining consciousness, headed back to the bridge to confront the hijackers. Taken by surprise, AP-5 claimed that Chopper was holding him hostage. The captain however saw through the ruse and attacked the two droids. While AP-5 manned the controls and expressed gratitude for Chopper's friendship, Chopper fought the captain and managed to knock his blaster pistol out of his hand. The two fought with the captain gaining the upper hand due to his bigger size.

AP-5 was about to transmit the new coordinates to Hera when he was shot twice by the captain. An enraged Chopper fought back even harder and managed to stun the captain again. Chopper then transmitted AP-5's coordinates to Hera and the rebel fleet. Despite their victory, AP-5 was badly damaged by the blaster bolts and began to shut down. Before powering down, he managed to tell Chopper that he was glad to have made a new friend, to Chopper's dismay. Using AP-5's information, the Phoenix rebel fleet headed towards the new coordinates.

Later, Hera and Kanan check out the coordinates and finds that Atollon was indeed safe and void of any Imperial presence. Meanwhile, Sabine fixes AP-5's thermosensors by salvaging parts from the spare leg had Chopper stolen. AP-5 met the crew of the Ghost for the first time. After learning that Chopper had sacrificed his new droid leg to repair him, AP-5 remarked that Chopper had a malfunctioning logic circuit. When Chopper uttered a rebuttal, AP-5 responded that the former's remarks were so foul that they could get him disintegrated in six systems. As the two droids departed the common room, the rest of the crew watched with bemusement.



## EPISODE 218: THE MYSTERY OF CHOPPER BASE

### BUILDING A NEW BASE

Following the discovery of Atollon, the Phoenix rebel cell has established a base on the planet. The starship Ghost departed the rebel fleet's Quasar Fire-class cruiser-carrier to deliver a shipment of power generators to CT-7567 ("Rex"), who was supervising the establishment of the base. After contacting Rex, Hera Syndulla and Sabine Wren entered the cargo hold where Ezra Bridger and his master Kanan Jarrus were sparring with lightsabers.

The lightsaber training session ended in a draw with Ezra pointing his blade at Kanan's neck and Kanan pointing his blade at Ezra's chest. When Kanan lectured Ezra that there were no such things as ties in combat, Ezra responded that they won by killing Inquisitors. Kanan then replied that they won by surviving. Ezra expressed annoyance when Sabine said that he was getting better since he took it as sign that he was not as good as before. After Hera reassured Ezra, Kanan reminded his apprentice not to turn his back on his enemy. The two Jedi then continued sparring.

After the Ghost landed at the rebel base, Kanan attempted to make conversation with Hera, but she was still uneasy about Kanan and Ezra's plans to go away. Shortly afterward, Garazeb Orrelios and Chopper disembark from the Ghost. Upon arriving, Hera told the former Imperial inventory droid AP-5 that the crate containing the power generators had arrived. AP-5 grumbled that the shipment was due hours ago and asked Chopper whether the rebels were always late. The astromech droid squeaked an affirmative.

At the command center, Rex briefed the Lothal rebels and told them that his scouts had found a water source underground. Sabine and the other scouts had been planting sensor markers around the base's perimeter to ward off potential intruders. Zeb was annoyed about a small critter known as a dokma. Rex surmised that Atollon was hot, dry and unpleasant but conceded that the planet harbored nothing that was trying to kill them. Meanwhile, the rebel pilot Lieutenant Dicer was planting a sensor marker in the northern perimeter when she was ambushed and captured by a krykna, a large spider-like creature that was native to Atollon.

Back at the base, Hera's elation at establishing a new rebel base was dampened by her awareness that Kanan and Ezra would be leaving with Ahsoka Tano to travel to Malachor. Kanan tried to reassure his companion that the Jedi knew what they were doing. He stressed that the Jedi had to continue with their mission so that the rebellion could succeed. Meanwhile, Sabine and Rex received a report that Lieutenant Dicer had not returned and that

they were receiving no communication from her. Hera dispatched Rex and Sabine to take the Phantom to the northern perimeter to find Dicer.

Meanwhile, on the Ghost, Chopper bumped into Ezra. When Ezra asked the astromech droid whether he had seen Zeb, Chopper pointed him in the direction of a nearby cliff overlooking the desert and several giant coral plants. Upon arriving there, Ezra found Zeb relaxing and listening to some music while watching the sunset. When Ezra confided in Zeb that he was about to leave and expressed his fears that they would never meet again, Zeb reassured his younger friend and joked that he and his friends would have overthrown the Empire by the time that Kanan and Ezra had returned. He suggested that they could then share war stories.

### FACING THE KRYKNA

At the northern perimeter, Sabine and Rex found Dicer's sensor marker but could see no sign of the scout. Rex spots her helmet and finds a pair of dokma under it. Rex speculated that Dicer was taken after she had planted the sensor. The two rebels were then attacked by several large krykna. Sabine managed to hold them off with her two blaster pistols and call for reinforcements but Rex was captured by the krykna. Shortly later, the Ghost arrived and managed to drive the krykna away. After the ship landed, Sabine told Hera that the creatures had taken Rex and Dicer.

Hera then told Chopper to locate Rex's position with his antenna. While Zeb wanted to guard the ship, Hera told him to come along and instructed Chopper to guard the ship. Chopper flew the Phantom back into the Ghost and stayed aboard the ship. Meanwhile, the rebels ventured into the underground tunnels with Ezra and Kanan using their lightsabers to provide lighting. Sabine then told the other rebels that the krykna had thick armor but their eyes were vulnerable. As they moved deeper into the tunnels, Hera told the rebels to split up.

She send Ezra and Kanan to explore one section while she and the other rebels explored the other. Hera then explained that they had to get used to not having the Jedi rebels around. Shortly later, Kanan and Ezra ran into a krykna. Ezra tried to use the Force to connect with the creature but was unable to establish a connection. Kanan was forced to kill the creature with his lightsaber. When Ezra protested, he chided his apprentice for lacking common sense. Meanwhile, Hera and the other rebels stumbled upon a lair littered with several spider eggs. They managed to free Rex from a sleeping krykna's mandibles but were unable to find Dicer. Shortly later, they were pursued by several krykna.

Sabine managed to kill one of the krykna with a detonator but was unable to stop their advance. As more krykna approached, the rebels shot at them with their blasters.





The rebels were quickly rejoined by Ezra and Kanan. After a struggle, they managed to fight their way back to the Ghost where Chopper lowered the ramp so that they could board the ship. As they were boarding the Ghost, Kanan remarked that the base wasn't a good location but Hera refused to give up. Hera attempted to fly the ship but the Ghost was held down by a large web spun by the krykna. Ezra, Kanan, and Zeb used the ship's laser cannons to blast the krykna but were unable to break the ship free of the web.

Under Hera's orders, Sabine diverted all auxiliary power to the hull. This had the effect of electrocuting one of the krykna but the spidery creatures were not deterred for long. Ezra then realized that the rebels were not going anywhere unless they broke free of the krykna's web. When Zeb expressed a reluctance to go, Ezra angrily replied that he did not want to be the last Jedi in the galaxy to be chomped up at the hands of creatures because they were too afraid to go outside. At that point, Sabine realized that the krykna did not like the sensor markers and suggested using them to hold them at bay while they escaped.

Putting Sabine's plan into action, the rebels staged a counter-attack and broke out through the ramp. Meanwhile, Rex fought off a krykna which had managed to enter the rear exit of the Ghost. Back at the front, Ezra and Kanan used their Force powers to hurl Sabine towards the sensor marker. However, they threw her too far and she landed at the top of a pit. Back at the Ghost, Rex and Chopper managed to work together to expel the krykna. After Rex had kicked it out, Chopper sealed the ship's rear exit.

At the frontline, Sabine managed to crawl out of the pit and grab the sensor marker before a krykna could catch her from behind. The Mandalorian then used the marker to force her way back to the ship. After Sabine arrived

back on the Ghost, Ezra and Kanan used their lightsabers to cut through the krykna's webs around the Ghost. This allowed Hera to lift off the ship and ferry the rebels safely back to base. When Rex suggested reporting to Commander Jun Sato that the base was unsafe, Hera responded that the rebels had already poured so much effort into the base and reiterated that they would not give up. Kanan backed her up and came up with the idea of using the sensor markers to form a fence around the base's northern perimeter.

### TAKING SEPARATE PATHS

The following day, Sabine and Kanan watched as several rebel troops erected a fence using several sensor markers. Sabine also told Kanan that Hera wanted to speak to him. She explained that Hera was supportive of the mission but was worried about never seeing Kanan or Ezra again. Kanan then approached Hera and tried to assure her that he and Ezra would be alright. However, Hera sensed that he was lying and confided that she preferred that they face any challenges together. Kanan then reassured Hera that they would see each other again before hugging her.

Meanwhile, Ezra made a second attempt to connect with a krykna at the northern perimeter. However, his efforts were futile and Ezra fumed in frustration. Shortly later, Ahsoka arrived and spoke with Ezra. When Ezra told her about his predicament with the krykna, she explained that the Force became more mysterious as one learned more about it. Ezra then followed Ahsoka back to the camp but stopped briefly to gaze at the sensor perimeter and the flora ahead. Above, an owl-like creature known as a convor hoots ominously before the scene ends.

## EPISODE 214-220: TWILIGHT OF THE APPRENTICE JOURNEY TO MALACHOR

The episode opens with CT-7567 (“Rex”) corresponding with Ahsoka Tano aboard the Phantom. Rex offered to come to her aid within two rotations but Tano declined his offer. When Tano commented that she outranked Rex, he remarked that experience always outranked everything. After ending their conversation, Ahsoka returned to the ship’s hangar to rejoin Kanan Jarrus and Ezra Bridger. When Ezra asked Kanan why Rex was so worried, Kanan explained that the planet Malachor was considered off-limits by the Jedi in the olden days. Tano then remarked that “there is always a bit of truth in legends.” Ezra then asked why Master Yoda would send them to Malachor if it was “off-limits.”

Shortly later, the Phantom exited hyperspace outside Malachor. Kanan suggested that Malachor had something that would help them to stop the Inquisitors. Tano then added they were searching for knowledge that would help them defeat the Sith. As the Phantom descended into Malachor’s atmosphere, the astromech droid C1-10P (“Chopper”) detected another ship. The Jedi and Tano then realized that they were not alone and that someone else was interested in Malachor’s secrets. Kanan told Chopper to track the vessel. After passing through several clouds, Ezra spotted a large stonehenge of towering monoliths.

As the Phantom approached the structures, Kanan told Chopper to get a “fix” on the second ship’s location while the Jedi and Tano inspected the site. Ahsoka found that the monoliths had inscriptions in an “ancient tongue.” Despite Tano’s orders, Ezra touched one of the monoliths; causing the three Jedi to slide down a cavern. Underground, the Jedi sighted an ancient Sith temple. When Chopper contacted Ezra to warn them that they might fall through the surface, Ezra sarcastically thanked the droid for his belated warning. Chopper also told Kanan that he had picked up the trail of the other ship.

As the Jedi approached the Sith temple, Ahsoka explained that they were there to seek forbidden knowledge that would enable them to defeat their Sith enemies. On the way, the Jedi and Tano stumbled upon an old battlefield that was littered with fallen lightsabers and the statue-like remains of long-dead combatants. Ahsoka recalled that thousands of years ago, there was a battle on Malachor where the Jedi attacked the Sith temple. When Ezra asked her about the outcome, Tano replied that nobody won that battle. Kanan then interrupted their “history lesson” to warn them to keep moving.

Ezra responded that their quest was a riddle and was about to make a joke about his master when he spotted one of the “statues” moving. The figure charged at them and Ezra ignited his lightsaber in self-defense. The ar-

mored figure then ignited his own red double-bladed lightsaber, revealing himself as an Inquisitor known as the Eighth Brother. The Inquisitor was surprised to encounter three Jedi and fired bolts from his lightsaber, causing the ground beneath Ezra to collapse. Ezra fell into an underground tunnel and was separated from his companions, who pursued the lone Inquisitor.

### THE OLD MASTER

While trapped underground, Ezra heard a voice who told him that “you’re with me.” Ezra drew his lightsaber in self defense, prompting the stranger to tell the boy that he meant no harm. The stranger told Ezra that he had been stranded on Malachor for several years after his starship had crashed. When pressed, Ezra reluctantly told the stranger that he and his friends were on a quest. The stranger then responded that he was also seeking knowledge about the Sith and suggested that he could help Ezra and his companions. The stranger offered to lead him to the Sith temple but added that he was too old to enter the temple by himself. Alone and lost, Ezra agreed to accompany the stranger to the Sith temple. The stranger introduced himself as “Old Master” while Ezra claimed that he was Jabba.

Back on the surface, Ahsoka and Kanan pursued the Eighth Brother across Malachor’s charred and barren surface. During the pursuit, Chopper contacted Kanan to tell him that he had found the Inquisitor’s ship; which turned out to be a TIE Advanced v1 starfighter. Kanan told the droid not to let the Inquisitor get offworld and warned Chopper that disobeying him would be “dangerous.” Meanwhile, Ezra and the Old Master continued their journey to the Sith temple. Ezra told him that he needed to get back to his friends. The Old Master understood their predicament since the Inquisitor was “powerful.” He then assured Ezra that the Inquisitors and their Sith masters were his enemies.

When Ezra asked the Old Master whether he was a Jedi, the man replied that he was a Force-wielder a long time ago. After Ezra questioned if he was a Sith, the Old Master replied that the Sith were the enemies who had ripped him from his mother’s arms, murdered his brother, used him as a weapon and then finally abandoned him. The Old Master also denounced the Sith for taking away his former power. Ezra was able to sympathize with the Old Master’s predicament since the Empire had taken away his home and his parents. When the Old Master asked Ezra whether he wanted revenge, the young apprentice replied that he wanted justice. The Old Master then claimed that the Sith temple contained the knowledge necessary to destroy the Sith.

On Malachor’s surface, Chopper flew into the Eighth Brother’s TIE fighter only to encounter the Inquisitor’s red blades. Despite the Inquisitor’s opposition, he man-

aged to force himself into the cockpit. Shortly later, Kanan and Tano caught up with the Eighth Brother and Chopper managed to use the fighter's laser cannons to knock the Inquisitor to the ground. Kanan and Tano then disarm the Brother and take him prisoner. Kanan then praised the astromech droid for getting things right that time.

Meanwhile, Ezra and the Old Master approached the temple, which Maul described as a "place of worship for some and an engine of destruction for others." When Ezra asked how they could get in, the Old Master explained that two must lift the stones guarding the temple since that was the way of the Sith. After Ezra noted his knowledge of the Sith, the Old Master replied that "to defeat your enemy, you must know your enemy. Even practice their beliefs." When Ezra pointed out that his master disagreed with the Old Master's comment that one must practice their beliefs, the stranger responded that he was doomed to fail in that case.

As Ezra struggled to open the stone door, the Old Master exhorted him to give in to his anger and passions, something that was forbidden by the Jedi. Using their anger and passion, Ezra and the Old Master were able to open the temple's first door. However, they found that the temple had a row of stone doors. This process exerted a lot of energy from Ezra, who asked how many more doors they had to open. The Old Master also urged Ezra to seize the knowledge and power in order to succeed. Having gained each other's trust, Ezra told the stranger his real name. In response, the stranger told him that he was called "Maul."

### THE SITH TEMPLE

Back on the surface, Kanan and Ahsoka interrogated the captured Eighth Brother while Chopper watched. This was the fourth Inquisitor that Kanan and his companions had encountered. When Kanan asked the Inquisitor whether there were more like him, the Eighth Brother replied that

there were more than enough to handle him, Ezra, and Ahsoka. The Inquisitor told Kanan and Ahsoka that he hunting a "shadow" on Malachor, which turned out to be the former Sith apprentice Darth Maul.

Meanwhile, Maul led Ezra to the centre of the temple where they saw a Sith holocron resting on an altar. Maul told Ezra that only someone willing to risk oblivion was worthy to take the holocron. Since the altar was separated by a deep chasm, Ezra told Maul to throw him to the altar and stressed that this was something his master had taught him. Taking Ezra's advice, Maul threw the young apprentice towards the altar. Ezra managed to reach the Sith holocron but the ground began to shake as the pyramidal temple started to open up.

Back on the surface, Kanan and Tano approached the temple with the captive Eighth Brother where they saw it opening. While his captors were not watching, the Inquisitor touched a button on his wrist, which was a communicator that allowed him to contact the other Inquisitors. Kanan then sent Chopper away to prepare the Phantom for departure. Meanwhile at the Sith temple, the altar began to rise and Maul told Ezra to jump. As Kanan and Ahsoka entered the temple, Kanan sensed that Ezra was involved in the recent movements. Back at the altar, Maul used the Force to levitate Ezra to safety and took the Sith holocron.

Meanwhile, Kanan and Tano received warning from Chopper that they had company. Shortly later, the Fifth Brother and the Seventh Sister arrived with their red-bladed spinning lightsabers and freed the Eighth Brother. Together, the three Inquisitors attacked Kanan and Ahsoka. Shortly later, Maul and Ezra arrived to find Kanan and Tano fighting the Inquisitors. Both Ahsoka and the Seventh Sister quickly recognized Maul and realized that he was still alive. Maul described himself as formerly Darth but stressed that he was now called Maul. Kanan then warned his apprentice to stay away from Maul.



Maul then activated his lightsaber and helped Kanan and Tano to drive away the Inquisitors. When Ahsoka questioned Maul's motives, he responded that "the enemy of my enemy is my friend" and claimed that he was seeking the same knowledge. Maul also warned the Jedi that Darth Vader himself would be coming soon. While Kanan distrusted Maul, Ezra trusted him and told his master and Tano how they had worked together to obtain the Sith holocron, which he believed contained the knowledge necessary to defeat the Sith.

### AN ALLIANCE OF CONVENIENCE

Maul told the Jedi and Tano to bring the Sith holocron to the top of the Sith temple in order to gain the knowledge needed to defeat the Sith. When Kanan and Tano expressed their distrust of Maul, the former Sith accused the Jedi of cowardice and offered to help them defeat Vader. In the end, Kanan and Tano agreed to help Maul with their quest. Kanan contacted Chopper to tell him that they were staying behind for a little longer. The astromech droid hooted it was a bad idea but complied with Kanan's instructions to keep the Phantom out of sight. After Maul reassured them that they were on the same side, the four travelers made their way to the top of the Sith temple. When Maul attempted to take Ezra to the top, Kanan didn't take kindly to this and pushed him aside leaving Ahsoka with Maul.

Unknown to the four travelers, they were being followed by one of the Seventh Sister's ID9 seeker droids, who relayed their conversation back to the Inquisitors. The Seventh Sister realized that Ezra had the Sith holocron while the Fifth Brother responded that they could not allow him to use it. The Eighth Brother vowed to reclaim the holocron and departed on his spinning lightsaber to the temple. Before the Fifth Brother could follow, the Seventh Sister advised the Fifth Brother to let the Eighth Brother fan them out so that they could retrieve Lord Vader's prize.

Inside the Sith temple, Ezra and Kanan argued. When Kanan warned Ezra that Maul could not be trusted, the younger Jedi accused his master of holding him back in his Jedi training. Ezra defended Maul and argued that Maul saw the full potential in him. Shortly later, the Eighth Brother caught up with them and attempted to recover the holocron from Ezra. However, Maul and the Jedi managed to drive him away. When Kanan told Maul that the Inquisitors had realized their plans, Maul advised them to split up in order to split the Inquisitors. Maul offered to take Ezra with him. Despite Kanan's objections, Ezra decided to follow Maul. After they had left, Ahsoka assured Kanan that Ezra would be fine because Kanan had taught him.

As Maul and Ezra made their way to the top of the Sith temple, Maul began to sow seeds of discord between

Ezra and his master. He told Ezra to use his powers to his full potential. Along the way, they were ambushed by the Seventh Sister and her seeker droids. Elsewhere, Kanan and Tano were attacked by the Fifth and Eighth Brothers, who engaged them in a lightsaber duel. Maul and Ezra managed to destroy the seeker droids and defeat the Seventh Sister. Using the Force, Maul levitated the Sister and held her in a Force-choke and told Ezra to strike her down with all of his hatred. When Ezra couldn't bring himself to do so, Maul threw his lightsaber at her, killing her instantly. He then admonished the young Jedi and told him that indecision could cause him or his friends their lives.

Splitting up again, Maul told Ezra to plant the Sith holocron in the temple's obelisk while he went to the aid of Ahsoka and Kanan. Arriving at the scene, Maul dueled the Fifth Brother, slicing him in half at the waist, killing him. Kanan took advantage of this distraction and managed to damage the Inquisitor's spinning lightsaber. Confronted by the three Force-wielders, the Inquisitor attempted to flee using his lightsaber's helicopter technique, however his damaged lightsaber failed him, causing him to fall to his presumed death below.

### MAUL'S BETRAYAL

Soon after the Eighth Brother's death, Kanan demanded to know where Ezra was. Maul claimed Ezra as his apprentice and then struck Kanan with his lightsaber, blinding him. Before Maul could finish off the wounded Jedi, Ahsoka came to Kanan's aid and attacked the former Sith with her white lightsabers.

While dueling Tano, Maul told her that Ezra was activating the temple which he revealed was a battle station that he intended to use to destroy all his enemies. Meanwhile, at the top of the temple, Ezra managed to plant the Sith holocron in its obelisk. The young Jedi was then greeted by an entity known as the "Presence", who told him that knowledge was power. The Sith temple then began powering up. Elsewhere, Tano and Maul's lightsaber duel was interrupted by Kanan, who had managed to don a fallen Jedi Temple Guard's helmet and find his lightsaber, which he had dropped. He told Ahsoka to find Ezra while he dealt with Maul. Despite being blinded, Kanan focused upon his Force powers and his other senses to fight Maul, and succeeded in sending him off of the temple edge and into the chasm below.

### A DARK SHOWDOWN

After driving Maul away, Kanan was contacted by Chopper, who told him that he had sighted another TIE fighter. The wounded Kanan also told the astromech droid to pick them up. Back at the top of the Sith temple, Presence revealed that the Temple contained the power to destroy all life. When Ezra protested that this was not what he was after, Presence told him that she would

share the power with someone else more worthy. As Ezra attempted to flee, he was cornered by Darth Vader, who had arrived in his TIE Advanced x1 starfighter. Lord Vader and his master Darth Sidious wanted to use the temple's power for themselves.

When Vader asked Ezra how he figured out how to open the holocron, the young Jedi told the Sith Lord to figure it out himself. Vader quickly defeated Ezra and broke his lightsaber in half. Shortly later, Ahsoka arrived and Vader quickly recognized her as his former apprentice. He offered to spare Tano if she agreed to help the Sith hunt down the remaining Jedi. In response, Ahsoka expressed outrage that her former master was capable of such atrocities as murder. Vader responded that Anakin Skywalker was weak and that he had destroyed him. Tano then vowed to avenge Anakin's death. When Vader retorted that revenge was not the way of the Jedi, Ahsoka replied that she was no Jedi.

While Ahsoka engaged Vader in a lightsaber duel, Ezra decided to remove the holocron in order to keep it out of the Sith Lord's hands. Shortly later, he was joined by Kanan and Chopper, who had arrived with the Phantom. Ezra quickly noticed that Kanan was wearing a helmet and his master replied that he would talk about it later. Working together, Kanan managed to remove the Sith holocron from the obelisk, causing the Temple to collapse and implode on itself.

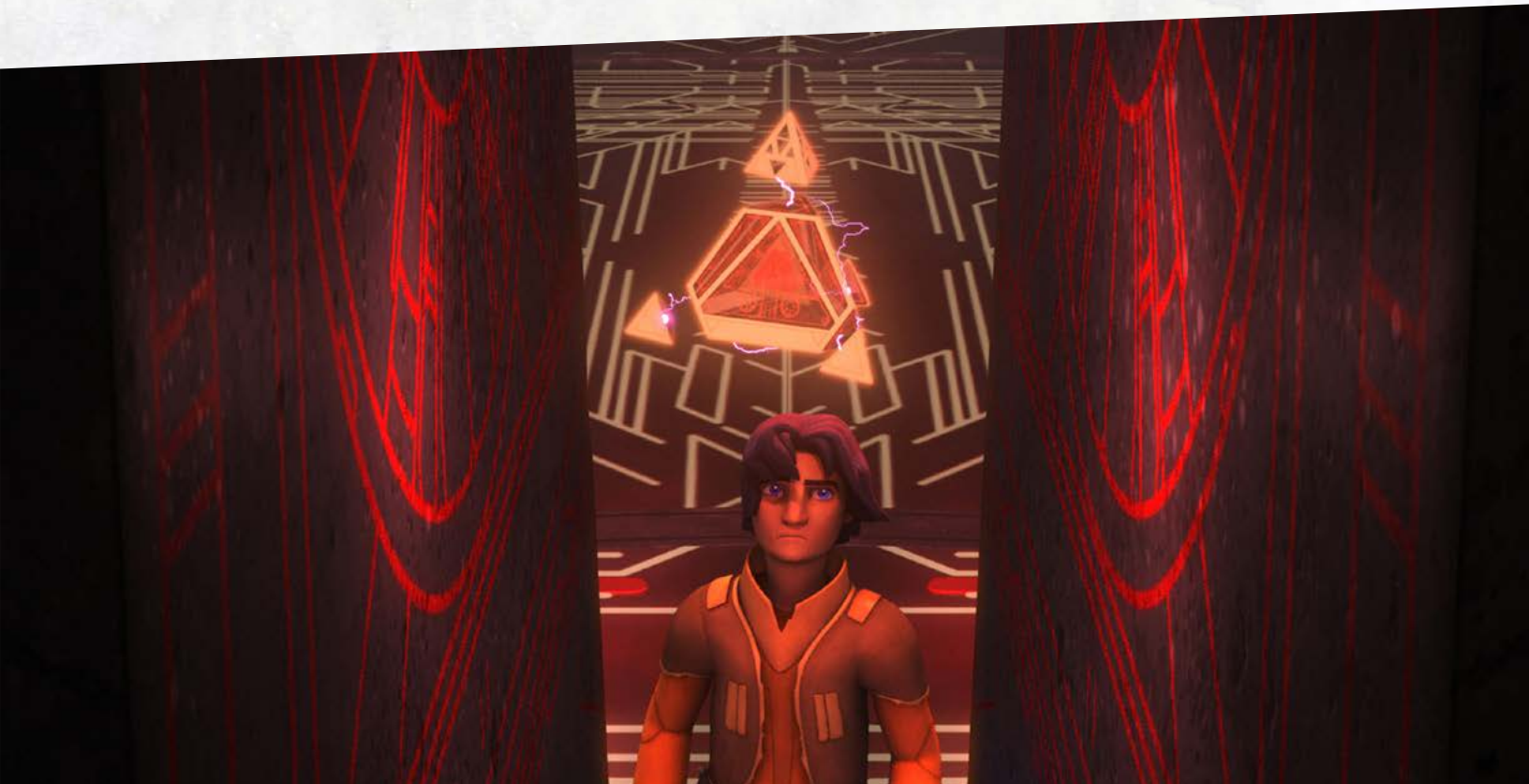
Ezra and Kanan then tried to make their way back to the Phantom but Vader pulled the holocron towards him through the Force, with Ezra struggling to hold onto it and Kanan trying to pull Ezra back. Ahsoka then attacked Vader and managed to damage his helmet, causing his real voice to be heard. Beneath the marred

helmet, Tano saw her half of her former master's scarred face and his yellowish-red glowing right eye. Torn by her feelings to Anakin, Ahsoka vowed not to leave him. Vader appeared to consider this for a few moments, then responded that she would die. Around them, the top of the temple was being sealed. Ezra tried to get to Ahsoka, but she Force-pushed him out of the temple and into the Phantom. As the temple closed in on itself, Ezra, Kanan, and Chopper managed to escape Malachor on the Phantom.

### IT'S OVER NOW

Aboard the Phantom, Kanan comforted a weeping Ezra as they dealt with the apparent loss of their ally and mentor Ahsoka Tano. The Phantom returned to Chopper Base on Atollon where they were greeted by Hera Syndulla, Sabine Wren, Garazeb Orrelios and Rex. While the others looked on in silence, Hera embraced Kanan, who wore a white blindfold around his eyes. When Ezra appeared, Rex looked on in sadness upon seeing that Ahsoka had not come with them. Meanwhile, Maul escaped Malachor in the

On Malachor's surface, a lone and damaged Darth Vader emerged from a hole in the wrecked Sith temple without Ahsoka. His mask was sliced, by Ahsoka in their duel earlier, his voice box was wheezing, and the Sith Lord was limping. While a convor flew over the top of the temple, an image of Tano was seen walking back down into the temple. Back on the rebel ship Ghost, the Lothal rebels silently deal with Kanan's blindness and the loss of Ahsoka. Alone in his darkened room, Ezra manages to access the Sith holocron using the dark side, while his eyes reflect its sinister red light.



# APPENDIX:

# STAR WARS CHRONOLOGY

- Lords of the Sith (novel)
- Tarkin (novel)
- A New Dawn (novel)
- Servants of the Empire 1 (novel)
- Battlefront: Twilight Company (novel)
- 📖 100A “The Machine in the Ghost”
- 📖 100B “Art Attack”
- 📖 100C “Entangled”
- Ezra’s Gamble (young novel)
- 100D “Property of Ezra Bridger” (young novel)
- The Rebellion Begins (young novel)
- 📖 100 “Spark of Rebellion”
- 📖 101 “Droids in Distress”
- 📖 102 “Fighter Flight”
- “Ring Race” (Star Wars Rebels Magazine UK #1)
- 📖 103 “Rise of the Old Masters”
- “Kallus’ Hunt” (Star Wars Rebels Magazine UK #4)
- Servants of the Empire 2 (young novel)
- “Learning Patience” (Star Wars Rebels Magazine UK #2)
- 📖 104 “Breaking Ranks”
- “The Fake Jedi” (Star Wars Rebels Magazine UK #3)
- 📖 105 “Out of Darkness”
- 📖 106 “Empire Day”
- 📖 107 “Gathering Forces”
- “Return of the Slavers” (Star Wars Rebels Magazine UK #5)
- “Eyes on the Prize” (Star Wars Rebels Magazine UK #6)
- 📖 108 “Path of the Jedi”
- “Sabotaged Supplies” (Star Wars Rebels Magazine UK #7)
- 📖 109 “Idiot’s Array”
- Servants of the Empire 3 (young novel)
- 📖 110 “Vision of Hope”
- Servants of the Empire 4 (young novel)
- “Ezra’s Vision” (Star Wars Rebels Magazine UK #8)
- “Becoming Hunted” (Star Wars Rebels Magazine UK #10)
- “Assessment” (Star Wars Rebels Magazine UK #11)
- 📖 111 “Call to Action”
- 📖 112 “Rebel Resolve”
- 📖 113 “Fire Across the Galaxy”
- “Senate Perspective” (Star Wars Rebels Magazine UK #9)
- “Ocean Rescue” (Star Wars Rebels Magazine UK #12)
- 📖 200 “The Siege of Lothal”
- 📖 201 “The Lost Commanders”
- 📖 202 “Relics of the Old Republic”
- “Secrets of Sienar” (Star Wars Rebels Magazine UK #13)
- 📖 203 “Always Two There Are”
- 📖 204 “Brothers of the Broken Horn”
- 📖 205 “Wings of the Master”
- “No Sympathy” (Star Wars Rebels Magazine UK #14)
- 📖 206 “Blood Sisters”
- 📖 207 “Stealth Strike”
- “A Day’s Duty” (Star Wars Rebels Magazine UK #15)
- 📖 208 “The Future of the Force”
- “Ice Breaking” (Star Wars Rebels Magazine UK #16)
- 📖 209 “Legacy”
- 📖 210 “A Princess on Lothal”
- 📖 211 “The Protector of Concord Dawn”
- 📖 212 “Legends of the Lasat”
- 📖 213 “The Call”
- 📖 214 “Homecoming”
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- 📖 216 “Shroud of Darkness”
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