

GURPS Star Wars Encyclopedia Galactica

1st Edition

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Disclaimer:
Project Coordinator:
R. Jason Kidd

Introduction

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

The Emperor has been dead for a little over 25 years, Grand Admiral Thrawn for 20 years. The forces of the Galactic republic are in a truce with the Empire, a shadow of its past might. Since the end of the rebellion, the Galactic Republic as constantly striven to outwit, outrun and outgun the Empire. Now, they seem to be winning and the balance of power appears to be shifting in the Republic's favor. Yet, unbeknownst to Galactic Republic forces, the Empire plots and prepares another offensive. Under the powerful leader ship of a student of Grand Admiral Thrawn and of an Imperial Bastard, the Empire is not yet destroyed and plans revenge against the « Rebellion ».

Disclaimer:

The material contained in this book is drawn from the works of George Lucas, his collaborators and other Sci-fi authors who have helped the Star Wars phenomenon to grow since its birth in the late 70s. Most of the material referred to in this book is owned under copyright

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About GURPS:

GURPS is a registered trademark of Steve Jackson Games Inc. All reference to their works used in this book are used without their permission (but I do hope I get their blessings....) given or implied. If you've made it this far, you know about GURPS and Steve Jackson Games Inc. You are familiar with their works and the wonderful RPG system they have created. You know what it's about and you like it.... As I do! What you long for are a Space Opera setting based on Star Wars. Well, here it is...

About the Project Team:

Project Coordinator:

The project coordinator and principal author is Francis Martel, from Montreal, Canada. Francis is 30 years old and lives with his wife Stephanie and their son Marc-Antoine...And a shape shifting red dragon that currently poses as the household cat, Willy.

Francis has been gaming since he was about 15, which means he's been deranged for 15 years already! His interests, as far as gaming goes, are mostly centered on role-playing games (GURPS, Battletech, AD&D, Travelers) and strategic gaming (Advanced Squad Leader, Starfleet Battles, Wooden Ships & Iron Men...). Computers also take a lot of his free time (His wife constantly wages war against his 3 computers...)

Francis currently work for ConnecTalk Inc, an IT consulting firm based in Montreal, with offices in the USA (NJ). His role is to develop IT solutions for the customers. In short, he establishes the layout of the solution (servers, routers, data links, firewalls, OS, etc.) and source out all the material, manpower and software required to implement the solution.

Project Team members and collaborators:

Thomas Kathmann:

Thomas is from Germany, and lives in Berlin. Thomas is 29 years old and currently works as a software developer in the Health Care industry. Thomas is a general SF fan and a RPG tabletop gamer. A lot of the technical features of spaceships have been designed and revised because of his numerous discussions and commentaries on the Star Wars technologies and on how to handle them in this book.

Michael Siersleben:

Another collaborator from Germany, Michael has worked hard in providing the information in the Campaigning section, the cinematic section and in developing the Jedi Martial Art style. Michael is 28 years old and lives in Braunschweig with his fiancée, Kathrin. Michael currently works as a gym instructor (Tae-Kwon-Do, Self-Defense, Thairobic, Aerobic, Fitness) but plans to finish university in German and English literature, as well as in Greek philosophy.

R. Jason Kidd

Jason is from the US, and currently lives in Pittsburgh, Pennsylvania with his wife Melanie. He is 26 years old and is currently working as a musician in a "rock" band and as a photographer. Jason has been gaming since he was twelve and has been a Star Wars fanatic most of his life. Jason has been a major inspiration and a major source of information in regards to the alien races and he is the principal author for the GURPS Star Wars Alien Races supplement. Jason's talent also found expression in the design of almost all of the covers of the GURPS Star Wars line of supplements.

The GURPS community worldwide:

Mostly those on the GURPS Star Wars Project mailing list and some of the listeners on the GURPS newsgroup, for their insights, suggestions, recommendations and overall support and assistance.

Background to this worldbook:

Welcome to the worlds of Star Wars within GURPS. First of all, we have to tell you that this worldbook might not be about the Star Wars that you know and might not be what you expect to find.

This world book is designed with the idea of playing the Star Wars universe in a “realistic” fashion, not in a cinematic space opera type. To that purpose, the Star Wars technologies depicted in this book have been “modified” to reflect a more real science approach: In this book, the Storm trooper armor cannot be pierced by Ewok arrows. In this book, it’s not possible to navigate a speeder bike going 500mph through a dense forest. In this book, people usually die when hit by a blaster shot, and in this book Storm trooper usually hit what they aim for....

For those of you that prefer the cinematic space opera approach, see the annexes at the end of this book. We have developed the basic rules and guidelines to help you run cinematic GURPS Star Wars adventures.

So, you say, what will I find in this book and what period does it cover?

We have decided to concentrate our efforts on the period some years after episode VI, Return of the Jedi. Our setting takes place about 20 years after the reign of Grand Admiral Thrawn, as depicted in the novel trilogy written by Timothy Zahn. Most of the information contained in this book as been designed by the authors and may not reflect current canonicals and other official sources on the Star Wars universe, namely books recently published that may take place during our chosen time period. .

A great deal of effort as been made to make sure that this gaming supplement respects the flavor of the Star Wars genre and its spirit. We hope we have succeeded.

Mathematical, Scientific and GURPS books notations & conventions

The following mathematical and scientific constants have been used in the design of this book:

Scientific Notations:

A pc = parsec = 3.26 light-years or 19.234×10^{12} miles.

A ly = light-year = 5.9×10^{12} miles.

A cf = cubic feet = 1 x 1 x 1 feet or 1728 cubic inches.

A cy = cubic yard = 3 x 3 x 3 feet or 27cubic feet.

Mach 1 = the speed of sound at sea level, or 760mph.

sV = Spherical volume = $\frac{4}{3}\pi R^3$

GURPS References:

The GURPS Star Wars Worldbook is NOT a game in itself. Ownership of the following GURPS source book is required:

GURPS Basic 3rd edition (B)

The following GURPS books and associated GURPS Star Wars supplementary material was used in designing this book. Page references expressed in this book reflect the standard SJ Games/GURPS page notification scheme.

GURPS Compendium I (CI)

GURPS Martial Arts (MA)

GURPS Space 1st edition (S)
GURPS Ultra-Tech and Ultra-Tech2 (UT and UT2)
GURPS Vehicles 2nd Ed. (V)
GURPS Star Wars Technical Manual (SWT)
GURPS Star Wars Encyclopedia Galactica (SWE)
GURPS Star Wars Alien Races (SWA)

The Star Wars World book Premise

Today, an uneasy truce exists between the democratic Galactic Republic and the dictatorial new order of the Galactic Empire. The known universe has been split between the two superpowers, each watching closely every move made by its neighbor. The Galactic Republic controls some 70% of the worlds and galactic territories, the Empire controls about 20%, with the other 10% being neutral sovereign nations or independent worlds stuck in the neutral zone dividing the two greater realms.

Mon Mothma has retired from active politics some five years ago, and Leia Organa-Solo is the current Chief-Of-State, in a 4th mandate from the Galactic Senate. Jedi Master Luke Skywalker stands as head of the Order of Jedi, and watches over the current state of affairs from the Jedi Academy on Dagobah. Other known figures have either retired or stepped out of active politics and are content to finish their lives in anonymity.

Some trade does exist between the two superpowers. It is mostly routed through the sovereign nations and neutral planets of the neutral zone. Both Empire and Galactic Republic enforces strict control of traffic to and from the other realm. Travel between the superpower is strongly discouraged by administrative authorities in place. Thus, smugglers and privateers handle most trade and travel between the Galactic Republic and the Empire.

The current atmosphere is one of mistrust and both superpowers are actively engaged in a great cold war. Spies are numerous on both sides of the frontier and military “maneuvers” along the frontiers are quite common. Diplomatic incidents such as border patrol fighting, territorial disputes, resources raids, terrorism and undercover operations happen all the time, making the border a very hot place to be. Farther from the frontline of the cold war, life is easier and quite peaceful. Citizens can live their lives in peace, each under the auspices of its government’s watchful eye...

Space Travel

Interstellar Transit Authority:

The Interstellar Transit Authority is a permanent non-profit organization whose role is to regulate and maintain the conventions for use of stellar coordinates and mapping conventions regarding the use of hyperspace. The ITA was created some thousands of years ago and as always been respected by every nations and governments. The ITA is responsible for the seeding, maintenance and update of the Hyperspace beacon network covering the galaxy. It owns a fleet of Nebula-class frigate to act as engineering centers and defense platforms.

The Interstellar Transit Authority is based on **Nekor (260L)**, in the Neutral Zone. From there, the ITA Permanent Council and Assembly make their rulings about interstellar travel laws, and regulates the price of fuel production and distribution across known space.

Each of the major nations (Republic, Empire, Shindaarni, Bakuran) has a permanent representative on the council, is allowed a number of votes equal to the number of star system they represents and owns a Veto right on the council’s decisions. The smaller nations (Djemsok, Sventor or groups of less than 10 star systems) are allowed a voting representative in the assembly, with a number of votes equal to the number of star system it represents. Rulings made by the Council and the Assembly is final and must be obeyed by every nations.

Hyperdrive:

The Hyperdrive is the only known way to travel between star systems without spending years doing it (like with sub light engines). The mechanics of faster-than-light travel are described in the stellar mapping section.

Travel Speed & Time:

Hyperspace travel times and speeds are described in detail in the Stellar Mapping & Astrogation Chapter. The basic level of speed is called H1 (Hyperdrive level 1) and represents the “typical” speed / time used when traveling in hyperspace. Ship’s Hyperdrive can be designed and built to increase this base speed. These augmented drives are classified according to their increments of the H1 drive, from H2 to H10. Each increment in scale of the base speed will reduce required travel time.

The Hyperdrive design is similar to the one found in GURPS Vehicles 2nd edition. Each hyperdrive motivator’s speeds are based on the number of tons that are carried across hyperspace.

Hyperdrive Class	Time Factor	Legality Class
H1	Standard	1
H2	Reduced by 10%	1
H3	Reduced by 20%	1
H4	Reduced by 30%	1
H5	Reduced by 40%	1
H6	Reduced by 50%	1
H7	Reduced by 60%	1
H8	Reduced by 70%	2
H9	Reduced by 80%	2
H10	Reduced by 90%	2

Hyperdrive Science:

Space travel is handled through the use of Hyperspace. Hyperspace is a parallel dimension to ours. In this dimension, channels exist in which the speed of light is not the ultimate limit. With the help of the Hyperdrive motivator, spaceships “jump” through the barrier between worlds and enter those lanes. Traveling through Hyperspace is tricky, and is subject to two major laws.

The first law is that ships must travel through the Hyperspace lanes. With the help of navigational computers and a network of beacons, the pilot can calculate the nearest lane that will propel him in his desired direction of travel. There are some very rare individuals or races that have a natural knack for hyperspace navigation: Those are highly praised as navigator and usually are worth a lot to ships captains. Jedi also have the ability to instinctively calculate hyperspace jumps by using their Force abilities. Lanes vary greatly in size and performance, with some no longer than 1 light years and others requiring weeks in transit. Traveling through hyperspace is defined below.

The second law of Hyperspace travel is gravity: For some unknown reason, gravity plays a major role in the direction of travel and the capacity of a ship to enter Hyperspace. Thus, navigational computer must take account the gravitational field of stellar bodies before “jumping” the spaceship into Hyperspace. Special spaceships, called Interdictor, have been designed with large gravity generator. Those ships disrupt the lanes and can bring a traveling spaceship prematurely out of Hyperspace, or block one from jumping into hyperspace. The results of an unwanted or premature sortie out of hyperspace usually result in damage to the hyper drive system.

Hyperspace Navigation 101:

The following section describes the steps required to successfully perform a hyperspace jump. Although it seems complicated, this process is greatly assisted by Astromech droids and Navigation computers.

The time required to perform the necessary calculations is equal to 20 minutes less success on the astrogation skill roll (minimum 5 minutes).

1. Distance to cover between A and B.
2. Knowledge/frequency of use of the "lane" between A and B.
3. Consistency and occupancy of the real-space between points A and B.
4. Speed used over the H1 base.

The effect of the space-time continuum in hyperspace acts very differently than in our own dimension/continuum. In hyperspace, travel-time is influenced by travel-distance in a way that makes the "miles per hours" references seems faster at longer distance.

Below 10pc	2hrs x distance in pc	6pc = 12hrs
From 11pc to 100pc	20hrs + 1hr x distance in pc	75pc = 95hrs = 3.95days
From 101pc to 1000pc	120hrs + [1hr x distance in pc divided by 4]	600pc = 270hrs = 11.25days
Over 1001pc	370hrs + [1hr x distance in pc divided by 50]	5000pc = 470hrs = 19.58days

Then, the actual knowledge about the lane must be accounted for. For well-traveled lanes, the government will have seeded hyperspace beacons that relay the required information to the ship's hyperdrive computer. On less traveled lanes or new routes, word-of-mouth information or commercial databases must be used to account for the lack of automated beacons.

Major lane or known commercial lane: Less 30%

Secondary lane: Less 20%

Hyperspace beacon present: Less 10% (also adds +2 to astrogation roll)

Standard lane, used on an on-and-off basis: Standard time

Uncharted lane, used by "bush pilots" and smugglers: Increases time by 25%

Unknown or unexplored lane: Increases time by 50%

After that, the forehand knowledge of that lane by either pilot and/or navigator must be taken into account. Although a lane is considered uncharted, a pilot that travels it twice a week will have the edge over a first time pilot/navigator.

Pilot/Navigator has previous and extensive knowledge of that lane: Less 30%

Pilot/Navigator has previous but limited knowledge of that lane: Less 20%

Pilot/Navigator has only hearsay knowledge about that lane: Standard time

Pilot/Navigator has no information or records about that lane: increases time by 25%

The amount of elements strung along the way in real-space also influences time because of the gravity fields generated by such deep space objects:

For each stars crossed: Increases time by 0.5%

For each "anomaly" (black holes, supernova, nebula) crossed: Increases time by 1% to 5%, depending on the anomaly (i.e. black holes are far more dangerous to navigation than nebulas)

And finally, the type of hyperdrive must be taken into account to complete the calculations for the hyperspace jump.

Class-1 Hyperdrive: Standard time

Class-2 Hyperdrive: Less 10%

- Class-3 Hyperdrive: Less 20%
- Class-4 Hyperdrive: Less 30%
- Class-5 Hyperdrive: Less 40%
- Class-6 Hyperdrive: Less 50%
- Class-7 Hyperdrive: Less 60%
- Class-8 Hyperdrive: Less 70%
- Class-9 Hyperdrive: Less 80%
- Class-10 Hyperdrive: Less 90%

Stellar Mapping:

The stellar mapping system has been in use for over a thousand years. All nations abide by the system and regularly exchange navigational data to update the maps and charts on a regular basis.

The Interstellar Transit Authority regulates the usage of stellar coordinates and mapping conventions. The current system is represented by a series of numbers and letters, each representing certain information about the star system in question. Example:

World Name (Coruscant)	Region (Core Worlds)	Sector (Coruscant)	System (Coruscant)	Race (Humans)
Star Type (MIV7)	World map code # (088)	Map coordinates (045G)	Bases (S4B1)	
# planets (6)	Code (Green , Amber, Red)			

088-COR-CW-045G-S4B1

The sequence is as follows:

Planet Number - Planet Name – Sector Name – Galactic Coordinates – Starport type – Bases type.

In our example, we are using Coruscant, capitol of the Galactic Republic. The code sequence means that Coruscant is planet #88 in the database, located at galactic coordinates grid #G in quadrant 45, in the Core Worlds (CW). Furthermore, Coruscant is equipped with a class-5 spaceport (top of the line orbital and ground facilities without shipyards), and is a major military depot for that sector.

- | | | | |
|----|--------------------|----|--------------------------------------|
| DC | Deep Core | CW | Core Worlds |
| IR | Inner Rim | CO | The Old Colonies |
| ER | Expansion Region | MR | Mid Rim |
| CT | Centrality | OR | Outer Rim |
| CR | Colonial Rim | BP | Bakuran Protectorates |
| NT | Neutral Zone | SA | Shindaarni Alliance |
| HS | Hutt Space | SR | Sventorii Autonomous Region |
| DF | Djemsok Federation | WS | Wild Space (Beyond the galactic rim) |

Information on worlds in the Star Wars universe can be found in the GURPS Star Wars Encyclopedia Galactica. Visit the GURPS Star Wars Project web page for more information.

Known features and spatial hazards

Although it's a huge galaxy, the fact that it is well traveled makes the notification of spatial phenomenon rather simple. One only has to notify the Interstellar Transit Authority, and the next

engineering ship will update the beacon network accordingly. Among the most notable features known to traveler, the following are spectacular sights or grave dangers:

Badlands:

The badlands are an area about 350 cubic parsec located in the Mid Rim Territories (borders sector O in the 300 to 310 region). The badlands are a huge cloud of gases in a constant state of plasma fusion. It generates plasma fires of incredible magnitude, sometimes hot and big enough to swallow an Imperial Star Destroyer whole.

Certain paths exist to the 3 planets located inside the badlands proper. These paths are not traveled often and are usually reserved to crazy bush pilots. No official carrier lands on any of the Three Sisters has the badlands planets are commonly known.

Of course, the difficulty of traveling to the badlands makes it a perfect area for pirate and smuggler's bases.

Cloak of the Sith nebula:

This huge cloud of proto-stars sits in Imperial space, in the Outer Rim Territories (around 132L). It is a spectacular sight due to its monstrous size (many cubic parsec). The Cloak of the Sith nebula always wreck havoc with the electronics of ships, often disabling those traveling to close to its borders.

Locations of Interest and Galactic Landmarks

Nespis VIII

Once located at the node of the six remaining Auril systems near the Cron Drift, the now-destroyed Nespis VIII was a huge derelict space city. One of the largest of the ancient spaceports, Nespis VIII began its life as a remote beacon-point during the early days of hyperspace travel. Over thousands of years the beacon became a sprawling city, with a vast diversity of architectural styles and historical relics from nearly every period of space travel, including centuries-old murals of the Great Sith War. The city remained well-preserved in the vacuum of space and was abandoned long before the start of the Clone Wars. Six years after the Battle of Endor, Luke Skywalker freed Kam Solusar from the Dark Side of the Force while at Nespis VIII. Later that year (after the destruction of the command base on the fifth moon of Da Soocha), New Republic leaders established their new base at the remote space city, and Leia Organa Solo's third child Anakin was born there. Soon after, the Emperor fired a Galaxy Gun projectile at Nespis VII as the New Republic scrambled to abandon their base. Though the first shot was unsuccessful, a second projectile utterly destroyed the ancient space city. [DE2, EE]

Nyarikan Nebula

The Nyarikan Nebula is a navigation hazard lying near the Garos system. Its presence has made travel to the Garos system relatively uncommon. [SWAJ]

Phosphura Belt Nebula

Located near several major trade lanes, the Phosphura Belt Nebula is a mass of greenish clouds randomly charged with electromagnetic bursts. It is a serious navigation hazard, and is home to the highly-organized Phosphura Belt Pirates. The space station Zirtran's Anchor drifts near the nebula. [SWAJ]

Quintar Nebula

Found on few star charts, the Quintar Nebula is a thick mass of colorful, swirling clouds that can blind sensors and ionize flight-control systems. Tron Nixx, the navigator for Drek Drednar's pirate crew, used the Force to chart a safe route through the Nebula, where he discovered the hidden world of Taraloon. [SWAJ]

Ringali Nebula

Hyperspace Lanes and Hyperoutes

Nanthri Route

The shipping route once plagued by the Nanthri pirates, who united under their leader Cellis Mott until his mysterious disappearance. Mott's list of "ship's articles" are still used by pirates and privateers today. [SWAJ]

Perlemian Trade Route

The Perlemian Trade Route runs through the Darpa and Bormea sectors of the Ringali Shell and connects, in order, the planets Corulag, Chandrila, Brentaal, Esseles, Rhinnal, and Ralltiir. The Arkanis sector and its Pii system are a seven-day journey from the trade route. Activity along the route was severely curtailed by Lord Tion's blockade of Ralltiir just prior to the Battle of Yavin. [SWAJ]

Trade Spine

Also known as the Corellian Trade Spine, the Spine is located near the Ison Corridor and scattered throughout with Duros maintenance depots. Bepin Motors has been highly successful in selling their cloud cars to the urbanized and overpopulated industry worlds along the Trade Spine. Admiral Daala lay in wait for targets at a hyperspace node on the far end of the Spine, where ships bound for Anoat or Bepin would have to drop into realspace to recalibrate their navigation instruments. [TLC, DA, GG2]

Regions, Sectors and subsectors

Ninth Quadrant

An area of space near the Senex and Juvex sectors, containing the Greeb-Streebling Cluster, the Noopiths, and the planet Belsavis. The quadrant is relatively isolated and its systems are widely spread apart. [COTJ]

Noonian sector

The Noonian sector, located near the Halthor sector, contains the Noonian system (and its planet Noonar) and the planet Movris. The Noonian system, ruled by Imperial governor Trophan Thanis, contains several food-processing facilities for the Nebula Consumables corporation. Rebel privateers, presumably operating from Movris, were able to steal nearly a quarter of Nebula Consumables' output. Captain Gresia Vleen, an Imperial customs officer aboard the Interdictor cruiser Tory's Catcher, inspects ships traveling the space lanes of the Noonian sector. [SWAJ]

Orus sector

Grand Admiral Thrawn gave the false impression his clone traffic was running through the Orus sector, leading Talon Karrde to visit Chazwa in an attempt to find the traffic's origin point. Planets in the Orus sector include Chazwa, Poderis, and Joiol. [TLC]

Pentastar Alignment

The Pentastar Alignment is a group of worlds in the Outer Rim, forged into a protective federation after the Battle of Endor by Grand Moff Ardur Kaine. Kaine, Moff of the Outer Rim Territories following the death of Grand Moff Tarkin, saw the Empire's defeat as an opportunity to form a new Empire under his own rule. He called a meeting, dubbed the Pentastar Talks, aboard his Super Star Destroyer Reaper with Imperial officials and representatives from two large private corporations. The resulting Alignment encompasses hundreds of planets, including the Velcar Free Commerce Zone (containing Capza, Entralla, and Bextar) and the worlds Jaemus and Criton's Point. While many aspects of the Alignment are very similar to those of the old Empire,

some notable differences exist-- the Alignment's legislative arm, for instance, has two primary factions: Order (including the Politorate, Insurrection, Judgment, and Protectorate branches), and Enforcement, represented by the Pentastar Patrol police force. The New Republic has done little to oppose the Pentastar Alignment since its formation, but mercenary groups such as the Red Moons have secretly worked to sabotage its operations. Pirates and freebooters have also become an increasing problem within the Alignment. [SWAJ]

Quanta sector

The Quanta sector, formerly ruled by Moff Jerjerrod, contains the planet Tinnel IV. [SWAJ]

Quelii sector

The Quelii sector contains the planet Dathomir. The sector was once under the control of Imperial Warlord Zsinj. [COPL]

Rachuk sector

Lying close to the Galactic Core, the Rachuk sector borders the Morobe sector and contains the Chorax, Hensara, and Rachuk systems. The sector was controlled from an Imperial base, located on Vladet in the Rachuk system. [XWRS]

Rayter sector

The Rayter sector contains the planet Karra, located in the sector's largely unexplored rimward section. [SWAJ]

Ringali Shell

The Ringali Shell is a region of space running from the mid-Core to the Colonies region. The Shell encompasses the Bormea and Darpa sectors, the intersection of the Perlemian Trade Route and the Hydian Way, and the colorful Ringali Nebula. [SWAJ]

Senex sector

Adjacent to the Juvex sector and near the Ninth Quadrant, the Senex sector is ruled by an elite group of ancient, aristocratic Houses. The sector contains the Senex system and the planet Karfeddion, and apparently Veron and Mussubir Three as well. Yetoom and Belsavis are located on its edge. The Ancient Houses and their Lords are very independent, desiring to rule their planets as they see fit and scorning any interference from outside governments. They were largely left alone under Palpatine's rule, and neither the post-Endor Empire nor the New Republic have been very successful in influencing them. The Senex Lords have long been accused of mistreating their workers and violating the Rights of Sentience. The oldest of the Houses is House Vandron, headed by Lady Theala Vandron, which operates slave farms on Karfeddion. The House Elegin is headed by Drost Elegin, and the House Garonnin gets a large portion of its revenue from strip-mining asteroids. The sleek Mekuun ships called Tikiars are often favored by the aristocrats of the Ancient Houses.

The Senex system once held an Imperial training area. Before the Battle of Yavin, a new Alliance recruit accidentally hypered into the area in his X-wing, and destroyed most of the training facilities before realizing his danger and hypering out. Eight years after the Battle of Endor, Stinna Draesinge Sha, a pupil of Nasdra Magrody's, was assassinated in the Senex sector in House Vandron territory. Later that year, many of the Senex Lords met with Roganda Ismaren on Belsavis with the intent of forming a military alliance. [COTJ, FP]

Sern sector

The Sern sector is located near the Core Worlds, and contains the planet Ghorman. [FP]

Sesswenna sector

Contains the planet Eriadu. Grand Moff Tarkin developed the Tarkin Doctrine of rule by fear while he was a governor in charge of the Sesswenna sector and the Outer Rim Territories. [MTS, DSTC]

Shasfath Cluster

After the Battle of Hoth, Alliance operatives were sent to the Inner Rim and Expansion Region, to search for tibanna gas deposits on gas giant planets in the Lequabis, K'taktaxka, Poviduze, and Kelavine systems and the Shasfath Cluster. [SWAJ]

Sluis sector

The Sluis sector contains the planets Dagobah, Bpfassh, Praesitlyn, and Sluis Van. [HTTE, ISWU]

Sombure sector

The Sombure sector is located near the Wornal sector. Imperial Moff Prentioch, ruler of the Sombure sector, began to expand his own territory following the Battle of Endor. His forces made advances into neighboring sectors including Wornal, where he ran against the competing forces of Moff Eyrgen. [SWAJ]

Sumitra sector

The Sumitra sector contains the planet Tierfon where a Rebel starfighter base was established to patrol the outer edges of the sector. The Empire was aware of Rebel activity, but since the sector contains 12,387 planets and moons, locating Tierfon base was a difficult task. [SWS]

Tion Hegemony

A group of backwater systems in the Outer Rim, on the fringes of Imperial space. Due to the Tion's remoteness the Empire does not bother with direct control, and as a result it is a haven for smugglers, con- artists, and other petty and unsuccessful crooks. Common smuggling cargoes include chak-root and R'alla mineral water. Planets in the isolated Tion, which unsuccessfully struggles to keep up with the rest of galactic society, include Saheelindeel, Brigia, Rudrig, and Dellalt. [HSL, FP]

Tragan sector

The territory of Imperial Moff Brinkan. Brinkan placed a bounty on Ral Shawgrim, a former Alliance technician, when Shawgrim did not deliver a set of stolen X-wing plans. [SWAJ]

Trax sector

The Trax sector, located in the Outer Rim, contains the planets Deysum III and Uogo'cor, and the Trax Tube-- a major Outer Rim shipping lane. Alliance supply purchaser Redda Macrebe works throughout the Trax Tube systems. [SWAJ]

Tungra sector

The Tungra sector, near the Bruanii and Javin sectors, was home to a deep-space Mugaari cargo loading depot. The depot was completely destroyed by the Empire following the Battle of Hoth. [TSC]

Vallusk Cluster

Admiral Ackbar attacked the Imperial fleet at the Vallusk Cluster, to create a diversion for the Alliance force evacuating their Yavin 4 base. [CSW]

Varvenna sector

The famous chef Porcellus once worked for the Imperial official Yndis Mylore, governor of Bryexx and Moff of the Varvenna sector. During his tenure Porcellus served meals for the Emperor himself, but he was made a slave to Jabba the Hutt approximately one year prior to the Battle of Yavin. [TFJP]

Velcar Free Commerce Zone

The Velcar Free Commerce Zone (FCZ), named for the Velcar sector in which it is located, is a strip of corporate-run systems within the Pentastar Alignment. The FCZ, ruled by Commerce

Master Commissioner Gregor Raquoran, contains many resource-rich worlds that are exploited by powerful Imperial corporates. The corporates are often allowed to bypass environmental and safety rules, and the primitive alien species found on the planets are often forced to toil in mines or other hazardous industrial projects. Worlds within the FCZ include Capza, Entralla, and Bextar. [SWAJ]

Wornal sector

The Wornal sector is located near the Sombure sector. Following the Battle of Endor, Imperial Moff Prentioch and Moff Eyrgen began expanding their individual territories and fighting each other for control of the Wornal sector. Two years after Endor, Prentioch traveled to the water world of Kaal in the hopes of gaining control of its aquaculture industry to help fuel his war effort. [SWAJ]

Wyl sector

The Wyl sector, together with the Aparo sector, forms the inner border of the Corporate Sector. It is ruled by Moff Gozric. [CSSB]

Xappyh sector

Jedi Master Jorus C'baoth was named ambassador at large to the Xappyh sector by the Senate on 8/21/62, Pre-Empire date. [DFR]

Yushan sector

Located in the Mid-Rim, the Yushan sector contains the planet Kaal. [SWAJ]

Star Systems & Stellar Bodies

Nodgra system

The Nodgra system is approximately three days travel from the Socorran system. The crimelord Abdi- Badawzi forced the young smuggler Drake Paulsen to deliver a cargo to the Nodgra system. [SWAJ]

Oseon system

Adjacent to the Rafa system and composed of nothing but thousands of asteroids, the Oseon system is famous for its wealthy inhabitants and its booming tourist trade. Seven wide bands of asteroids orbit their sun, and many of these bodies have been turned into luxury resorts or private estates. Many tourists come to see the famous Flamewind of Oseon, a yearly phenomenon caused by an increase in stellar flares. The flares interact with asteroid vapor, creating brilliant bands of ionized gas thousands of kilometers long that fill the system with fluorescing colors. The Flamewind lasts an average of three weeks, and the strong radiation prevents all communications and in-system space traffic with the exception of message torpedoes. Carrying personal weapons in the Oseon is a capital offense. [LCFW]

Ottega system

Located in the Lesser Plooriod Cluster, the Ottega (also Ottegan) system's fourth planet is Ithor. Consequently, it is sometimes referred to as the Ithor system. The system also contains the planet Ottega, where the smuggler Toob Ancher was permanently disfigured when a bounty hunter's faulty thermal detonator exploded in his face. The smuggler Mako Spince was crippled by NaQoit bandits while making a run to the Ottega system. In the time following the Battle of Hoth, the remnants of the traitorous Admiral Harkov's fleet were discovered in the Ottega system by loyal Imperial forces. The late Harkov's former flagship, the Victory-class Star Destroyer Protector, was trapped in realspace by the Interdictor cruiser Harpax. Lord Vader planned for Admiral Zaarin's ships to arrive and finish off the Protector, but Zaarin pulled a double-cross-- he attacked Vader's forces and then flew to Coruscant, where he planned to kidnap the Emperor and

complete his coup d'etat. Six years after the Battle of Endor, the New Republic troopship Pelagia was rendezvousing with an X-wing group based in the Ottegan system when it, and its 100,000 ground troops, were wiped out by the Emperor's Galaxy Gun. [DE, SWS, EE, SWAJ, TSC]

Ottethan system

Neema, daughter of the Jedi Vima-Da-Boda, was executed in the Ottethan system for attempting to use the dark side of the Force against her husband, an Ottegan warlord. The Ottethan system was the ruling system of his twelve-system empire, located on the far perimeter of the galaxy. She was fed to the rancors that run wild in the Ottethan forests. [DE]

Pakuuni system

The Pakuuni system, a hotbed of piracy and smuggling in the Outer Rim, contains the planet Pakuuni. Following the Battle of Hoth, Vice Admiral Thrawn was sent to the system to eliminate the pirates and make the area safe for shipping by establishing the Imperial space station NL-1. The Pakuuni pirates joined with Rebel Alliance forces to drive out the Empire, but they were defeated. [TSC]

Paradise system

The garbage-strewn Paradise system is home to the quarrelsome, unicellular protozoans known as Ugors. Early in their history the Ugors polluted their home planet in the system, yet survived by adopting a form that could survive on garbage and waste. The Ugors, who have built a religion around their love of trash, have begun charging fees to those wishing to make a "pilgrimage" to the Paradise system to pore through and remove useful items from the vast store of garbage. Ugor society is composed of various waste recovery companies, which are controlled by the Holy Ugor Taxation Collection Agency (HUTCA). Ugors frequently find themselves in conflict with the Squibs for control of the galactic trash-hauling business. [GG4]

Parmel system

After the Battle of Hoth, the traitorous Imperial Admiral Harkov was captured in the Parmel system and brought before Darth Vader for questioning and execution. Later, the renegade Admiral Zaarin returned to his deep-space R&D facility in the Parmel system to seize its TIE Defender prototypes. Loyal Imperial forces captured the facility, but were forced to evacuate with the prototype TIEs when Zaarin tried to destroy the space platform. [TSC]

Parmic system

The Parmic system contains a research facility operated by Imperial Admiral Zaarin. It was here that Zaarin equipped his TIE squadrons with a new beam weapon in the time following the Battle of Hoth. [TSC]

Pii system

The Pii system is located in the Arkanis sector, on the border of the Mid-Rim and Outer Rim. There is little of value in the region of space but it can be easily reached, and lies just seven days from the Perlemian Trade Route. The system's seven planets orbit a red giant, and the inner two worlds are scorched balls of rock. An asteroid belt is next, followed by the lush green worlds of Pii 3 and 4. Next is a barren fifth planet, another asteroid field, and a gas giant, while the seventh world is an ice-covered ball. Pii 3 and 4 are the only profitable worlds in the area, and are known for the valuable crimson greel wood harvested and exported from their forests. The entrepreneur Meysen Kayson bought the rights to both planets in the last days of the Old Republic, intending to open a nature preserve. When he discovered the fast-growing greel trees and their deep, luxurious wood, he founded the Greel Wood Logging Corporation. Efforts to transplant the greel tree to other environments have proven unsuccessful, and for now the Pii system is the exclusive source. Kayson secretly diverts most of its profits from his logging company to the Alliance, while allowing the planets to be used as Rebel training grounds and safeworlds. Pii 4 has harsher geography and more rainfall than its sister world, which is covered with gentle rolling plains. Pii 3 was once home to seventh Duro Relocation Colony, which has since been abandoned. Many lifeforms inhabit the planets, including the larkin nerf and zronta grazer on Pii 3 and the greel

screamer and timber render predators of Pii 4. Following the Battle of Yavin, a Habassan convoy was attacked by Imperial gunboats near Pii 2, but was rescued by Alliance starfighters. [SWAJ, FP]

Poviduze system

After the Battle of Hoth, Alliance operatives were sent to the Inner Rim and Expansion Region, to search for tibanna gas deposits on gas giant planets in the Lequabis, K'taktaxka, Poviduze, and Kelavine systems and the Shasfath Cluster. [SWAJ]

Prindaar system

The Prindaar system, named after its star, contains the gas giant Antar and its six moons. The fourth moon, known as Antar 4, is the homeworld of the alien species known as the Gotal. [GG4]

Polith system

The Polith system contains the planet Thyferra, the homeworld of the Vratix and the center of the galaxy's bacta industry. [SWAJ]

Ptera system

The Ptera system is home to the planet Flax, homeworld of the insectoid species known as the Flakax. [GG4]

Pyria system

Located only hours from the Mirit and Venjagga systems at the edge of the Galactic Core, the Pyria system contains Borleias as its fourth planet. Borleias, the system's only inhabited world, was the base of operations for General Evir Derricote, commander of Imperial forces in the Pyria system. [XWRS]

Rachuk system

The Rachuk system is located in the Rachuk sector and contains the planet Vladet, site of an Imperial sector headquarters. A great deal of trade and shipping traffic passes through the centrally-located system. The Rachuk roseola virus infects anyone visiting the system, and manifests itself as a red, itchy rash. Some three years after the Battle of Endor, the Alliance destroyed the Vladet base and forced the Empire to divert more of its forces to the Rachuk system, diluting its strength elsewhere. [XWRS]

Rafa system

Bordering the Oseon system, the eleven planets and numerous moons of the Rafa system are covered with the enormous plastic ruins of the ancient Sharu. The buildings are among the largest constructions in the galaxy and are quite impenetrable. Many human colonies, dating from the early days of the Old Republic, have sprung up around and between the structures. The system was also inhabited by a primitive humanoid species known as the Toka, who were treated as slaves by the Rafa colonists. The system is famous for its life orchards-- groves of crystalline trees whose crystal "fruit" can extend an individual's life when harvested and worn. Working among the crystal trees themselves, however, drains a person's life and intellect, and consequently most of the harvesting is done by the Toka or the criminals in the Rafa's numerous penal colonies. Following Lando Calrissian's procurement of the Mindharp from Rafa V, the Toka were revealed to actually be the Sharu and regained their civilization and mental abilities. [LCMH]

Reegan system

Imperial lieutenant Brandei had just completed business in the Reega system before he delivered the young girl Alex to Garos IV, for adoption by Tork and Sali Winger. [SWAJ]

Renatasia system

The Renatasia system, containing eight planets orbiting a yellow star, is located far outside civilized space. It was apparently colonized in a long-forgotten mission many thousands of years ago in Pre-Republic days. No records exist of this early colonization, and the Renatasians

gradually became unaware of their extrastellar origin. Renatasia III and IV are green, pleasant worlds, though the Renatasians had colonized every planet in their system by the time they were discovered by a damaged trader ship.

The Empire decided to send representatives to probe the society's weaknesses, and the Otdefa Osuno Whett and the droid Vuffi Raa were sent as envoys to the nation-state of Mathilde on Renatasia IV's second-largest continent. After observing the locals for 700 days, a full report was transmitted and the Imperial fleet arrived, which began to collect slaves and taxes. The Renatasians resisted, and the fleet attempted to seize the system intact through the use of ground forces-- taking heavy losses in a costly but inevitable Imperial victory. Over two-thirds of the population in the Renatasia system was killed in the pacification effort. [LCFW, LCSC]

Ringneldia system

Lando Calrissian picked up replacement parts for the Millennium Falcon while in the Ringneldia system, where all part sizes are standardized around the diameter of a native bean. [LCSC]

Roche system

The Roche system contains the Roche asteroid field, a relatively stable configuration of asteroids orbiting a small yellow sun. In addition to mynock and space slug, the Roche field is home to the intelligent insectoid species called the Verpine. There are three common theories as to how the Verpine came to inhabit the inhospitable asteroid belt: that they are the descendants of spacefaring nomads, that their original planet disintegrated around them over thousands of years, or that they destroyed their planet in a devastating war. The Verpine inhabit networks of tunnels in the larger asteroids, hermetically sealing them from vacuum and covering them with repulsorfields to prevent collision with other asteroids. Verpine can communicate with each other through inaudible radio waves picked up through their antennae, and most Verpine criminals have damaged antennae.

Verpine are considered among the best mechanics in the galaxy, and a team of them helped Admiral Ackbar design the B-Wing starfighter. The Verpine tech Zraii, a native of Roche G42, served with the Alliance's famed Rogue Squadron. A serious incident between the Verpine and the Barabel occurred four years after the Battle of Endor, when a mad Verpine hive mother defaulted on several ship-building contracts for the Barabel. The Barabel began to make good on their threat to sell Verpine body parts to the insect-eating Kubaz, and New Republic forces were dispatched to the Roche system to help prevent a war. One year later the smuggler Talon Karrde had an employee bring an assault shuttle to the Roche system, so some Verpine acquaintances could investigate it for possible traps. [TLC, COPL, GG4, XWRS]

Ropagi system

The Ropagi system is one endpoint of the Kira Run; the Lazerian system is the other. The recent interest in the Kira Run by mainstream corporations is expected to greatly help the system's economy. [SWAJ]

Roti-Ow system

The Roti-Ow system contains a binary star and the planet Altor 14, homeworld of the Avogwi and the Nuiwit. [GG4]

Roundtree system

Rekkon, an educator who helped Han Solo during the mission to Stars' End, was born in the Roundtree system. [CSSB]

Ruan system

Located in the Core Worlds, the Ruan system contains one of the eighteen farming planets administered by the Salliche Ag Corporation. After the Battle of Endor, workers in the Yulant, Ruan, and Broest systems revolted against the Imperially-controlled Salliche Ag by burning fields and destroying hydroponics facilities. [SWAJ]

Semag system

Following the Battle of Hoth, Grand Admiral Thrawn made several attempts to locate and trap the renegade Admiral Zaarin in the area near the Semag system. [TSC]

Sepan system

Located in the sector of the same name, the Sepan system contains the planets Ripoblus, Dimok, Gerbaud 2, and Sepan 8. Following the Battle of Hoth, a long, destructive war between the peoples of Ripoblus and Dimok was forcibly ended by the intervention of Imperial forces under the command of Admiral Harkov. At one point, the leaders of the two sides attempted a rendezvous near Sepan 8 to organize a united attack against Imperial forces. [TSC]

Shesharile system

Located in the Minos Cluster, the Shesharile system is a small, unimportant system on the fringes of known space. It contains a gas giant, around which orbit the inhabited moons Shesharile 5 and 6-- sometimes called the "Twin Planets." The two overpopulated moons share 12 billion people ruled by a single corrupt government, inhabiting crowded cities and polluted industrial centers. Exports are considered out of date by galactic standards, and the economy has crashed in recent years. Gallisport, the capital city and largest starport in the system, is home to a small Imperial consulate and a popular tavern called Ta's Roost. Gallisport's starport, government sector, and wealthy residences are protected behind security barriers, since the city's narrow streets are ruled by criminals and wild swoop gangs. Swoop gangs such as the Spiders, the Rabid Mynocks, and the Raging Banthas are pursued by the Legally Authorized Law Authorities or LA- LAs, a corrupt security force hired by the local government. [SWAJ]

Soruus system

For many years, the provincial government of the Soruus system sentenced their criminals to fight to the death in gladiatorial combat. When the Min-Dal company took this as an opportunity to test its prototype Gladiator battle armor, several of the armored criminals managed to blast out of the arena and cause great damage. They were eventually stopped by the Empire, and Min-Dal was forced to cancel its armor production. [SWAJ]

Stenness node

Sometimes referred to as the Stenness system, the node is actually a group of three planetary systems whose primary industry is mining. The node is located on the rim of the galaxy on the mining frontier and contains the planets Ambria and Taboon. The twenty-five humanoid species inhabiting the node are collectively referred to as "Nessies," who control the various mining operations and cut deals with outside traders. BolBol the Hutt is said to practically own the Stenness system.

Four thousand years ago, the Stenness underworld was controlled by a Hutt named Great Bogga, and the Nessies transported mutonium cargoes in ships made from the hollowed exoskeletons of the Colossus Wasps of Ithull. Han Solo and his former lover Salla Zend used to run Kessel spice to the Stenness system and compete to see who could strike the best deal from the Nessies. The bounty hunters Zardra and Jodo Kast, pursuing the Thig Brothers into the Stenness system, caught up with their quarry on Taboon. The ensuing firefight resulted in the death of Mageye the Hutt. [DE, TOTJ, TFTC]

Tandell system

Tiree, a Rebel agent, killed the Imperial Governor Lord Cuvir while on Wor Tandell. Cuvir had discovered Tiree encoding a report on Imperial fleet movements in the Tandell system. [MTS]

Tao-Grant system

A Rebel Alliance cell was located on the second moon of the Tao-Grant system's lone gas giant. The Bothan diplomat Tereb Ab'Lon tried to deliver a stolen schedule of Imperial fleet movements to the Rebels in this cell, but was killed before he could do so. [SWAJ]

Taroon system

Located on the outer edges of the Rim, the Taroon system contains the planets Kuan and Bortal. [TSC]

Tarsunt system

Xenobiologists studying Jabba the Hutt's famed rancor discovered that the crashed ship which had brought the creature to Tatooine, piloted by Captain Grizzard, had last docked in the Tarsunt system. It has since been revealed that rancors exist on the planet Dathomir and in the Ottethan system. [MTS, TFJP]

Tau Sakar system

The Tau Sakar system contains seven life-bearing planets orbiting the star Tau Sakar. Garban, the fourth planet in the system, is the homeworld for the alien species known as the Jenet. Because of the similarities between all seven worlds, there is some speculation that the entire system was planetscaped by an unknown alien species sometime in the distant past. The Empire has taken control of this system, and has forced the Jenet to mine the rich ores that are found in all seven planets. [GG4]

Teilcam system

Located in the Outer Rim, the Teilcam system's only habitable world is the watery planet Kabaira. [SWAJ]

Terrijo system

Located between New Cov and Pantolomin, the Terrijo system is where Han Solo removed a homing beacon planted on the Lady Luck by starship thief Niles Ferrier. [DFR]

Teta system (Empress Teta system)

Located near the Kuar system, the Teta system contains seven carbonite-mining worlds including Kirrek and Koros Major, and is named for the female warlord who conquered the system during the early days of space travel. Raw carbonite is produced from the Tetan mines, primarily from the thick outer rings of a gas giant in the system, and is a vital ingredient in the construction of hyperdrives. The royal descendants of Empress Teta rule the system, sharing power and profits with the leaders of the influential Carbonite Guild.

Four thousand years ago, the privileged sons and daughters of the Tetan royalty began experimenting with the Dark Side of the Force, introduced to them by the royal heirs Satal Keto and Aleema. They formed a group known as the Krath, which used Sith magic and military force to quickly conquer the system. Public executions of rebellious carbonite miners were held in the central plaza of the ruling Tetan city of Cinnagar. The Krath took up residence in Cinnagar's iron citadel, which contains an inner city and an opulent palace behind its walls. Beneath the citadel are underground dungeons and a vast cavern, where the Krath hung political prisoners. The Jedi knight Ulic Qel-Droma, following a Tetan attack on a Deneban Jedi assembly, traveled to Cinnagar in order to learn the Krath's Dark Side secrets. In the ensuing months Satal Keto was killed and a Jedi attack force attempted to rescue Qel-Droma from the iron citadel, but he had succumbed to the Dark Side and insisted on remaining in Cinnagar. Qel-Droma joined forces with the Sith Lord Exar Kun, and the two implemented their plans to bring about a new Golden Age of the Sith. Six months later, with the Krath armies conquering nearby systems, the warlord Mandalore chose to strike at the heart of the overextended Tetan empire. Ulic Qel-Droma defeated Mandalore in single combat, and won the warlord's loyalty and the use of his deadly armies. Later, Aleema attempted to reassert her power over the Krath forces by abandoning Qel-Droma during an attack on Coruscant, but he was rescued and eventually had Aleema killed. [DE, DLOS, ISWU, TSW]

Thokosia system

The smuggler Lo Khan once delivered a spice shipment from the royal governor of the Thokosia system to Spadda the Hutt in the Aikhibba system. [DESB]

Thrynka system

Jhensara, a smuggler, intended to reach the Thrynka system with her three R-series droids, but was delayed by a faulty hyperdrive. [SWAJ]

Tingel Arm

A section of the Corporate Sector, where most of the fighting with the Trianii colony worlds occurred. [SWAJ]

Tinn system

The Tinn system, located at the border to the Outer Rim, contains seven planets orbiting a double star. The only settlement in the system is a domed city on the moon called Echnos, which orbits Tinn VI. [SWAJ]

Triitus system

Located at the edge of the Corva sector in the Outer Rim, the Triitus system's second planet is Tuulab. [SWAJ]

Trulalis system

The Trulalis system, located just one hour's hyperspace travel from Najiba, contains the planets Issor, Cadezia, and Trulalis. [SWAJ]

Tyrius system

The Tyrius system contains the planet Rodia, which is the homeworld of the alien species known as Rodians. [GG4]

Udine system

The asteroid-packed Udine system is located next to the region of space called Keller's Void. Occasionally pirates have been known to bring asteroids from the Udine system and place them in the Void, to create mass shadows and force unsuspecting ships from hyperspace. [SWAJ]

Uvena system

The Uvena system contains a group of planets ruled by the alien species called Shistavanen Wolfmen. The Wolfmen are renowned for their hunting and tracking skills, and many are employed by the Empire as scouts. Riv Shiel, a former Shistavanen member of the Alliance's famed Rogue Squadron, was a native of Uvena III. [MTS, XWRS]

Vagran

Talon Karrde's smuggling gang brought three boosted Skipray blastboats from the planet Vagran. [DFR]

Vellakiya system

The Vellakiya system is located in the Mid-Rim, and its third planet is Venaari. [SWAJ]

Venjagga system

The Venjagga system is located at the edge of the Galactic Core, only hours away from the Mirit and Pyria systems. The system contains the planet Jagga-Two, site of a small Imperial base that manufactures concussion missiles and supplies the Imperial Star Destroyer-II Eviscerator. The seventh planet in the system is a gas giant. Some three years after the Battle of Endor, the Alliance staged a feint in the Venjagga system to cover their simultaneous assault on Borleias in the Pyria system. [XWRS]

Vento system

The location of an ancient Republic shipyard. Nearly four thousand years ago during the Sith War, the fallen Jedi Ulic Qel-Droma gained control of Coruscant's war room during his attack on the capital world. Qel-Droma told the war room's commander to order all Republic ships to jump to identical coordinates in the Vento system, which would have resulted in a massive collision and

the destruction of the fleet. Fortunately, he was stopped before the order could be carried out. [TSW]

Viridia system

Han Solo used to make smuggling runs to the Viridia system. He learned some of their port access codes, but these codes were later changed by the Imperials. [COPL]

Vondarc system

The smuggler Dannen Lifehold brought a Rebel group from Rafft to a rendezvous with a cargo frigate in the Vondarc system. It was here, just prior to the Battle of Yavin, that Lifehold joined the Alliance. [SWAJ]

Woldona system

GrimDeath I, a Victory-class Star Destroyer, was behind numerous raids in the Woldona system and was the subsequent target of an assault by Imperial Zero-G stormtroopers. [SWS]

Xorth system

The Imperially-controlled Xorth system, bordering the Cardua system, deals primarily in agricultural trade. It produces the best Farrberries in the galaxy, which are valued for both their pleasant scent and their stimulating effect. [TSC]

Yavin system

Far from the Galactic Core and major hyperspace lanes, the Yavin system does not appear on many astrogation charts. The system's three planets-- FiddanI, Stroiketcy and Yavin-- orbit a medium orange star. Formed over seven and a half billion years ago, the system was first surveyed during the Old Republic's Expansion Era, and was originally recorded as unfit for human habitation. [GG2]

Yllotat system

Prior to the Battle of Endor, the Imperial Dreadnaught Dargon was transporting Rebel and Bothan prisoners to the Star Destroyer Garret in the Yllotat system when it fell under Alliance attack. [TSC]

Yrrna system

Located in the Outer Rim, the Yrrna system was the site of an Imperial cargo transfer area. Following the Battle of Hoth, this cargo area was attacked by the pirate leader Ali Tarrak, using her strike force of stolen TIE Defenders. [TSC]

Y'Toub System

The Y'Toub system, located in the center of the galactic region known as Hutt Space, contains six planets orbiting a yellow star. A massive, radioactive gas cloud containing the hidden planet Ganath lies very close to the system. Four of the system's six planets are habitable, though the largest (and best known) is Nal Hutta, with its orbiting "smugglers' moon," Nar Shaddaa. Consequently, it is sometimes called the Nal Hutta system. [GG4, DESB, DE2, DS]

Yulant system

Located in the Core Worlds, the Yulant system contains one of the eighteen farming planets administered by the Salliche Ag Corporation. After the Battle of Endor, workers in the Yulant, Ruan, and Broest systems revolted against the Imperially-controlled Salliche Ag by burning fields and destroying hydroponics facilities. [SWAJ]

Yyrtan system

The Yyrtan system contains the yellow star Yyrta and several planets, including Kirtania. The system is positioned along a hyperspace trade route that has recently increased in popularity. [SWAJ]

Zi'Dek system

Han Solo used to make smuggling runs to the Zi'Dek system. He learned some of their port access codes, but these codes were later changed by the Imperials. [COPL]

Mainstream Worlds

Najiba

A remote planet covered with wetlands, and lashed with atmospheric electrical discharges and constant rainstorms. Najiba, a low-technology world with a high degree of smuggling activity, is located a mere one-hour's hyperspace travel from the Trulalis system. During one half of its elliptical orbit, Najiba passes near a hazardous asteroid belt known as the "Children of Najiba," at which time all travel to and from the planet is restricted. The inhabitants of Najiba tend to be superstitious and wary of strangers, but are also extremely loyal and hardworking. Around three million humans and Najib inhabit the planet. Reuther's Wetdock is a popular tavern located near the planet's spaceport. Sometime before the Battle of Endor, the Dark Jedi Adalric Brandl hired the smuggler Thaddeus Ross to take him from Najiba to Trulalis, Brandl's former home. [SWAJ]

Nal Hutta

A bruised green, blue, and brown planet in the Y'Toub system, Nal Hutta (meaning "glorious jewel" in Huttese) is one of the primary planets settled by the Hutts after leaving their ancestral home of Varl. The planet's immense size is compensated by its extremely low density, giving it a tolerable gravity. Nal Hutta was once a pleasant world of mountainous rain forests. Since their arrival, however, the Hutts have transformed it into a gloomy planet of stinking bogs, stagnant, scum-covered puddles, and patches of sickly marsh grass inhabited by insects and spiders. The planet's flocks of large, clumsy birds are shot down by swoop-riding hunters. The atmosphere is polluted by strip-mining operations in the Nal Hutta's industrial centers, and a greasy rain drizzles down on the world's destitute inhabitants living in their squatters' villages and ghettos. Entertainment centers located near the Nal Hutta spaceport stand on stilts in the planet's swampy ground. The white palace of Durga the Hutt lies across from the spaceport, and features a swamp-water bathhouse and an infamous network of dungeons. Nal Hutta and its moon, Nar Shaddaa, are located in the center of "Hutt Space" and receive a constant traffic of freight haulers, smugglers, and other galactic traders. Raw materials are continually strip-mined from Nal Hutta's surface and shipped to the Nar Shaddaa moon for processing and transport. The planet is ruled by a council of the eldest members of the "Clans of the Ancients," the oldest Hutt families. The world's population consists of nearly seven billion inhabitants, three billion of them Hutts. Many years ago, the planet was known as Evocar and was the homeworld of the primitive Evocii. When the Hutts arrived, they traded technology to the Evocii in exchange for land-- eventually buying up the planet and forcing the Evocii from their homeworld. The Old Republic relocated the displaced Evocii to the Nar Shaddaa moon, but they fared no better there. Once the Hutts controlled the entire planet, they replaced all Evocii structures with Hutt palaces and shrines and renamed the world Nal Hutta. The planet's nearness to busy hyperspace lanes made it a popular trade world at the time, though the trade lanes have long since shifted. In recent history, Nal Hutta and its moon have become a haven for smugglers, pirates, and criminals. A massive, radioactive gas cloud, containing the hidden planet Ganath, lies very close to Nal Hutta. [DE, GG4, DE2, DESB, DS]

Nar Shaddaa

The ungoverned "smugglers' moon" orbiting Nal Hutta, Nar Shaddaa is completely covered by interlocking spaceport facilities and miles-high docking towers reaching to orbit. The moon's all-covering "vertical city" was built over thousands of years, and is protected by often-malfunctioning planetary shields. Though it was once a glorious world of bustling, legitimate trade, Nar Shaddaa quickly lost prestige as the hyperspace trade lanes shifted away. Now quite distant from most galactic commercial centers, Nar Shaddaa is typically allowed to run its own affairs with little Imperial interference. Famous as the birthplace of Jabba the Hutt, Nar Shaddaa is controlled by

Hutts and assorted "smuggling guilds" who control various sections of the moon. It is now widely regarded as the center of smuggling operations in the known galaxy, and the pollution, decay, and lawlessness associated with smuggling traffic run rampant on the moon. Sections of Nar Shaddaa's maze-like city include the Duros sector and the Corellian sector, which contains three bars popular with bounty hunters-- the Burning Deck, the Slag Pit, and the Meltdown Cafe, and another corner tavern called the Orange Lady. Most of the moon's 72 to 95 billion inhabitants live in the highest levels of the spaceport-cities.

Nar Shaddaa was originally given to the displaced Evocii as a new homeworld, after the Hutts forced the species from Nal Hutta. The Hutts continued to exploit the Evocii in their new home, buying up their land and using them as a cheap labor source. Now their forgotten, inbred descendants can be found inhabiting the lowest levels of the vertical city. Han Solo and Lando Calrissian both used to frequent Nar Shaddaa during their early smuggling days, and still have associates living there. Before their service to Captain Antilles, C-3PO and R2-D2 traveled to Nar Shaddaa in an attempt to apprehend the criminal Olag Greck. The bounty hunter Greedo and his family lived in the moon's Corellian sector for several years, until an Imperial attack on a Rebel hideout resulted in massive destruction and the collapse of nearly twenty sector levels. Following the Battle of Yavin, Alliance agent Kyle Katarn avoided bounty hunters on Nar Shaddaa in order to find Imperial navigational charts related to the Dark Trooper project. Six years after the Battle of Endor, Leia and Han Solo, searching for Vima-Da-Boda in Nar Shaddaa's lowest levels, were attacked by man-eating vrblthers and the bounty hunter Boba Fett. [DE, DE2, DESB, D, TFTC, DF, SWAJ]

Neelgaimon

Following the failure of the Emperor's attempt to destroy the Jedi enclave on Belsavis, several designers of the Eye of Palpatine were reassigned to punitive duty at the sandmines of Neelgaimon. [COTJ]

Nellac Kram

The Imperial freighter (carrying a cloaked cargo of TIE fighters) which was used in the battle of Sluis Van was using the alias Nartissteu, and its port of origin was reported as Nellac Kram. [HTTE]

Nentan

Nentan was a stopover point for civilians wishing passage to Rebel safe worlds. When the base was discovered by Imperial forces, there were not enough transports available to evacuate everyone from the surface. Captain Bren Derlin, serving General Rieekan, led a squad that hid in Nentan's ancient ruins and captured an Imperial transport. This action, which allowed all the base personnel to escape, earned Derlin the rank of Major. [MTS]

New Alderaan

New Republic Support Services located a planet, renamed New Alderaan, to serve as a homeworld for the refugees from the destroyed world of Alderaan. Following the Battle of Endor, General Jan Dodonna went into semi-retirement on New Alderaan until called back into service to fight the Empire. The planet was later discovered by Imperial Warlord Zsinj and its entire population was forced to temporarily evacuate. During the Emperor's reappearance six years after the Battle of Endor, Mon Mothma's daughter was convalescing on New Alderaan. At the same time, Jacen and Jaina Solo were being protected on an uncharted, green, exotic world code-named "New Alderaan." The small, unassuming settlement near a lake helped disguise a large underground technical complex and its advanced defensive weaponry. The Emperor attacked the complex with his seven Darkside warriors and a phalanx of advanced AT-ATs in an attempt to kidnap the Solo children. [DE, COPL, DE2, DESB]

New Bakstre

A planet with seven moons, a purplish sky, and a very rapid rotation. [SWAJ]

New Cov

New Cov, in the Churba sector, is covered with thick jungles and carnivorous plants. Giant walled cities, accessible through entrance shafts in their transparisteel domes, have been built on the planet to harvest valuable, exotic biomolecules from the local plant life for export. It was a common practice for Imperial forces to arrive occasionally and "raid" the cities for their stores of biomolecules, which was treated by the local Covies as a routine but covert form of taxation. The walled city of Ilic contains a reproduction of Coruscant's Grandis Mon theater and a tapcafe called the Mishra on its entertainment level. New Republic Senator Borsk Fey'lya helped Garm Bel Iblis' army set up a supply line through New Cov, and took on an Imperial Victory-class Star Destroyer with only four Bothan ships in order to protect this connection. [DFR]

New Kisge

Alliance Major Adazian Liebke, a Weequay, serves as a wilderness fighter with the Alliance SpecForces unit on New Kisge. [SWAJ]

New Ralltiir

New Republic historian Voren Na'al interviewed Han Solo about his adventures in the Corporate Sector while Solo and his family were resting on New Ralltiir. [CSSB]

Niian

The smuggler Dannen Lifehold was on a mission on the tropical planet of Niian when his mentor, Captain Twolz, was killed by Imperial stormtroopers. [SWAJ]

Nkllon

Located in the Atheaga system, Nkllon is a superhot planet closely orbiting its star. Any ships approaching the planet must ride behind the cooled umbrellas of massive shieldships until they reach Nkllon's shadow, or they risk critical solar damage. Lando Calrissian, inspired by a similar design for the planet Miser, constructed a constantly moving mining platform that can stay permanently on the shadow side during Nkllon's ninety-day rotation. This platform is called Nomad City and primarily consists of a Dreadnaught Cruiser supported by forty AT-AT walkers. It holds a crew of 5000 and is surrounded by a cloud of shuttles, pilot vehicles, and mole miners. Some of the metals produced through mining Nkllon include hfredium, kammris, and dolovite. An attack on Nomad City by the Star Destroyer Judicator resulted in the theft of 51 mole miners, and another Imperial attack critically damaged the city and resulted in the loss of its strategic metals stockpiles. Brakiss, leader of the Shadow Academy, had a picture of a molten waterfall on Nkllon in his private office. [HTTE, TLC, YJK]

Noopiths

The Noopiths are located in the Ninth Quadrant, near the Senex and Juvex sectors. [COTJ]

Noonar

Noonar, the ruling world of Imperial governor Trophan Thanis, is located in the Noonian system and sector. [SWAJ]

Noquivzor

A pleasant world of treeless plains, gentle hills, and savannas of golden grasses. Animal life on the planet includes herds of horned wildernerfs, which are preyed upon by prides of taopari. Some three years after the Battle of Endor, Rogue Squadron was moved to a starfighter base on Noquivzor as their staging area for the attack on Borleias. [XWRS]

Nordra

The homeworld of Alliance Colonel Riskin, a three-foot alien who commands a base halfway across the galaxy on the planet Baskarn. [SWAJ]

Norulac

The planet Norulac housed a company of bandits who annually raided Taanab, until they were wiped out by Lando Calrissian in the famous Battle of Taanab. Calrissian single-handedly accounted for nineteen kills. [ROJN, SWAJ]

Norval II

Norval (or Norvall) II is the homeworld of General Horton Salm, commander of the Alliance's starfighter training center on Folor. Six years after the Battle of Endor, a detachment of fighters from Norval II joined the Alliance to aid in their struggle against the reborn Emperor. [DE, XWRS]

Nosken

Many years ago, the TriGas Corporation started an ambitious (though ultimately unprofitable) dirigible mining operation on the gas giant Nosken. [GG2]

Nyasko

A planet in the Colunda sector. The Imperial tech Deppo was stationed in an AT-AT battalion on Nyasko, which was kept busy fighting the high degree of Rebel activity in the sector. [DESB]

Obica

Alliance leaders met with Sullustan commander Syub Snunb at a rendezvous near Obica just prior to the Battle of Endor. Snunb then led the Rebel fleet to Sullust where they prepared for their assault on the second Death Star. [DESB]

Obroa-skai

Located in the system of the same name, Obroa-skai sits at a strategic location within the borderland regions. During the rise of Grand Admiral Thrawn, the New Republic was attempting to convince Obroa-skai to join their side. Thrawn's forces made a partial dump of the data in the Obroans' central library system which allowed them to learn the location of Wayland. When Mara Jade visited Wayland during her tenure as the Emperor's Hand, the last stop before reaching their destination was Obroa-skai. [HTTE, TLC]

Odik II

The location of a top-secret political detention ward, where Old Republic opponents of Palpatine's New Order were imprisoned. Major Calders, a security warden aboard the first Death Star, began his career as a security guard at the Odik II facility. [DSTC]

Oetrago

Han Solo spent some time on Oetrago, and was unimpressed with the appearance of its plant life. He was reminded of this while seeing the ugly, mutated flowers of Crseih Station. [TCS]

Ogoth Tiir

Jona Grumby, a commodore in the Corporate Sector picket fleet, retired from the Imperial starfleet after he was crippled at the battle of Ogoth Tiir. [CSSB]

Olabria?

The Olabrian Trichoid (possibly originating on the planet of Olabria) was used by Governor Nereus of Bakura in an attempt to kill Luke Skywalker. Its larvae hatch in a host's stomach and burrow towards the heart, feeding on blood. [TAB]

Omar

Located in the system of the same name, Omar was the former site of three Siemar Fleet Systems starfighter production facilities. These advanced manufacturing plants, which produced the new TIE Advanced fighter, were destroyed by the traitorous Admiral Zaarin in the time

following the Battle of Hoth. Zaarin hoped to maintain his technological superiority by weakening the Empire's most advanced war materiel. [TSC]

Omman

A culturally-diverse world with a busy starport and a high Imperial presence. The smugglers Drake Paulsen and Karl Ancher were imprisoned in a Bureau of Customs jail on Omman, but escaped with the help of another smuggler, Tait Ransom. [SWAJ]

Omwat

An orange and green world of savannas and mountains, Omwat was the homeworld of the alien Maw scientist Qwi Xux. Tarkin, at that time a Moff commanding a Victory-class Star Destroyer, had determined that Omwati children could be capable of astonishing mental feats. He constructed an orbital education sphere to instruct the brightest Omwati prospects, using the threat of death to their honeycomb settlements on Omwat's surface if they failed. Nasdra Magrody developed the accelerated learning process, and one of the instructors was Ohran Keldor (a designer of both the Death Star and the Eye of Palpatine). Qwi Xux was the only candidate to survive the intense pressures of this force-fed education. [JS, COTJ]

Onderon

Onderon, in the three-planet system of the same name, circles a yellow sun and has four moons with widely-varying orbits. The closest moon, Dxun, is home to numerous bloodthirsty creatures who are periodically able to migrate to the surface of Onderon, due to an annual period in which the two worlds' atmospheres intersect. The human inhabitants of Onderon gradually evolved defenses against the beasts, eventually culminating in the enormous walled city of Iziz. Native life on the planet includes the deadly dragon-bird.

4,400 years ago the Dark Jedi Freedon Nadd brought the power of the Sith to Onderon, and those who opposed it were cast out into the wilderness where they tamed the beasts of Dxun. Hundreds of these "beast riders" created their own kingdoms in the wild, and fought continually to overtake Iziz. About 4402 years ago Onderon was first contacted by the Old Republic, and a delegation of Jedi (including Ulic Qel-Droma) was sent to make peace between the beast riders and Queen Amanda of Iziz two years after that. Following the death of Queen Amanda, her daughter Galia took the throne with Oron Kira, her lover and the leader of a beast rider kingdom. A subsequent uprising by the followers of Freedon Nadd was put down by another Jedi force. At the same time, Satal Keto and his cousin Aleema (members of Tetan royalty) traveled to Onderon to learn the secrets of Sith magic, which led to their formation of the Krath and the political takeover of the Tetan system. Following the Naddist uprising, a permanent Jedi outpost was built on Onderon from the remains of Nadd's ancient starship. Later, during the end of the Sith War, Exar Kun ordered the warrior clans of Mandalore to capture Onderon and the city of Iziz. Defeated in a furious battle by Oron Kira and Captain Vanicus of the Republic navy, Mandalore and his surviving men fled to the Dxun moon. Millennia later, six years after the Battle of Endor, the Millennium Falcon landed on Onderon to repair damage suffered in a battle with the reborn Emperor's flagship, the Eclipse II. Fearing for her newborn son Anakin, Leia Organa Solo hid in warrior leader Modon Kira's safehouse deep in the Onderon wilderness. Palpatine (posing as a pilgrim on his way to the Shatoon monastery) discovered the child at the safehouse and tried to possess his body, but was stopped by the Jedi knight Empatojayos Brand. Later, the leaders of the New Republic gathered in the fortress of Modon Kira and re-established their galactic government, led by Mon Mothma with Leia Organa Solo as her second in command. [TOTJ, FNU, DLOS, EE, TSW]

Oor VII

Inspector Keek, Chief of the Internal Security Police on Brigia, had a medal (presumably obtained secondhand) designating him spelling champion of the planet Oor VII. [HSL]&127;

Oorn Tchis

Alliance pilot Keyan Farlander has an aunt and uncle living on Oorn Tchis. [FP]

Ord Grovner

The location of an Imperial Naval base. The Star Destroyers Crusader and Bombard returned to the Ord Grovner base after wiping out the Eyttyrmin Batiiv pirates in the Khuiumin system. [SWAJ]

Ord Mantell

A planet with twin moons located in the outworlds. Points of interest on Ord Mantell include its busy spaceport (surrounded by canyons), and Ten Mile Plateau, located in the rocky back country. Supposedly a world free from Imperial interests, Ord Mantell happened to be hosting an Imperial fleet on maneuvers when Han Solo arrived there to repair the Millennium Falcon following the Battle of Yavin. While there, Solo encountered his smuggler friend Drub McKumb, who warned Solo of the sizeable bounty on his head. Luke Skywalker and Princess Leia were later captured by the bounty hunter Skorr, and held captive in the abandoned stellar energy plant on Ten Mile Plateau. Skorr planned to use the pair as bait to trap Solo, but his plans were foiled when Solo and Chewbacca staged a daring rescue.

Later, Solo, Skywalker, and Chewbacca were captured by several bounty hunters (including Skorr, Dengar, and Bossk) working with Boba Fett, who imprisoned the trio in an abandoned moisture plant in Ord Mantell's back country. Again, Solo and his companions managed to outwit the bounty hunters and flee the planet. About six years later, Grand Admiral Thrawn staged an assault on Ord Mantell to create fear in the surrounding systems and ease New Republic pressure on his shipyard supply lines. [ESB, TLC, MTS, COTJ, CSW]

Ord Mirit

Located at the edge of the Galactic core in the Mirit system, Ord Mirit was once home to an Imperial base. After the Battle of Endor, however, the crumbling Empire abandoned the Ord Mirit garrison and moved its personnel to defend the more valuable world of Corellia. Some three years after Endor, the Alliance wanted to capture Borleias in the nearby Pyria system. They began their attack with a raid on the Venjagga system, which caused the Imperial Star Destroyer-II Eviscerator to pursue decoy Alliance ships into the neighboring Mirit system, believing Ord Mirit was the Rebels' true target. Bothan slicers had previously made Ord Mirit appear as a likely target by planting information that the world held the key to finding the lost Katana fleet. [XWRS]

Ord Pardron

Ord Pardron, possibly in the Dufilvan sector, is the site of a major New Republic base and was used in a multi-pronged attack by Grand Admiral Thrawn. By attacking multiple targets Thrawn forced Ord Pardron to parcel out its ships to help, requiring all remaining ships to stay at Ord Pardron to fight the Death's Head and leaving the planet Ukio undefended. Ukio was captured, and the Ord Pardron base was severely damaged. Ord Pardron is also the homeworld of Dera Jynsol, one of Lando Calrissian's candidates for marriage. [TLC, AAC]

Ord Segra

Years ago, resistance leader Una Poot and her husband delivered a culsion gas cargo to the Ord Segra spaceport. When they refused to pay the standard seven percent bribe, the customs ships opened fire and forced them to take a blind hyperspace jump. They ended up near the Dragonflower Nebula, eventually founding Silver Station. [SWAJ]

Ord Traga

While on a mission to Kabaira, the free-trader Tere Metallo used the false story that she was carrying cargo for an Imperial general on Ord Traga. [SWAJ]

Ord Trasi

The location of a major group of Imperial shipyards, in addition to the facilities at Yaga Minor and Bilbringi. All three shipyards were extremely busy during Grand Admiral Thrawn's offensive against the New Republic. Information supplied to the New Republic from a bounty hunter on Ord Trasi stated that three Imperial Star Destroyers were within a month of completion at the shipyards. [TLC]

Ord Wylan

Lando Calrissian won the taxi-service license rights to Ord Wylan in a sabacc game, but lost them the next moment on a side bet concerning what brand of liquor was being served at the time.

[SWAJ]

Orellon II

Located in the Bastooine system, Orellon II is a world of jungles, plains, and volcanic mountains separated by oceans and orbited by the large barren moon called Orellon I. The planet is the homeworld of the primitive Kentra, a species of winged, fur-covered aliens who can fly in the world's slightly less-than-standard gravity. The world's five million Kentra are divided into four racial types: the jungle, spotted, striped, and brown folk, who all inhabit different terrain types. The Kentra live in seven major cities, including the capital city of Kariish (where King Jerius rules) and Ironwall (the domain of Jerius' rival, Lord Mogotah). Plant life on the planet includes the buntra tree, while some of the deadly predators include hornbeaks, voontragi, avian criers, and lizardlike gliders.

Years ago, Michael Tandre, a geologist and Jedi knight, crashed his ship Alpha Kentrum on Orellon II. He became the spiritual leader of the Kentra, teaching them to follow the disciplines of the Sword, Plow, and Spirit and leaving computer programs to guide them after his death. The Kentra built the Temple of the Je'ulajists (a corrupted form of "geologists") in the jungle around the Alpha Kentrum, and worshipped the memory of the Prophet Tandre. A starfish-shaped scoutship, built by a race of long-extinct aliens, is hidden in Orellon II's jungle and has been sending out scout droids to collect specimens for examination and collection. [SWAJ]

Orelon

A large, bright star located in the Hapes cluster of sixty-three stars. [COPL]

Orin

A volcanic world, Orin occupies the second-planet position in the Bepin system. The planet has an elliptical orbit, passing through the asteroids of the nearby Velsar's Ring twice during its year. Its black surface is rocked by frequent earthquakes and covered with rivers of lava and erupting volcanos. Orin's surface temperature is unbearably high and its atmosphere is choked with thick soot. [GG2]

Orinackra

Home to a high-security Imperial Detention Center. Following the Battle of Yavin, Alliance agent Kyle Katarn infiltrated the Orinackra prison and rescued the captured spy Crix Madine. [DF]

Orion IV

An Alliance base on Orion IV was destroyed by the Empire prior to the Battle of Yavin. It was bombarded from space by several Star Destroyers, and attacked on the planet's surface by AT-AT walkers and Assault Gunboats. [FP]

Orooturoo

Princess Nampi, an immense worm-like alien who attempted to steal Jabba's cargo, was a native of Orooturoo. [JTH]

Orron III

Orron III is a fertile agricultural planet at a strategic location within the Corporate Sector. The green and blue world has almost no axial tilt, resulting in a year-round growing season. The Corporate Sector Authority tends the endless fields with robot agricultural machines, and has constructed a city-sized Authority Data Center on the planet. The only space traffic allowed on the world are Authority ships and massive agricultural drone barges, and the region is defended by the Shannador's Revenge-- a two kilometer-long Invincible Class dreadnaught. The spaceport is extremely large, built to accommodate the arriving and departing robo-barges. Han Solo and others tried to infiltrate the Authority Data Center on Orron III to learn the location of several

missing persons. Prior to the Battle of Yavin, an Imperial convoy bound for the Death Star construction site stopped at a comm sat near Orron III, and was destroyed by Alliance starfighters. The Imperials also had a base in the system. [HSSE, FP]

Orto

A small, cold planet circling its red dwarf sun in an elliptical orbit, Orto is home to the trunked alien species known as Ortolans. Orto has a thin atmosphere and a short growing season, with arable lands concentrated near the equator. Beneath the northern polar ice cap geologists have discovered an enormous crater, leading to a theory that Orto was once struck by a planetary body which resulted in its somewhat inhospitable climate and the extinction of many of its lifeforms. The music- and food-loving Ortolans do not have a highly industrialized society, although they have been quite efficient in food production processes. Orto has been taken over by the Empire, and the Ortolans have been forced to mine heavy metals and radioactive fuels for Orto's new Imperial processing centers. One of the band members in Jabba the Hutt's palace was an Ortolan. [GG4, ROTJ]

Oseon 2745

An asteroid in the Oseon system which is closer to the sun than most, and consequently is uncomfortably hot in spite of its air-conditioning and life support systems. Oseon 2745 is primarily a mining colony, unlike most of the pleasure-resort asteroids in the rest of the system. [LCMH]

Oseon 5792

Located in the Fifth Belt of Oseon asteroids, 5792 was the private estate of Bohhuah Mutdah, an immensely fat retired industrialist who was the wealthiest individual in the Oseon system. The asteroid was disk-shaped, fifteen kilometers in diameter and less than three kilometers thick. One side of the disk was covered with lakes, trees, gardens, and a palace, all kept under transparent domes with artificial gravity. The other side housed a well-defended spaceport containing a wide collection of spacecraft. The asteroid was destroyed by Renatasian raiders during Lando Calrissian's smuggling mission in the Oseon. [LCFW]

Oseon 6845

The asteroid Oseon 6845, like most places in the Oseon system, caters to wealthy and powerful Oseoni. It is the largest asteroid in the system-- 700 kilometers in diameter-- and has a surface honeycombed with nightclubs and resorts, including the Hotel Drofo. The Esplanade, a tree-lined walkway with a three-meter deep gravity field, is located at the center of a small city on the asteroid's equator. The stores fronting the Esplanade are said to be among the most expensive properties in the galaxy. A spaceport is located on the northern pole of 6845, and the asteroid has been artificially accelerated to give it a 25-hour rotational cycle. [LCFW]

Oslumpex V

Vinda and D'rag, Starshipwrights and Aerospace Engineers Incorporated, have their operation on Oslumpex V. Han Solo's ship was placed on the Red List because he owed 2500 credits to this company. [HSR]

Ossel II

A high-gravity world of steaming bogs and swamps, Ossel II is the homeworld of the dim-witted alien species known as the Ossan. The Ossan have an extremely primitive society and have developed spears and clubs to defend themselves against the cucul, a predator that resembles a floating log. Most intergalactic visitors to Ossel II come to purchase syp wood, which the Ossan provide in exchange for being allowed to serve a tour of duty on the trade ships. Some Ossan are used as agricultural slaves on Karfeddion for benefit of the House Vandron. [GG4, COTJ]

Ossus

Ossus, located in the Adegan system (one of the six remaining Auril systems in the Auril sector), orbits the twin Adegan suns in a figure-eight trajectory. It was an important Jedi stronghold and learning center in ancient times, and there is some speculation that the Order of Jedi Knights

began on this planet. Ossus was once covered with many cities and ground defenses, and the Knossa spaceport was located near a range of rocky mountains. Points of interest on the Jedi world once included the Great Jedi Library and the peaceful Gardens of Talla. The steep canyon walls are still covered with elaborate murals, and the planet's atmosphere is charged with occasional electrical storms. Although Ossus' golden age is long past, some of the ancient buildings that still stand include the library and a Jedi meditation chamber.

Nearly 4000 years ago during the Great Sith War, the fallen Jedi Exar Kun visited Ossus to recruit twenty Jedi knights into the Sith cause. Before he departed, Kun killed Master Odan-Urr and stole a Sith holocron from the Jedi Library. Later, an Ossan Jedi fleet was dispatched to the nearby Cron Cluster to defend the besieged station Kemplex Nine. The fleet was destroyed when the Cluster went nova, and the resulting shockwave threatened to devastate Ossus. An evacuation of the planet was immediately ordered, and as many ancient relics as possible were loaded onto transports. At the same time, however, Exar Kun and Ulic Qel-Droma appeared with their armies to loot the world of its valuables before the shockwave arrived. Kun battled the Neti Jedi master Ood Bnar, who turned into a unyielding tree to protect a trove of the earliest known lightsabers. Meanwhile, Ulic confronted and killed his brother Cay, and was seized with horror and regret over what he had done. The Jedi (with the notable exception of Ood Bnar) left the planet just ahead of the shockwave, which scorched and nearly wiped clean Ossus' surface. Some Jedi survived, however, after hiding their families in Ossus' great caverns, and their descendants grew into the Ysanna, a tribe of warrior-shamans who use the Force to guide their primitive weapons. A 10,000 year-old lightsaber, given to Leia Organa Solo by Vima-Da-Boda, surfaced 800 years ago in an archaeological dig on Ossus. Six years after the Battle of Endor, Luke Skywalker visited an arid, sandy portion of the planet and discovered the Ysanna tribe. Skywalker and Kam Solusar also fought the forces of Darkside Executor Sedriss and unearthed the vault of lightsabers long hidden beneath the roots of Master Ood, who bravely sacrificed his own life to end Sedriss'. At the time of Skywalker's departure, the New Republic was planning to send in excavation teams to explore Ossus' ruins. Soon after, several of the Emperor's warriors came to Ossus and captured three Ysanna leaders, whose bodies were to be used as raw material to create new clones for Palpatine. Skywalker and his Jedi trainees followed the darkside kidnappers and defeated them on Vjun, but were unable to free the captured Ysanna from their carbonite imprisonment. While on an undercover mission to Borgo Prime thirteen years later, Skywalker and Tenel Ka claimed that they needed Corusca gems to open a sealed treasure vault located on Ossus. [DE, FNU, DLOS, DE2, YJK, EE, TSW]

Otranto

When the Church of the First Frequency was purged from Otranto by Imperial Grand Inquisitor Torbin, several surviving church members attempted to assassinate Torbin aboard a luxury liner. He was rescued by the Tynnan Odumin, but was killed the following month on Weerden. [CSSB]

Palanhi

Located in the Palanhi system, Palanhi is a crossroads planet with a reputation for exaggerating its own importance. The planet has remained neutral in an effort to profit from both sides of the galactic Civil War. Grand Admiral Thrawn had funds transferred into Admiral Ackbar's account through the central bank on Palanhi in an effort to discredit the Admiral and create a false trail to trap anyone who investigated. [DFR]

Pantolomin

Pantolomin is famous for the intricate coral reefs found in the waters off its northern continent. The Coral Vanda, an underwater casino, travels through the network of reefs on three- and seven-day luxury excursions. The Coral Vanda's eight gambling areas include the Saffkin and Tralla rooms, and patrons can view the reefs' fish and animal life through the transparent hull. Other resorts on the planet include the Towers of Pantolomin, owned by Galaxy Tours. The planet's animals include the playful, color-changing amphibians known as halfbacks, and the inhabitants of Pantolomin are referred to as Lomins. Five years after the Battle of Endor, Grand Admiral Thrawn's forces visited Pantolomin and forced the Coral Vanda to surrender its passenger Captain Hoffner, who knew the location of the lost Katana fleet. [DFR, CSSB, SWAJ]

Paonnid

Grand Admiral Thrawn's forces made information raids on several systems in the Paonnid region. Thrawn also studied "Paonidd" extrassa art, which could be related. [HTTE]

Paulking XIV

The home of the fur-bearing trout. A taxidermized specimen is on display in the Poly Pyramid tavern on Rafa IV. [LCMH]

Pernam Minor

Meysen Kayson, wealthy owner of the Greel Wood Logging Corporation in the Pii system, had his life saved on Pernam Minor by his friend Kassar Kosciusko. [SWAJ]

Pesitiin

Many years ago, the Bosken & Bosken company started an ambitious (though ultimately unprofitable) mining operation on the gas giant Pesitiin. The planet is famous for its perpetual atmospheric storms. [GG2]

Pesmenben IV

A planet where Lando Calrissian ran a con-job on an Imperial governor. Calrissian laced the dunes of Pesmenben IV with valuable lithium carbonate, convincing the governor to lease the planet, and then tricked the governor into offering bribes to non-existent "union officials." [ROJN]

Petrakis

When the first group of Alliance B-wings saw action near Petrakis, an entire TIE wing turned and fled at the sight of the powerful new craft. [FP]

Phenaru Prime

An entirely mythical planet, created by Alliance strategists to train Rogue Squadron pilots for a return mission to Borleias. Since Borleias' location was classified, the pilots flew simulated attacks on Phenaru; the run through the canyons of Borleias' moon was replaced with a run through a virtual asteroid ring surrounding the spurious world. [XWRS]

Pho Ph'eah

Pho Ph'eah, with a wide variety of terrain, is the homeworld of the Pho Ph'eahians-- aliens with blue fur and four arms. Pho Ph'eah orbits far from its star and receives little sunlight, but is warmed by active geothermal energy. The planet was contacted by the Old Republic millennia ago, and the technologically- skilled Pho Ph'eahians have long been members of the larger galaxy. The assistant manager in the main lounge of Bonadan Spaceport Southeast II was a native of Pho Ph'eah. [HSR, CSSB]

Phorliss

The smuggler Mara Jade briefly worked as Karrinna Jansih, a serving girl in a Phorliss cantina, following the death of the Emperor. [DFR]

Phraetiss

Lando Calrissian ran a botched operation on Phraetiss about ten years before the rise of Grand Admiral Thrawn. It was here that he made the acquaintance of the smuggler Niles Ferrier. [DFR]

Pil Diller

Pil Diller was once home to a species of mournful singing fig trees, according to the Holographic Zoo of Extinct Animals on Coruscant. The planet also has many beaches. [DA, DS]

Pinnacle Moon
(see [Da Soocha V](#))

Piroket
Piroket is located close to the planet Tatooine. The Rebel agent Riij, having stolen a droid carrying the complete technical readouts of the "Hammerlong" prior to the Battle of Yavin, planned to deposit the droid with a Bothan shipping company on Piroket. [TFTC, SWAJ]

Pits of Plooma
During his smuggling years, Han Solo attended an Lthorian Herd Meeting located "halfway from the Pits of Plooma to the Galactic Rim." [COTJ]

Plah A lifeless moon orbiting Tibrin. [GG4]

Plooriod III
The brutal Overlord Ghorin, ruler of the Greater Plooriod Cluster, kept a small palace on Plooriod III atop a rocky spire in a peaceful sea. It was here that Darth Vader visited and killed Ghorin for his apparent doublecross of the Empire, in the time following the Battle of Yavin. [FP]

Plooriod IV
The Alliance captured a group of Overlord Ghorin's Y-wing fighters near Plooriod IV, for use in an elaborate plan to discredit the Overlord in the eyes of the Empire. Later, the Imperial frigate Red Wind was discovered near the planet and was destroyed by Alliance corvettes. [FP]

Poderis
Poderis, in the Orus sector, is a harsh world with a ten-hour rotational cycle and a severe axial tilt which can create windstorms of up to 200 km/hr. In addition, the unusual geology of Poderis has forced its colonists to build their cities on the tops of a vast network of mesas. An angled wall one hundred meters wide (called a shield-barrier) runs along the outer edge of these cities, which helps deflect Poderis' damaging seasonal winds. Poderis' stubborn colonists are fiercely independent and the unimportant planet seldom receives visitors. Luke Skywalker visited Poderis in an attempt to uncover the Empire's clone trafficking network, and narrowly escaped a trap set for him by Grand Admiral Thrawn. [TLC]

Porus Vida
Porus Vida is famous throughout the galaxy for its centuries-old cultural museums. The planet was relatively undefended against attack, and Imperial Admiral Daala targeted the museums and their priceless treasures for destruction as a psychological blow against the New Republic. In the subsequent attack, Colonel Cronus and his fleet of Victory-class Star Destroyers devastated the planet. [DS]

Praesitlyn
The location of a major communications station, located within sixty light-years of Bpfassh in the Sluis sector. [HTTE]

Prefsbelt IV
The location of an Imperial Naval Academy. [SWS]

Proxima Dibal

A star orbited by a single desert planet of the same name, which is home to feathered song serpents and the tiny scavengers called dinkos, which emit a highly offensive smell. Both animals are sold in Sabodor's pet shop on Etti IV. [HSSE, CSSB]

Pypin

One of the Trianii colony worlds within the disputed border of the Corporate Sector. [CSSB]

Pzob

The third planet in the K Seven Forty-nine system, Pzob is a world of thick, ancient forests which was colonized by a group of Gamorreans many years ago. Official reports on Pzob have not been updated in almost fifty years. Some eighteen years before the Battle of Yavin, the Empire established a base on Pzob where forty-five stormtroopers were to await the Eye of Palpatine. The battlemoon never arrived, and over the years every stormtrooper except Triv Pothman was killed by internal fighting and constant skirmishes with the Gamorreans. Pothman served as a slave in the Gamorrean Gakfedd clan village for two years, followed by a year with the Klagg clan. Eight years after the Battle of Endor, Luke Skywalker and his companions landed on Pzob. A ship from the Eye of Palpatine captured them, Pothman, and the Klagg and Gakfedd clans. [COTJ]

Qat Chrystac

General Garm Bel Iblis fought Grand Admiral Thrawn's forces at Qat Chrystac, where Thrawn used Interdictor Cruisers to bring his ships out of hyperspace at precise locations. More than one assault was staged, and Wedge Antilles helped battle two squadrons of cloned TIE pilots during the first. Imperial shock forces were working their way across Qat Chrystac during Thrawn's siege of Coruscant. Bel Iblis was at Qat Chrystac when he intercepted a distress call from Lando Calrissian's Nomad City mining complex on Nkllon. [TLC]

Quian

The human inhabitants of Quian have light brown hair, aqua-green eyes, and dark complexions. The Imperial spy Benald Orlan is a native of Quian. When Orlan informed the Empire that members of his family were Alliance sympathizers, his father and siblings were executed. [SWAJ]

Rafa III

The location of a deep-bore mining operation using laser drillbits. [LCMH]

Rafa IV

Rafa IV is the center of government for the Rafa system. It was ruled by Duttes Mer, colonial governor of the Rafa, until the government was overthrown by the resurgent Toka. Its main spaceport city, Teguta Lusat, lies wedged between the colossal plastic ruins of the Sharu. The city contains numerous taverns, the Hotel Sharu, and a penal colony where the prisoners serve their sentences harvesting crystals from the life orchards. [LCMH, LCFW]

Rafa V

A frozen, dry world of red sand, archaeoastronomers believe that the ancient Sharu evolved on this planet. Orbiting the world are Rafa V's twin moons and a cloud of debris that might be the result of the Sharu's early attempts at spaceflight. It is the site of many life-orchards, harvested by a few hundred convicts, horticulturists, and Toka living in fewer scattered settlements. A colossal Sharu pyramid, projecting seven kilometers above ground level, towers over the other ruins of Rafa V and was the resting place of the famous artifact called the Mindharp. [LCMH]

Rafa XI

The outermost planet in the Rafa system, Rafa XI is a world of icy slush orbiting in the dark. It is the site of a research installation and a helium refinery. [LCMH]

Rafft

A green, forested world with several modest settlements. A small, twelve-man Rebel base was located in a complex of caves on Rafft just prior to the Battle of Yavin. The Rebels, led by Commander Brion Peck, were sent to the planet to sabotage the construction of an Imperial garrison. The group was evacuated by the smuggler Dannen Lifehold after a homing beacon betrayed the base's location. [SWAJ]

Raithal

The location of the Raithal Academy, the most prestigious training center in the entire Empire. After the Battle of Yavin, medical experts from Raithal were sent to an orbiting hospital frigate to study the outbreak of Candorian plague on Dentaal. [SWAJ]

Rakrir

The homeworld of a sentient insectoid alien species. Rakririans are wealthy, highly cultured, and known to be rather finicky-- few leave their homeworld because they are typically dissatisfied with the level of sophistication on other planets. Sabodor, owner of Sabodor's pet store on Etti IV, was a native of Rakrir. [HSSE, CSSB]

Ralltiir

Ralltiir, located in the system of the same name, lies along the Perlemian Trade Route in the Darpa sector of the Core Worlds, just on the border of the Colonies region. Over the last several hundred years, Ralltiir was the only planet in the Darpa sector that was able to maintain its independence from the nearby world of Esseles. In recent history, Ralltiir was an attractive, high-technology world famous for its banking industry and home to the Grallia Spaceport. The planet's powerful financial institutions were politically neutral and had a reputation as a "safe haven" for investors' funds. With the rise of the Empire, certain factions began to infiltrate Ralltiir's financial system and steer its markets in a pro-Imperial direction-- erasing the fiscal records of alien investors, for instance. Shortly before the Battle of Yavin, pro-Alliance members of the Ralltiir High Council tried to stop this and restore balance to the markets-- inspiring the Emperor to use Ralltiir as an example to other worlds that would resist his will. A brutal Imperial force, led by Lord Tion, immediately invaded Ralltiir and left the planet and its ten billion inhabitants in shambles. Tion disbanded the High Council, replaced it with a military tribunal headed by Imperial Governor Dennix Graeber, and set up interrogation centers and public executions of Rebel leaders. He also sealed off the entire Ralltiir system (not even permitting relief organizations to travel through his blockade), severely hurting commerce along the Perlemian Trade Route. Princess Leia Organa, on a mercy mission to deliver medical supplies and equipment to the High Council of Ralltiir, was permitted to land by Tion. The Princess rescued a wounded Rebel soldier, who later revealed the existence of the Death Star project. Ralltiir's economy is now in ruins, as many of its powerful corporations have relocated offworld. Since the occupation, Governor Graeber has been getting rich by secretly supplying the Rebel underground with weapons, which he then uses as a justification to persecute Ralltiir's citizens even further. Prior to the Battle of Yavin, an Alliance raid on the Cygnus Corporation's starfighter performance trials near Ralltiir resulted in the capture of the Assault Gunboat design team. Elea Poista, a top Exex at Bespin Motors and an occasional Alliance contact, gained her position after transferring from a shipping company on Ralltiir. [SWR, SWS, MTS, GG2, FP, SWAJ]

Rampa

A heavy industrial world in the Corporate Sector with an extremely high degree of pollution and contamination. The Rampa Skywatch keeps an eye out for water smugglers hidden among the regular cargo traffic, for Rampa's citizens are willing to pay a very high price for pure R'alla mineral water. Han Solo and Chewbacca made some smuggling runs "down the Rampa Rapids" during their early adventures. [HSR, HSSL, CSSB]

Randon

Female ward-cousins on the planet Randon are traditionally honored (due to their potential inheritance) and are customarily served first. Randoni women wear their hair loose and flowing, and an alcoholic drink from Randon is the Randoni Yellow Plague. Luke Skywalker and Tenel Ka posed as archaeological traders from Randon during their undercover mission to Borgo Prime. [YJK]

Reboam

A harsh, sparsely-populated world in the Hapes cluster, Reboam once served as a hiding place and as the supposed location of a training center for a group of fifty Jedi Knights. After one year the knights were discovered by Darth Vader and a group of Dark Jedi, who killed them and had them sealed in Reboam's ancient ruins. [COPL]

Redcap

Redcap is a rainy, barren world of shifting mud plains, crossed with jagged canyons and mountain ranges. Since ships can easily sink in the thick mud, landings are restricted to the stable Tyma Canyon, which runs for several hundred kilometers across the planet's surface. Redcap's human inhabitants-- the poverty- stricken descendants of early mining colonists-- live in settlements built on the bases of the mountain chains. Repulsorlifts are inoperable on Redcap, since the omnipresent mud clogs their systems. Instead, residents travel on olai, horned beasts of burden originally brought from a nearby moon to Redcap for use in the mining industry. Points of interest on the planet include Juteau Settlement, which was built near the Garish Ridge and contains the Laughing Bantha tavern. Ruck's Rut is a multileveled network of rifts and fissures located in Tyma Canyon. Redcap is shrouded in gray skies, though low patches of lavender-pink clouds sometimes hug the world's surface. Redcap is nominally under the Empire's control and has a minimal Imperial presence, though the planet's 140,000 inhabitants possess no form of organized government. The old smuggler Toob Ancher, suffering from the Bitter Winter disease, came with Drake Paulsen to Redcap, where the old man's checkered life came to an end. [SWAJ]

Regar I & II

Regar I is the fifth planet in the Garos system; Regar II is the sixth. [SWAJ]

Reginard

Independent operative Dirk Harkness served as a mechanic in a hidden Rebel base on Reginard soon after he joined the Alliance. [SWAJ]

Reltooine

A planet in the Corporate Sector. Reltooine is one of the stops made by the luxury liner Lady of Mindor during its voyage from Roonadan to Ammuud. [CSSB]

Rendili

The location of the Rendili space construction center, one of the facilities used by the Emperor to build his largest warships and special weapons platforms. Rendili StarDrive manufactures the Victory-class Star Destroyer. [SWS, ISWU]

Retep III

In the time following the Battle of Yavin, a group of Habassan freighters delivered a cargo of foodstuffs to the Alliance at a rendezvous near Retep III. The transfer operation was attacked by Imperial starfighters. [FP]

Retep V

A Habassan convoy was ambushed by Imperial corvettes near Retep V following the Battle of Yavin. An Alliance strike force helped rescue the convoy. [FP]

Rhinnal

Rhinnal is located in the Darpa sector of the Core Worlds, along the Perlemian Trade Route. The planet has recently emerged from an ice age, and has a surface covered with fjords, mountains, and frigid rivers. Rhinnal was a colony world of nearby Esseles until the rise of the Empire, when the Imperials took over direct control from the planet's Esselian governor. Though it is now ruled by the unobtrusive Imperial Governor Phadreas Kole, many of the planet's major decisions are still made by the heads of various ethnic clans, traditional groups linked by kinship. The planet's 55 million inhabitants place great value on ceremonies and commemorations, and often wear elaborate, colorful clothing. Rhinnal has been famous for generations for its expertise in medicine, and produces the most respected doctors in the galaxy from its training programs. The last remaining Jedi chapter house in the Core Worlds is located on Rhinnal and still accepts patients, though none of its staff are Jedi. The planet's capital city is Rhire, which boasts the prestigious state Medical Academy. After the Battle of Yavin, medical experts from Rhinnal were sent to an orbiting hospital frigate to study the outbreak of Candorian plague on Dentaal. [SWAJ]

Riileb

The homeworld of the alien species also known as Riilebs. Riilebs, almost as tall as Wookiees, are humanoids with antennae that can detect the biorhythm changes of others. Single Riileb females are bald, while married females and all males have hair. Tere Metallo, a tough free-trader who eventually began working for the Alliance, is a female native of Riileb. Metallo was the eldest daughter to the MotherClan on her homeworld, and would have inherited the ClanRing at the age of 30 had she not been sold into slavery by a jealous sister. [SWAJ]

Rimma

The controversial jatz musician Fitz Roi was deported from Rimma after shooting his antique projectile pistols in the Teirra Parko's Crystal Room, located in the main city of Recardeon. Millions of fans rioted upon learning of the scheduled concert's cancellation, causing several hundred thousand credits damage to Recardeon. [SWAJ]

Ripoblus

One of the two primary worlds of the Sepan system, with the planet Dimok. The long war between Dimok and Ripoblus was forcibly ended by the intervention of Imperial forces after the Battle of Hoth, though the two worlds briefly (and unsuccessfully) tried to unite against the Empire as their common foe. [TSC]

Rishi

The only places on Rishi habitable by its colonists are the humid, congested valleys, though the native avian Rishii inhabit the high mountains surrounding the city-vales. The conservative colonists live in white stone buildings and forbid the use of repulsorlift vehicles on the streets in the morning. Animal life on Rishi includes the dangerous Maungurs in the planet's warm polar regions, who have flexible "limb-tails" as forelimbs and feature prominently in Rishii legends and stories. The primary food of the Maungur are the leaf-eating khi'rs. Talon Karrde's smuggling group briefly used a Rishi city-vale as a hideout following their evacuation of Myrkr. This city-vale measures approximately 150 kilometers east to west and only a few kilometers north-south, and has sparsely-populated industrial areas to the north. While on her way to the Number Three dump on 412 Wozwashi Street, Mara Jade was ambushed by a bounty hunter. [DFR, SWAJ]

Rodaj

The outlaw Jai Raventhorn was working as a mining engineer on Rodaj when her fiancée was killed by the Empire. This inspired her personal quest for revenge against Moff Jellrek. [SWAJ]

Rodia

Rodia, in the Tyrius system, is an industrial planet which is home to the violence-loving Rodians and their vast weapons-manufacturing facilities. The culture of the Rodians romanticizes death and the hunt, as is evidenced by their reverence for the bounty hunter profession, their gladiatorial games, and in their famous dramatic plays. Their society is ruled by the Rodian Grand Protector, and only the most accomplished hunters are allowed to leave their planet. The Salus Corporation, based on Rodia, specifically designed Stalker battle armor for use by Rodian bounty hunters. Rodia was once a lush tropical world, but rapid industrial growth has made many lifeforms extinct. As a result, foodstuffs have become a common import. Years ago, Navik the Red, the Rodian leader of the Chattza clan, eliminated many opposing clan leaders and nearly wiped out the entire Tetsus clan. Greedo, a novice bounty hunter in the employ of Jabba the Hutt, was a Rodian and a surviving member of the Tetsus clan. Another notable Rodian was Andoorni Hui, a female pilot and member of the Alliance's famed Rogue Squadron. [GG4, TFTC, XWRS, SWAJ]

Romar

Located in the Galov sector of the Outer Rim, Romar contains the estate of Imperial Moff Antoll Jellrek near the rocky spires of the Derrbi Wastelands. When the outlaw Jai Raventhorn tried to assassinate the Moff at his estate, she encountered the notorious bounty hunter Beylyssa. [SWAJ]

Roonadan

The fifth planet in the Bonadan system, Roonadan is located within the Corporate Sector. It is the site of a starship departure terminal, and it was here that Han Solo and Fiolla of Lorrd stopped over en route to the planet Ammuud. [HSR, CSSB]

Rudrig

The quiet planet Rudrig, in the system of the same name, is home to the vast University of Rudrig, the only respected higher school in the Tion Hegemony. The planet-wide university has campuses and classrooms scattered everywhere among the gray soil and purple grasses, and various alien species from throughout the Tion travel here to obtain an adequate education. Weapons are officially prohibited on the planet's surface. Han Solo and Chewbacca were involved in a high-speed chase on a Rudrig freeway during one of their early adventures. After the Imperials destroyed an Alliance base on Briggia prior to the Battle of Yavin, the next scheduled target of the Emperor's Operation Strike Fear was Rudrig. [HSL, FP]

Rustibar

Imperial General Sulamar, who worked with Durga the Hutt on the Darksaber project, was known to boast of his commanding role in the Rout of Rustibar. [DS]

Ruuria

The home planet of the caterpillar-like Ruurians. Ruurian society is separated into three life-stages: larva, pupa, and chroma-wing. The larval Ruurians are concerned with all aspects of day-to-day life on Ruuria from the moment of their births; eventually each will form a chrysalis (the pupa stage) and emerge as a chroma-wing, concerned only with mating. The historian Skynx, holder of the history chair in the pre- Republic subdivision, Human History subdepartment, was a Ruurian-- a member of the K'zagg Colony on the banks of the Z'gag. Skynx is now a Professor Emeritus at the University of Ruuria. [HSL, CSSB]

Rydar II

The semi-intelligent Ranat species originated on Rydar II, located in the Rydar system. Several hundred years ago, the human inhabitants of Rydar II attempted to exterminate the Ranats due to their propensity to eat human infants. The extermination was nearly successful, but three Ranats

managed to stow away on a visiting smuggling ship. The ship crashed on Aralia, and the Ranats have since populated that planet. [GG4]

Ryloon

The location of several Imperial-controlled orbital factories, where captured prisoners are sent to toil. [COTJ]

Ryloth

Located in the Outer Rim near Tatooine, Ryloth is the principal planet in the Ryloth system and is home to the alien species known as Twi'leks. Twi'leks are humanoid aliens with two large, fleshy "head-tails" growing from their skulls. The Twi'leks call these prehensile appendages "lekku" and can communicate in secret through lekku gestures, though they also have a spoken language, Twi'leki. Their rocky, mountainous planet has no rotation, so one side of the planet always faces the sun and the only habitable areas are in the band of twilight separating the two sides. Heat storms in Ryloth's thin atmosphere help to distribute warmth throughout the twilight zone, which the Twi'leks inhabit within networks of mountain catacombs. Wind-driven turbines power their primitive industrial civilization, and raw fungi and cowlike rycrits are raised for food. Ryloth's primary exports are the addictive ryll spice and Twi'lek females, who are desired for their seductive dancing skills. The Twi'lek government is organized around a five-member "head clan," who are in charge of all community decisions. When one member of the clan dies, the remaining four are exiled into the dayside desert (the "Bright Lands") and a new head clan is selected. Points of interest on Ryloth include the city of Kala'uun.

A major Twi'lek corporation is Galactic Exotics, which developed orchards on the planet Belsavis. Ryloth is also home to SchaumAssoc., a Twi'lek advertising agency that pioneered media and public relations for the Corporate Sector. Years ago, a small Imperial refueling center and training outpost was established on Ryloth, supported by the Empire yet often used by smugglers. Tarkin, then a Commander, had early plans to turn this refueling station into an important location in the Outer Rim. Jabba the Hutt's majordomo, Bib Fortuna, was one of the first to widely sell ryll spice off-planet, which attracted the Empire's attention and brought slavers to Ryloth. Fortuna was sentenced to death but escaped, and returned later with an army of Jabba's men to exact revenge. Seven Ryloth cities were burned and Jabba took slaves and riches, while Fortuna rescued Nat Secura, the last son of a great Twi'lek family. Fortuna made plans to someday return with Secura and rule Ryloth as he saw fit. Not long before the Battle of Endor, Fortuna enslaved a clan chief's daughter named Oola, and trained her to serve as a dancer in Jabba's palace. Maw scientist Tol Sivron, Rogue Squadron pilot Nawara Ven, and the ancient Jedi knight Tott Doneeta were also natives of Ryloth. [SWS, COTF, COTJ, TOTJ, CSSB, TFJP, XWRS, SWAJ]

Ryvellia

Located in the Avhn-Bendara system. The Empire brutally suppressed an uprising in Ryvellia's capital city of V'eldalv with an orbital bombardment. During the attack, the thief Sienn Sconn's parents were killed. [SWAJ]

Saarn

An isolated world hidden in a corner of the galaxy, Saarn was used by the Rebel Alliance for military training purposes, and was later used as a remote surveillance outpost after the New Republic moved to Coruscant. Five years after the Battle of Endor, one of Grand Admiral Thrawn's Star Destroyers, the Stormhawk, executed a hit-and-fade attack on Saarn, wiping out the New Republic personnel and setting up a listening post to protect the movements of Thrawn's fleet. [SWAJ]

Sacorria

Located in the Sacorrian system, one of the Outlier systems of the Corellian sector, Sacorria is a pleasant but secretive world with strict regulations. It is the site of the Dorthus Tal prison and its main city has a cobblestone square in town. Sacorria is ruled by the Triad-- a secretive council of dictators consisting of one human, one Drall, and one Selonian. Almost nothing is known about the three rulers, not even their names, though the Selonians on Sacorria are known to be

descendants of a dishonored Selonian den. In years past the Triad was merely the puppet of the Corellian Diktat, but it now freely runs the planet and has passed more and more restrictive laws. Women are not allowed to marry without their fathers' consent, and a recent law made it illegal to marry an off-worlder. Sacorria's moon is Sarcophagus, which serves as a vast graveyard for the planet's inhabitants. Fourteen years after the Battle of Endor, Lando Calrissian visited Sacorria to see Tendra Risant, a member of a wealthy and influential family, for a possible marriage proposal. Meanwhile, the Sacorrian Triad set into motion a master plan to force the New Republic to acknowledge the Corellian sector as an independent state. The Triad organized rebellions on each of the five planets in the Corellian system and gained control of Centerpoint Station, which allowed them to set up interdiction and jamming fields over the system and to destroy distant stars at will. The Triad's plans, and their fleet of more than eighty Sacorrian ships, were defeated by the New Republic and a Bakuran task force. [AAC, AAS, SAC]

Saheelindeel

Located in the remote Tion Hegemony, Saheelindeel is a backwater world inhabited by intelligent, green-furred primates. The high festival on Saheelindeel is a time for tribal hunting rituals and harvest ceremonies, and has recently begun to incorporate farm machinery exhibits, shock-ball matches, and airshows in an attempt to become more technologically sophisticated. The Saheelindeeli, led by a matriarch, have an affinity for grandiose actions. Han Solo and Chewbacca briefly worked on Saheelindeel after leaving the Corporate Sector. Following the Battle of Yavin, the Empire established a listening post near Saheelindeel, which was attacked by the Alliance to divert attention from their fleet's movements into the Greater Plooriod Cluster. [HSL, FP]

Salliche

An agricultural planet in the Core Worlds region. Salliche is home to the Salliche Ag Corporation, which administers eighteen farming planets throughout the Core Worlds including the Yulant, Ruan, and Broest systems. The Empire has placed Moff Gegren Throsen in charge of Salliche, who disbanded the legislature and appointed his own men to oversee the massive corporate bureaucracy. The citizens of Salliche are loyal to the House Harbright, whose members have served the Republic for three centuries. After the rise of the Empire, Lady Selnia Harbright made the decision to aid the Rebel Alliance.

Many years ago, a band of armored raiders killed many on Salliche and robbed the Vaults of Narnar, until they were stopped by the Jedi Knight Soonis. About 250 years ago, a group of idealists left Salliche to colonize the planet Varonat. They were fed up with Salliche's corrupt bureaucracy and intended to establish a true participatory democracy. Independent operative Dirk Harkness was originally from Salliche, where he graduated from technical school before signing onto a starship as an apprentice mechanic. [SWAJ]

Sanjin

A planet near the Core Worlds. While at Sanjin, the Nikto agent Ma'w'shiye betrayed the Alliance, deserted his Rebel squadron, and stole the group's spacecraft. [SWAJ]

Sappire

One of the Empire's peripheral holdings, Sappire is marked by constant unrest towards Imperial rule. [SWAJ]

Sarahwiee

A frozen world of glaciers, mountains, and ice-covered oceans in the Bseto system, Sarahwiee is home to a top-secret Imperial research facility. The outpost, situated in a mountain range in the southern hemisphere, holds 1000 personnel and is only accessible by air. When Emperor Palpatine first established the facility on the previously-uninhabited world, he had all references to it wiped from the Imperial archives for security. After the Battle of Endor, certain Imperial fleet captains equipped and supplied the base until the defeat of Grand Admiral Thrawn, at which point free-traders were needed to handle the cargo shipments. After Thrawn's defeat but before the

rise of the resurrected Emperor, a New Republic commando team, led by Lieutenant Page and including Luke Skywalker, was sent to Sarahwiee to destroy the facility and erase its computer records. It was here that Skywalker met the young Garos IV freedom fighter named Alex Winger. [SWAJ]

Sarcophagus

Sarcophagus is the moon of Sacorria, located in one of the Outlier systems in the Corellian sector. It is a vast graveyard, visited only by those who are burying their dead. [AAC]

Sarka

Grand Admiral Thrawn attacked a convoy from Sarka, which was defended by a New Republic Bulk Cruiser converted to a starfighter carrier. There was also a reception for a Sarkan delegation held in the Imperial Palace following the birth of Leia Organa Solo's twins. [DFR, TLC]

Sedesia

A high-gravity planet located in the Mid-Rim, Sedesia is an arid, cold world of tundra, forests, and mountains. The planet's severe axial tilt causes extreme seasonal changes and unpredictable weather, and all planetary travel is restricted to ground vehicles due to the violent windstorms. Sedesians cross the planet's surface on six-legged reptilian mounts called striders, and sometimes on unique, single-wheeled machines called wheelbikes. Sedesia has been colonized for several hundred years, and its 1.5 million settlers are primarily stubborn breedtash ranchers known for their independence and sympathy towards the Rebellion. The planet's capital and largest city is Besia Osurne, home to 250,000 people and containing the popular Trail's End tavern near the stockyards. The Empire, testing a pathogen-based loyalty enhancement project, infected the entire population of Sedesia with a deadly plague called the Gray Death through aerial spraying. Imperial forces set up medical facilities, ostensibly to protect the citizens from the plague, but in reality forcing them to become dependent on the Empire for their continued survival. [SWAJ]

Sedri

Covered by warm shallow seas, Sedri (in the system of the same name) is home to both the aquatic Sedrians and a communal intelligence of tiny polyps known as Golden Sun. Golden Sun is attuned to the Force and provides power, healing, and other necessities to the Sedrians, who worship Golden Sun as the center of their society. Golden Sun's use of the Force also creates massive gravity readings, causing problems for hyperspace navigation near the system. The peaceful Sedrians have constructed underwater cities (the largest is Fitsay) and have appointed a High Priest to safeguard the cave in which Golden Sun lives. The Empire came to Sedri to research a possible artificial gravity well generator and constructed an Imperial garrison. A group of Rebels infiltrated the garrison, studied the Imperial's aquatic equipment, and discussed strategy and techniques with the Sedrians. This information resulted in the formation of the Rebel Sea Commandos, who later saw action on Calamari fighting the Emperor's World Devastators. The SedriMotors corporation, based on Sedri, has recently produced the Amphibion combat speeder for New Republic use. [GG4, DESB]

Selab

A planet in the Hapes cluster and home to the trees of wisdom. Believed by many to be only a myth, the trees bear fruit that can greatly increase the intelligence of those who have reached old age. [COPL]

Selaggis

The location of a colony that was obliterated by Warlord Zsinj's Super Star Destroyer Iron Fist. Han Solo saw the destroyed colony while on a five-month hunt to locate and destroy the Iron Fist. [COPL]

Selonia

One of the five inhabited worlds in the Corellian system, Selonion has a clean blue sky and a surface composed of hundreds of islands separated by innumerable seas, inlets, and bays. Terrain on the many islands includes meadows, woodlands, and rolling hills. The small land areas are evenly distributed around the planet-- no point on land is more than 150 kilometers from the water, and no water is more than 200 kilometers from land. Famous sights on the world include the Cloudland Peaks. Beneath the surface of Selonion is a powerful planetary repulsor, which was used in ancient times to transport the planet into its current orbit from an unknown location. Selonion is the homeworld of the alien species known as Selonians, who have thick tails, sleek fur, and long faces filled with needle-sharp teeth. Selonians are hive animals, who live together in genetically-related dens. Each den is made up of one fertile female (the queen, who gives birth to all members of a den), a few fertile males, and several hundred sterile females. All sterile females with the same father are said to be in the same "sept," and members of a sept are genetically identical. It is the sterile females who interact with other species and perform all the important functions of Selonian life; the fertile Selonians are treated merely as breeding stock. Selonians make poor liars and have a deep psychological need to reach a consensus among each other, even if the resulting agreement does not always make sense. Selonians are often comfortable inhabiting underground tunnels and warrens.

Many years ago, a Selonian den tried to cheat other members of their same den. For this dishonor, the perpetrators were exiled from Selonion and Corellia, and eventually settled on Sacorria. Fourteen years after the Battle of Endor, two Selonian factions-- the Republicists and the Absolutists-- struggled for control of the planetary repulsor. The Republicists intended to turn it over to the New Republic in exchange for Selonian sovereignty, while the Absolutists planned to use it as a weapon for the creation of Selonian independence. The Hunchuzuc Den, allied with the Republicists and the Chanzari Den, proposed to use Han Solo as a bargaining chip to open negotiations with the New Republic. The Overden, the ruling power on Selonion and allied with the Absolutists, won the Hunchuzuc over to their side when they claimed to control the Selonian repulsor. Kleyvits, representing the Overden, held Leia Organa Solo captive and tried to force her to recognize Selonion's independence from the New Republic. When it was revealed that the dishonored Saccorian Selonians were actually operating the repulsor, the Overden suddenly lost all power in favor of the Hunchuzuc Den. During the crisis, a Bakuran attack force led a diversionary assault on Selonion and one of its ships was destroyed by Selonion's repulsor. [AAC, AAS, SAC]

Serenity

Following the Battle of Hoth, Grand Admiral Thrawn leaked word that a convoy carrying missile boats would be passing near the planet Serenity. This was intended as bait to trap the renegade Admiral Zaarin and his traitorous forces. [TSC]

Setor

The former homeworld of Wetyin's Colony. The colony left Setor after suffering persecution and exile, and the Fernandin Scouting Operation was given a permit by the Empire to find the group a new homeworld. Some of the worlds considered included Betshish and Yavin 4. [GG2]

Sevarcos

The infamous spice world Sevarcos orbits the orange star Lumea in the Sevarcos system, which consists of four solid planets and eight gas giants. Sevarcos is the second planet in the system, and the only one capable of supporting life. Due to the profitable spice extracted from Sevarcos' Imperial mines, the Empire maintains a permanent customs blockade of the entire system. A huge asteroid field drifting between the sixth and seventh planets houses the elite "Fate's Judges" TIE Interceptor squadron, which attacks any smuggler foolish enough to run the blockade. Sevarcos, brown and amber colored from space, is a dry, windswept world plagued by frequent sandstorms. Mountains make up most of the northern hemisphere, while vast deserts cover the south. Sevarcos' two types of spice-- the common white andris and the rare black carsunum-- are primarily mined in the equatorial region, where the mines double as brutal

Imperial prisons. The Empire's forces are overseen by Imperial Planetary Commandant Velpar Raftin. Animal life on Sevarcos includes the spice eel, which burrows through rock and can reach lengths of up to thirty meters.

Sevarcos has an original human population known as the Sevari, believed to be the descendants of settlers from the early Old Republic colony ship Seviri Cabal. The Seviri eventually formed clans headed by Spice Lords to oversee the spice trade, though total control of that industry is currently held by the Empire. Unprotected visitors to Sevarcos can suffer side-effects from inhaling the trace amounts of spice found in the atmosphere, but native Seviri (accustomed to the constant spice) often slip into a coma-like "spice narcosis" when breathing the pure air of other worlds. Most of the planet's one million Seviri shun advanced technology, and use archaic wind riders for transportation and projectile flashpistols for defense. The most powerful Spice Lords are Lord Quintas of the Southern Deserts, Lady Trevaal of the Northern Frontier, and Lord Cassius Nolath Rha, ruler of the profitable Equatorial Belt. [SWAJ]

Shaum Hii

Shaum Hii is a planet famous for its noisy cattle markets. [HTTE]

Shimmer

A planet of massive glaciers where the Alliance operated a medium-security work camp. [SWAJ]

Sif-Uwana

The inhabitants of Sif-Uwana, the Sif-Uwanais, have a reputation for being very casual with their money and management style. Mara Jade once visited the planet while on business for the Emperor, and the smuggler Talon Karrde posed as the chief purchasing agent for the Sif-Uwana Council while on a mission to Varonat. [SWAJ]

Sinton

Imperial General Sulamar, who worked with Durga the Hutt on the Darksaber project, was known to boast of his commanding role in the Subjugation of Sinton. [DS]

Sionia?

The possible homeworld of the near-human aliens known as Sionian Skups. Skups can be distinguished from humans by their closely-spaced eyes and brittle, glasslike hair. Many master thieves have come from the Sionian home world. Anky Fremp, an early friend of Greedo's during his youth on Nar Shaddaa, was a Sionian Skup. [TFTC]

Sirpar

An arid, heavy-gravity world, Sirpar is used by the Empire as a training outpost for Imperial Army soldiers. The large planet has a wide variety of terrain but possesses no valuable natural resources, and is protected by three orbiting defensive satellites. Many training centers dot the surface, including the Arctic Environments Combat Range at the north pole and the Deep Oceans Operations Camp in the tropical seas. Sirpar's equatorial continent is covered with a thick muddy jungle, and the planet's main starport is located on an equatorial island. Sirpar is also the homeworld of the timid Eklaad, quadrupedal aliens possessing prehensile snouts and covered with tough armored hides. Sirpar's 1.5 million Eklaad live in tribes ruled by hereditary chieftains, and have not advanced beyond stone-age technology. Once, the Eklaad had a planetwide Council of Chieftains, but that ruling body has not convened since the arrival of the Imperial Army. [SWAJ]

Sisk

Sisk orbits a red dwarf star of the same name and is home to the arachnid species Sic-Six. The star Sisk was once an orange star but underwent a partial atomic collapse, cooling the planet

Sisk and turning it from warm and lush to cool and barren. Sic-Six are highly antisocial, preventing any formation of government or mass production, though their technology is quite complex. Sic-Six are valued throughout the galaxy due to the fact that poison bites from their fangs are intoxicating to most species. [GG4]

Skor II

A small dense world orbiting the star Squab. It was on this planet that the alien species known as Squibs evolved. Skor II's resources tend to be concentrated in various parts of the planet, which led to the nomadic nature of the Squibs since they had to travel to find the resources they needed. When a Dorcin trader landed on Skor II, the Squibs traded the mineral rights to a frozen wasteland for the secrets of starship technology. Now most Squibs roam the galaxy collecting junk, haggling for bargains, and competing for trash-hauling business with their primary rivals the Ugors. [GG4]

Sljee

The homeworld of the slablike, multitentacled aliens also called Sljee. All species on the planet operate entirely by scent, and the Sljee have a difficult time distinguishing different smells when they are away from their homeworld. One of the waiters in a Bonadan tavern was a native of Sljee. [HSR, CSSB]

Sluis Van

Located in the Sluis sector, Sluis Van contains extensive shipyards and the huge Sluis Van Central orbit-dock station, and is defended by perimeter battle stations. The busy shipyards are managed by an outer system defense network and the overloaded Sluissi workers at Sluis Control. Six months after the Battle of Endor, the Sluis Van Congregate was still debating on whether to join the New Republic. Though the Sluis sector lay closer to New Republic sectors than to the Imperially-held Core Worlds, the Sluissi did not want to alienate the Empire, which was still one of their main shipyard clients. Five years after Endor, Grand Admiral Thrawn launched an attack on 112 warships docked at Sluis Van, attempting to capture several of them with a cloaked cargo of spacetrooper-manned mole miners. No warships were captured, but the destruction of their control systems rendered over 40 of them useless. Notable members of the snakelike Sluissi species include Secles Uslopos, henchman for the crimelord Abdi-Badawzi on the planet Socorro. [HTTE, DFR, SWAJ]

Smarteel

Jabba the Hutt visited Cabrool Nuum's base on Smarteel in an attempt to sell Nuum a captured freighter. In the ensuing adventure, Jabba killed Nuum and his two children. [JTH]

Socorro

The dry desert world Socorro orbits a red giant star in the isolated Socorran system, approximately three days travel from the Nodgra system. The planet's black volcanic-ash surface gives it its name, which means "scorched earth" in Old Corellian. The vast Doaba Badlands cover three-quarters of the planet's surface, and are home to several nomadic tribes including the Bharhulai and Ibhaan'I. A range of dormant volcanoes known as the Rym mountains runs through the badlands, and the world possesses few valuable natural resources. Sandstorms are common at the world's polar regions, where temperatures still remain a burning 110 degrees. Animal life in the deserts includes the water beetle and sandfly. Vakeyya, the capital and only large city on Socorro, lies adjacent to the Soco-Jarel space station of landing pads and hangar bays. Though the planet has not seen rain in nearly 1000 years, there are enough underground water reserves to sustain the 300 million smugglers and nomads, who live under no form of organized government.

Socorro is a haven for free-traders and outlaws, and the planet has a long, proud tradition of piracy. Illegal ship modifications remain a major source of planetary revenue. Socorrans have a deep sense of honor and integrity, and their strong loyalty to others is one reason why bounty hunters traditionally avoid the planet. According to custom, Socorrans travel offworld to die, but

those who cannot often wander into the desert when their time is at hand. It is considered taboo among Socorrans to discuss those who have passed away. Socorro was one of the first worlds colonized by early Corellian settlers, and most inhabitants speak a distinctive dialect of the ancient Old Corellian language. This language is called Socorran, but is sometimes inappropriately termed "Middle Corellian." The leader of the planet's underworld is the Twi'lek gangster Abdi-Badawzi, who rules from his subterranean fortress at the base of the Rym mountains. The famous smuggler Karl Ancher, now retired, runs the Black Dust Tavern in Vakeyya. The young smuggler Drake Paulsen was born on Socorro. [SWAJ]

Solaest

The site of the Solaest Uprising, which was suppressed by Imperial forces. [SWS]

Spifik

Two wings of TIE fighters attacked the anti-orbital ion cannons on Spifik. The cannons were destroyed by a salvo from pilot Ranulf Trommer. [ROC]

Spira

A tropical pleasure world near the Inner Core. With very little axial tilt, and almost no dangerous native life, Spira is one of the most popular vacation destinations among the wealthy Core World citizens. The planet is almost entirely covered by a sparkling sea, broken only by small islands. Scouted by the Old Republic over a thousand years ago, Spira is now leased from the Empire by the Tourist Guild. Air traffic to the planet is limited to passenger liners and registered transports, and personal weapons are forbidden. Spira's mostly human population numbers only 500,000, and the Spira Security Police handle most local disturbances. Ataria Island is home to Spira's major spaceport and its most exclusive resorts. Spectacular cliffs compose its north and west sides, and luxurious beaches can be found to the east.

The exclusive Aspre Plunge resort is built directly into Ataria Island's north cliff face, and it extends one hundred meters below the water's surface. Gamblers in the Aspre Plunge's famous casino can look out its windows and view Spira's colorful marine life. A small Imperial garrison is located near Ataria Island's spaceport. The Shinkai Abyss, an underwater chasm lying near Ataria Island, runs almost 5000 kilometers and is encrusted with sparkling crystal. Spira's large, predatory Camray eels inhabit the Abyss and make popular trophies for vacationing sport hunters. Spira's largest island is on the opposite side of the planet, and its southern cape is an intersection of dangerous ocean currents called the Point. A crashed alien spaceship of unknown age or origin lies beneath the ocean and is a popular attraction for recreational divers. Spira is famous for the annual Spira Regatta, in which yacht crews race each other around the entire planet in a matter of days. Underwater plant life includes lacy green seafern, and marine animals include the parasitic Galub slug. [SWAJ]

Spuma

New Republic intelligence agents on Spuma discovered increased trooper recruitment into the fleet of Admiral Harrsk, one of the few Imperial warlords remaining eight years after the Battle of Endor. [COTJ]

Squab

The star orbited by Skor II, home planet of the Squibs. [GG4]

Sriluur

Sights on Sriluur include the sandstorms of Varic and the port city of Dnalvec. Animal life on the planet includes dark wolves, fierce nocturnal beasts that some Weequays are skilled enough to tame. Alliance major Adazian Liebke, a Weequay, once served in the Dnalvec militia and fought in the Houk-Weequay conflicts. After the conflicts ended, the Empire built a permanent garrison along the Copper Coast and in the industrial capital of Meirm. The Nikto assassin Ma'w'shiye, while he was still an Alliance agent, helped defend the two remaining Dnalvec militia outposts on Sriluur against an Imperial attack. [SWAJ]

StarCave
(see [ThonBoka](#))

Stassia

An agricultural planet, Stassia is a placid and unremarkable member of the Core Worlds. Its 1.3 billion human inhabitants are known for their indifferent and accepting natures, and are all steady supporters of the Empire. Stassia has been settled for ages, and was originally ruled by the members of the 15 Head Clans, who were descendants of the original colonists. The world is now ruled by Imperial governor Tren Pergallis. Stassia City is home to swoop races and ringer tournaments, and is the base of operations for the local crime madame Aalia Duu-lang. Sergeant Zeck Tambell is a special investigator for the Imperial Governor's office on Stassia. [SWAJ]

Stic

Stic is a planet of continual climactic and geologic change and is home to the insectoid species known as the Xi'Dec. Due to the necessity of adapting to the rapid changes of Stic the Xi'Dec have evolved hundreds of specialized sexes throughout their history, each with its own unique appearance and abilities. Currently there are over 180 different sexes of Xi'Dec with the Xi'Alpha (the most common sex) composing almost six percent of the population. During various periods of Xi'Dec history warrior, constructor, messenger, and other sexes have appeared and disappeared to suit the needs of the community. Xi'Dec society is organized around the family unit, which never contains more than one member of the same sex, and has developed moderate technology. Tourism is a main industry of Stic, and many Xi'Dec are employed in the galaxy in genetics, geology, and other scientific fields. [GG4]

Storthus

The homeworld of the giant Stone Eels, creatures composed of living rock. [D]

Stroiketcy

Likely a captured comet, Stroiketcy is one of the three planets of the Yavin system. The planet is noted for its trailing "tail" of atmosphere and its solid rock core. Due to its wide elliptical orbit, Stroiketcy varies between the second- and third-planet position in the Yavin system during its year. The world's surface is almost entirely water, with only a handful of rock outcroppings breaking the surface amid constant rainfall and fog. At either pole are two permanent ice caps (called Vanyets and Tzorria), and huge glaciers can be found drifting across the deep oceans. Stroiketcy's elliptical orbit causes an extended winter period when it is far from the system's sun, at which time all open water on the planet may freeze. Though it has never been confirmed, unicellular life might exist in Stroiketcy's oceans. The planet's name comes from the Corellian for "tailed one." [GG2]

Sullust

Sullust is a volcanic world in the Sullust system, which is located between Yetoom and Ithor. The planet, covered with thick clouds of hot, barely-breathable gasses, is habitable (for most species) only in its vast networks of underground caves. In these caves the native Sullustans have built beautiful underground cities, which serve as tourist draws for many other galactic citizens. Piringiisi is one popular resort spot on the planet, known for its hot springs and caustic green mud. The amiable Sullustans are highly valued as pilots and navigators, due to a Sullustan's instinctive ability to remember any path he or she has traveled. The massive SoroSuub (or SoroSub) Corporation is based on Sullust and employs nearly half the population in its mining, energy, packaging, and production divisions. Sullustan exports include injecto-kit shoes, prefabricated room units, and plastic corneal replacements, and SoroSuub once manufactured Dragon battle armor for the Sullustan military. The Sullustans have established a permanent system Home Guard navy to protect their shipping from pirates and criminals. Drutash grubs are considered a Sullustan delicacy.

Despite the Rebel sympathies of many Sullustans, the SoroSuub Corporation dissolved the Sullustan government, seized control of the planet, and declared its allegiance to the Empire. After being forced out of the Sullust system by the Imperials, Councilor Sian Tevv brought Nien Nunb's private raiding squad into Alliance service. Prior to the Battle of Yavin, after the Alliance rescued a Sullustan leader kidnapped by the Empire, the Sullustans seemed to join the Alliance. However, it was not until late in the war when the leaders of Sullust finally held a vote and decided to officially secede from the Empire. The Alliance fleet assembled near Sullust just prior to the Battle of Endor. Nien Nunb's sister Aril Nunb later served as the Executive Officer for Rogue Squadron. [ROTJ, ROJN, SWS, TLC, COTJ, DESB, FP, XWRS, SWAJ]

Sunaj

Following the Battle of Yavin, the Star Destroyer Relentless was to receive a cargo of new TIE interceptors at a rendezvous near Sunaj. The replacement cargo was destroyed by an Alliance strike team. [FP]

Sunaj IV

The Imperial frigate Juvani, undergoing service near Sunaj IV in the time following the Battle of Yavin, was attacked and destroyed by the Alliance. [FP]

Sundari

The third planet in the Garos system, Sundari is a hot, arid mining colony which was settled nearly 4000 years ago. Sundari immediately began inter-system trade with its sister planet Garos IV, since the Sundars were dependent on an outside supply of foodstuffs. About 200 years ago, large numbers of Sundars began emigrating to Garos IV and establishing new businesses and factories, earning the resentment of Garosians who were hurt by the new competition. A civil war between the two planets erupted when a Garosian grain processing facility was destroyed--intentionally, some claimed, by the Sundars. The devastating war raged on for 82 years until a truce was hammered out by Tork Winger, Assistant Minister of Defense for Garos IV, and Tionthes Turi, a respected Sundar engineer. Violations of the truce, such as the Wahalla Massacre, continued, but the Empire's intervention into the conflict approximately five years before the Battle of Yavin brought a sudden, violent end to most resistance. [SWAJ]

Svivren

A planet well-known as a major trading center, Svivren is also noted as being a particularly difficult planet to conquer. Svivreni traders can be seen in the galaxy wearing their traditional garb of dulbands and robes. Mara Jade was sent to Svivren by the Emperor after she failed to kill Luke Skywalker at Jabba's palace on Tatooine. Later, a Crystal Gravfield Trap of General Bel Iblis' was lost at Svivren, creating an urgent need for a new CGT array during the siege of Coruscant. [TLC, TFJP]

Taanab

Points of interest on the agricultural planet Taanab include the Pandath spaceport and the Banthal Company orbital docking array, where the largest cargo ships are typically found. Four thousand years ago, the freighter Kestrel Nova was captured from space pirates near Taanab and was used by Ulic Qel-Droma to travel to the Tetan system. Millennia later, the planet found itself plagued by annual raids of bandits from Norulac. One year, Lando Calrissian happened to be at the Pandath spaceport when the pirates arrived for their latest assault. Calrissian, on a bet, agreed to attack the raiders, and hid his ship in the ice ring surrounding Taanab's moon while he waited for the pirates to make their run on the docking array. When his target was in position, Calrissian ejected his cargo-- hundreds of Conner nets-- into the center of the attacking fleet. As the pirates struggled to untangle themselves, the cocky gambler hit them with tractor-drawn ice blocks from the moon's ring and caused even further damage. Finally, Calrissian led the Taanab defense fleet in their clean-up operation, and single-handedly accounted for nineteen kills. Though the Taanab portmaster offered him a permanent job, Calrissian declined, preferring instead to investigate his newly-won deed to a Clendoran brewery. Later, just prior to the Battle of Endor, Calrissian was promoted to Alliance general partly on the notoriety of this incident. Over

five years later, Joruu C'baoth coordinated an Imperial attack on Taanab, where he used the Bellicose's turbolasers to destroy a New Republic ship over the direct orders of Captain Aban. [ROTJ, ROJN, DFR, DLOS, SWAJ]

Taboon

Taboon, located in the Steness system, is circled by many moons-- one of which was the private moon of Great Bogga the Hutt. Bogga, who constructed a great palace on Taboon, was the ruler of the Steness underworld four thousand years ago. Millennia later, the bounty hunters Zardra and Jodo Kast tracked their targets to the Red Shadow, a Taboon bistro. The ensuing firefight resulted in the explosive death of Mageye the Hutt. [TOTJ, TFTC]

Talasea

The fourth planet in the Morobe system, Talasea orbits the yellow primary star in a red/yellow binary group. A cool, moist, fog-shrouded world, Talasea has a higher gravity than standard and is lashed by severe thunderstorms during the rainy season. Island continents make up its land masses. Animal life includes native insects and reptiles, along with feral mammals descended from those brought for an early farming colony. Indigenous plant life includes green ivy and the kaha tree.

Colonized long ago, most of the settlers' descendants left over the years, and the last group of them were wiped out by Darth Vader after the Clone Wars for harboring a fugitive Jedi. Some three years after the Battle of Endor, Rogue Squadron was moved from Folor to Talasea, closer to the Galactic Core, as a staging area for their eventual move on Coruscant. They made their base on the largest of the island continents, inhabiting the ruins of Talasea's Planetary Governor's Palace and the surrounding ivy-covered cottages. The Palace's primitive Grand Room was built of heavy native wood and thick plaster. After Imperial Intelligence agent Kirtan Loor deduced the location of Rogue Squadron's new headquarters, Admiral Devlia ordered a platoon of stormtroopers to secretly infiltrate the base and plant explosives. Though the squadron lost six sentries and pilot Lujayne Forge, all of the Imperial commandos were captured or killed. The Alliance immediately evacuated the base, leaving behind several booby traps for any Imperial follow-up teams to discover. [XWRS]

Tallaan

A planet in the Core Worlds near the Colonies region, Tallaan is the site of the Tallaan Imperial Shipyards. When Grand Moff Tarkin was killed aboard the first Death Star, the Empire released an official statement claiming that Tarkin had actually died in a shuttle crash at the Tallaan shipyards. [SWAJ]

Tallek

When the planet Tallek was hit with an outbreak of deadly thorn fever, Imperial medics placed the sick in isolation camps and let them die. [SWAJ]

Taloraan

The largest planet in the isolated Kelavine system of the Expansion Region, Taloraan is an unexplored gas giant nearly 100,000 kilometers in diameter. The planet has a strong magnetic field, and is orbited by seven uninhabitable moons and a spectacular ring system. Taloraan's hot atmosphere, rich in tibanna gas, is breathable at high altitudes, and several forms of life have evolved among its clouds. Sleft-chuffni are huge, 200-meter long gasbags which gather drifting algae with their hanging tentacles, while the carnivorous flying rays called fleft-wauf hunt the sleft-chuffni and attack with their barbed tails. Years ago, several groups of humans were somehow stranded on Taloraan and separated into two groups-- the peaceful Denfrandi and the belligerent Wind Raiders. The Denfrandi keep a herd of one hundred sleft-chuffni, and live in gondolas slung underneath the beasts. The Wind Raiders attack on fleft-wauf mounts, and live within the body cavity of a colossal, kilometer-long floater known as an island-beast. [SWAJ]

Talus

One of the five habitable planets in the Corellian system, Talus is a blue, white and green world the same size as its sister planet Tralus, and both orbit a common center of gravity (where Centerpoint Station is located). Together they are referred to as the Double Worlds, and both are ruled by the elected Federation of the Double Worlds, or Fed-Dub. Beneath the surface of Talus is a planetary repulsor, which was used in ancient times to move the planet into its current orbit from an unknown location. When a flare-up in Centerpoint Station (fourteen years after the Battle of Endor) caused many deaths, the survivors were relocated to Talus and Tralus. When word spread of the incident, a rebellion against Fed-Dub occurred on Talus. A group of starfighters, possibly representing the Talus rebellion, subsequently flew to Centerpoint and claimed the station for themselves, until chased off by a Bakuran task force. [AAC, AAS, SAC]

Tandankin

The planet Tandankin was taken over by Imperial forces under the command of Grand Moff Nivers following the Battle of Endor. When Rogue Squadron arrived to free the planet, Wedge Antilles was forced to topple an enormous tower-- the Tandankin people's greatest monument-- in order to destroy a landing strip filled with TIE fighters. [XW]

Tangrene

Tangrene was the site of a major Imperial Ubiquitorate base, until General Garm Bel Iblis' private army bypassed three Star Destroyers and completely destroyed the installation. Later, while the Ubiquitorate base was being rebuilt, the New Republic tried to give the impression that they were intending to attack Tangrene to acquire a CGT array. In reality, their true target was Bilbringi. [DFR, TLC]

Taraloon

A small, uncharted world of plateaus and subterranean canyons, Taraloon is hidden deep within the Quintar Nebula. The pirate Drek Drednar has established a secret base on the planet, deep within an underground world of rivers and trees. The planet was discovered by Drednar's navigator Tron Nixx, who gave it its name-- "Taraloon" means "buried treasure" on Nixx's homeworld of Corlass. Animal life on Taraloon includes the predatory, reptilian gornalak. [SWAJ]

Targonn

The home planet of a bird-like alien species, formerly under the brutal rule of Dictator-Forever Craw. Craw, ruling from his palace behind an impenetrable force field, imposed a 99 percent tax rate on his subjects and forced their children to toil in factories until the age of six. Before their service to Captain Antilles, R2-D2 and C-3PO were captured by Craw and taken to his palace. Craw planned to uncover the secret of the savorium herb, (which turned people into happy slaves called "smilers") and then rule over a contented but mindless populace. Meanwhile, several splinter groups dedicated to overthrowing Craw united under the revoltist leader Shay, and infiltrated the palace through the sewer's force-field hole. Their attack was unsuccessful, but they managed to rescue the two droids. A second attack, aided by R2 and 3PO's Ithorian master Zorneth, resulted in the defeat of Craw and his forces. [D]

Tatooine

A harsh, desert planet orbiting a double star in the Outer Rim, near the worlds of Ryloth and Piroket, Tatooine is located in the system of the same name. Far from the galactic mainstream, Tatooine happens to occupy a strategic location at the nexus of several hyperspace routes. Unfortunately, there is very little of interest on Tatooine, and it is ignored by almost everyone, with the exception of smugglers and criminals. The G1 and G2 stars of the system are referred to as Tatoo I and II, and the planet is orbited by two moons. Over the centuries Tatooine has been the site of many orbital battles between rival gangsters and smugglers, and its surface is littered with ancient starship wrecks-- most of which have long since been buried by the fierce sandstorms that rage across its surface every year. Tatooine has only been officially colonized for a few

hundred years, but it boasts two native alien species: the meddlesome Jawas and the fierce Tusken Raiders, commonly called Sandpeople.

The nomadic Sandpeople spend their lives swathed in thick wrappings, looking out at the world from behind fearsome masks. They are intoxicated by sugar water and are most dangerous during their adolescent years, when they must survive rigorous rites of passage (such as hunting krayt dragons) to become adults. The Storyteller is the most respected member of Tusken communities, and it is considered blasphemy (and grounds for instant death) to speak a single word of the sacred stories incorrectly. Many Tusken Raider clans return annually to their traditional encampments in the Needles, a section of the Jundland Wastes, to wait out the dangerous sandstorm season. The Sandpeople have an almost symbiotic relationship with their bantha mounts-- a member who has lost his bantha is considered incomplete, and an outcast among his people. The junk-dealing Jawas travel the desert in former ore hauling/mining vehicles called Sandcrawlers and live in protected fortresses in the badlands; their numerous clans annually assemble for a large swap meet. Animal life on the planet includes the bantha, dewback, womp rat, sandfly, bone-gnawer, gravel-maggot, dune lizard, sandsnake, rockmite, feathered lizard, sand-jigger, meewit, cliffborer worm, strange (but harmless) protoplasmic creatures, and the feared Sarlacc, which is said to take a thousand years to digest its prey. Tatooine is also home to the terrifying krayt dragon, possibly feared more than any other animal in the sector. Though it is considered a suicidal venture, some hunt the krayt dragon to obtain its legendary, priceless gizzard stones, known as "dragon pearls." Many colonists on the planet run moisture farms (which condense water from the dry air with vaporators) and pika and deb-deb fruits have been known to grow in certain oases. Some water prospectors roam the desert searching for untapped sources of subterranean moisture. The native hubba gourd is a primary part of the diet of both the Sandpeople and Jawas, and other plant life includes razor moss and the funnel flower. Strange mists sometimes form where the sodium-rich dunes meet the rocky cliffs, though the origin of these mists is a mystery. Points of interest on Tatooine include the Dune Sea and the neighboring Jundland Wastes, Anchorhead, Motesta, Toshi Station, Bestine township, Beggar's Canyon and its Stone Needle, Bildor's Canyon, and the Mos Eisley spaceport.

Mos Eisley, the primary city of Tatooine, has been described as a "wretched hive of scum and villainy." It is bordered by mountains on the north, and on the opposite side by the decaying buildings of the southern sector. The wreckage of the Dowager Queen, the planet's first colony ship, can be found in the center of town. Other sites in Mos Eisley include the Lucky Despot hotel and casino (owned by the Whipid gangster Lady Valarian), Lup's General Store, the Spaceport Traffic Control Tower, dewback stables, the Mos Eisley Inn, Ruillia's Insulated Rooms, the underground Mos Eisley Towers hotel, Gap's Grill, Pylokam's Health Food booth, the Court of the Fountain restaurant, outdoor cafes, Spaceport Speeders, Kayson's Weapons Shop, Heff's Souvenir Shop, Turhaya's Landspeeder Repair shop, the Red Moon Saloon, a Dim-U monastery where ships can have their transponders illegally altered, a treasure-filled town house owned by the crimelord Jabba the Hutt, and the infamous Mos Eisley Cantina owned by Chalmun the Wookiee. After the Battle of Endor, the master chef Porcellus opened the Crystal Moon restaurant in Mos Eisley, and its fame has spread throughout the Outer Rim. A grove of Cydorrian driller trees, planted by the Ithorian Momaw Nadon, grows in the mountains north of Mos Eisley, and somewhere in the desert there is rumored to be a colony of alien Kitonaks. Jabba the Hutt also owned a well-guarded palace in the Dune Sea, which served as the center of his widespread criminal empire. The world is ruled by Governor Aryon from the city of Bestine, and Prefect Eugene Talmont is in charge of the local Imperial garrison.

The Jedi knight Dace Diath, who lived four thousand years ago, was a native of Tatooine. Several centuries ago, exiled monks of the B'omarr Order built a huge monastery in the on the edge of the Dune Sea, nearly 2500 kilometers from Mos Eisley. The bandit Alkhara took up residence in part of the monastery and remained there for 34 years, raiding nearby moisture farms while expanding and improving the citadel. The B'omarr monastery was the home of many other gangsters and bandits until eventually becoming the palace of Jabba the Hutt, who expanded the citadel to encompass a hangar and garage. Throughout the changes, the B'omarr monks kept to their own affairs in the palace's lowest levels, trying to reach a level of enlightenment at which their brains could be surgically removed by the other monks and placed in glass jars, freed from the distractions of the flesh. Decades ago, the Jedi knight Obi-Wan Kenobi came to the desert

planet to place the infant Luke Skywalker in the care of Kenobi's brother Owen Lars and his wife Beru. Several years after that, a message from Princess Leia Organa of Alderaan, whose ship had been captured above Tatooine, helped bring Kenobi out of his life as a hermit near the Dune Sea and into the service of the Alliance. Immediately before the Battle of Endor, Luke Skywalker and his friends returned to Tatooine to free Han Solo from Jabba's palace, which resulted in the death of the crimelord and the collapse of his organization. The B'omarr monks reclaimed the palace, persuading several of Jabba's lieutenants to join them as disembodied brains. Eight years after Endor, the Imperial battlemoon Eye of Palpatine stopped at Tatooine to pick up a contingent of stormtroopers but brought aboard Sandpeople and Jawas instead. Later that year, Luke Skywalker and Han Solo returned to Jabba's palace to investigate rumors of the Hutts' Darksaber project. [SW, SWN, SWR, ROTJ, ROJN, MTS, TLC, DLOS, COTJ, TFTC, DESB, DS, ISWU, TFJP, SWAJ, SME]

Taul

A mist-shrouded, acidic swampworld in the Gunthar system, Taul was used by the Rebel Alliance as a training outpost until the facility was destroyed by the Victory Star Destroyer Dominator. [SWAJ]

Teke Ro

A blue giant star circled by Cona, homeworld of the Arcona. [GG4]

Terephon

A planet with dark blue skies in the Hapes cluster. Prince Isolder's personal bodyguard, Captain Astarta, was from Terephon. [COPL]

Thanos

The blue-white star orbited by Togoria, homeworld of the Togorians. [GG4]

Thanta Zilbra

Thanta Zilbra is the name of a star, its star system, and the system's primary planet. Thanta Zilbra was the second star destroyed during the starbuster crisis, and Wedge Antilles assisted in the New Republic evacuation of the planet's settlement. Unfortunately, Thanta Zilbra's population of ten to fifteen thousand was greatly underestimated by the evacuation force and thousands were left behind when the star went nova. [AAS]

Thila

The Rebels reorganized on Thila following their evacuation of the main base on Yavin 4. It was here that Alliance historian Voren Na'al began his research into the histories of the Heroes of Yavin. [MTS]

Thokos

Ten thousand years ago, seven colony ships left Thokos to colonize the planet Ammuud. The colony eventually lost contact with Thokos and was forgotten. [CSSB]

Thomork

The orbital shipyards of Thomork were closed down due to a rumored hive virus outbreak. Imperial agents killed over 450 people to add credence to this rumor, and the abandoned facilities were then a perfect site for top secret Imperial construction projects. Silencer 1, the first of the Emperor's World Devastators, was built at these shipyards. [DESB]

Thrakia

The homeworld of an intelligent insect species with genetically transmitted memories. Three hundred years ago these insects, who had previously communicated by scent, realized that they could also communicate by clacking their mandibles together. To this day, they view this ability as a sign that their species has been gifted by a higher power. [COPL]

Thrugii

A desolate, rocky world located near a wide asteroid belt. Thruggi has been home to seven generations of failed miners, but the latest group thinks they can make the mines profitable. The miners are considered "claim jumpers" by the sector authorities, who say they control all rights to Thrugii and the asteroid belt. After the authorities locked down the planet, the Thrugii miners found themselves in desperate need of food and supplies. The famed smuggler Kaine Paulsen was killed while trying to deliver a supply cargo to the miners. [SWAJ]

Thyferra

Located in the Polith system, Thyferra is the homeworld of the mantis-like Vratix and is the center of the galaxy's bacta industry. Thyferra was first contacted during the middle years of the Old Republic. Though the Vratix had already colonized Thyferra's single moon and other bodies in the Polith system, the contact with the Republic ushered in a new technological revolution. The Vratix soon invented the healing fluid called bacta by growing alazhi and mixing it with the chemical kavam. The remarkable fluid was extremely profitable, and wealthy, powerful Vratix operations spread across many worlds. When the Empire arose, two large bacta-harvesting corporations (Xucphra and Zaltin) negotiated a special deal with the Imperials, allowing the companies to gain a virtual monopoly on the bacta industry. These two massive conglomerates control ninety-five percent of the galaxy's bacta and are collectively known as the "Bacta Cartel." Xucphra and Zaltin, run by a small group of ten thousand wealthy humans (often family related), now run Thyferra's government and dominate the lives of the average Vratix worker.

The planetwide government is led by two Vratix canirs (chief officers) who are appointed by an elected council, each canir representing one of the two corporations. Since Xucphra and Zaltin are in fierce competition with each other, governmental gridlock frequently ensues and little is accomplished to benefit the 2.8 million Vratix citizens. This has given rise to the Ashern (Black Claw) terrorist group, which views the corporations as a threat and tries to bring them down by any means necessary. Several years ago a group of Ashern terrorists contaminated Bacta Lot ZX1449F from Thyferra, which was shipped to Coruscant and caused two million Imperial citizens to develop an allergy to the healing fluid. In the political confusion following the Battle of Endor, Thyferra remained neutral and profited enormously by selling bacta to both sides. Two and a half years after Endor, the New Republic, anxious to please the Thyferran leaders, recruited the human pilots Bror Jace (from Zaltin) and Erisi Dlarit (from Xucphra) into the famous Rogue Squadron. [SWAJ, XWRS]

Tibrin

Tibrin is completely covered by a shallow ocean and is homeworld to the alien species known as Ishi Tib. Tibrin circles the yellow star Cal and has one barren moon called Plah. The planet has no seasons and ocean currents evenly distribute warm water, which creates a temperate zone covering most of the planet's surface. The only land masses on Tibrin are protruding coral reefs and sand bars, where the ecologically-minded Ishi Tib have constructed their cities. Ishi Tib live in communal "schools" ranging from a few hundred to more than 10,000 individuals, and their organizational skills are prized by galactic corporations who often hire Ishi Tib as managers. Doctor Kanjil Mang, an Ishi Tib anthropologist from the University of Tibrin, has recently been studying the Ugnaught society in Bepin's Cloud City. [GG4, GG2]

Tieos

The location of an Imperial base. [SWS]

Tierfon

Located in the outer Sumitra sector, Tierfon is the site of a Rebel starfighter outpost buried 250 meters into a rock cliff. Tierfon is a relatively small base, housing only eight X-wing fighters and 158 pilots, troops, and support staff. [SWS]

Timora

Contains the city of Tadarc. The spectacularly beautiful sunpetal flowers are grown on Timora. [SWAJ]

Tinn VI

An enormous gas giant in the Tinn system composed of hydrogen, nitrogen, and ammonium. Tinn VI generates a powerful negative magnetic field, which extends its shadow into hyperspace and can strip all passing ships of their magnetic bottle shielding-- forcing them into realspace and leaving them stranded in the Tinn system until they can effect repairs. The planet is orbited by six moons, labeled A through F, and the domed city of Echnos is located on Tinn VI-D. Consequently, the moon itself is often called Echnos. [SWAJ]

Tinn VI-D

(see Echnos)

Tinnel IV

Located in the Quanta sector, Tinnel IV contains the city of Val Denn, where the private estate of Moff Jerjerrod was located. Sometime after the Battle of Yavin, Jerjerrod's personal vault was looted by the infamous thief called the Tombat, who burgled several of the Moff's priceless artworks. [SWAJ]

Tiragga

The Rebel Alliance had a small outpost located on Tiragga's second moon, which became infected with the deadly Direllian Plague. [SWAJ]

Tirsa

An industrial planet home to the Tirsa Wargear armaments corporation, which manufactures the Leviathan submersible carrier. [SWAJ]

Tiss'sharl

The homeworld of the bipedal reptiloids called Tiss'shar. The assassin and Corporate Sector bodyguard Uul-Rha-Shan was a native of Tiss'sharl. [CSSB]

Togoria

Togoria, a world of grassy plains and rolling hills orbiting the blue-white star Thanos, is the homeworld of the feline Togorians. The Togorians have near-complete separation between the sexes, with the males and females only seeing each other a few days each year. The males spend the remainder of their time nomadically wandering the plains with domesticated flying lizards called mosgoths, used as riding mounts. Similar flying reptiles known as liphons are dangerous predators, but the Togorian's mosgoths help keep them at bay. The females spend their time in the cities, tending animals such as the bist and etelo and maintaining their society's solar technology. The government is headed by the Margrave of Togoria, a hereditary office always held by male descendants. The Margrave's closest female relative, living in the capital city of Caross, rules over the cities and the day-to-day activities of their females and young children. Togorian technology is still relatively low-tech, although the females have proven to be an attractive market for personal technology and Togoria's vast mineral resources have yet to be tapped. [GG4]

Tokmia

Based on instructions from Darth Vader, a group of Imperial probe droids was recalibrated to search for Rebels on Allyuen, Tokmia, and Hoth. [ESBR]

Ton-Falk

The site of the Battle of Ton-Falk. During this battle, two Imperial frigates and a Dreadnaught were destroyed due to insufficient TIE fighter protection. Analysis of this battle led to the development of the KDY Escort Carrier. [TSC]

Toola

Toola is a glacier-covered, bitterly cold world orbiting the purple sun Kaelta. It is home to the primitive alien race called Whipids, who delight in hunting the indigenous caraboose, furry mastmots (also called motmots), seagoing arabooses, flying snow demons, Sea Hogs, and Ice Puppies. Toola has only a brief growing season during the summer months when grasses appear to join the purple lichens on the plains. Whipids have only the most primitive technology and live in loose nomadic tribes led by the best hunter, called the Spearmaster. The only significant export from Toola is ice for water-scarce planets, and Whipids can be found in the galaxy acting as trackers and mercenaries. Notable Whipids include J'Quille, one of Jabba the Hutt's hunters, and Lady Valarian, owner of the Lucky Despot hotel on Tatooine. Four years after the Battle of Endor, Luke Skywalker traveled to Toola to inspect the ruined home of a slain Jedi Master, who had once been the curator of Jedi records on Coruscant. [COPL, GG4, TFJP]

To-phalion Base

To-phalion Base, possibly in the last system, was a secret Imperial research facility built into the hollowed-out interior of a large asteroid. Formerly used as a mining operation, the asteroid later housed a hangar bay and laboratories for the Vorknkx Project, which developed an experimental cloaking device following the Battle of Hoth. The base was surrounded by eight smaller asteroids-- four with anti-warhead defense batteries and four with turbolasers. Just prior to the Battle of Endor, the renegade Admiral Zaarin attacked To-phalion and Grand Admiral Thrawn was dispatched to stop him. Zaarin succeeded in stealing the corvette Vorknkx, containing the prototype cloak, and escaping into the Unknown Regions, though he was tracked and soon eliminated by Thrawn. [TSC]

Toprawa

After the Alliance stole the Death Star plans, they were delivered to the Toprawa Relay Station. The rebels on Toprawa then transmitted the plans to Princess Leia's ship, the Tantive IV, in the operation known as Skyhook. Later, as punishment for helping the Alliance, the people of Toprawa were forced into a pre-industrial state-- relying on campfires and bantha-drawn carts as their highest form of technology. Loyal Imperial forces began living in shining, illuminated citadels out of reach of the lowly Toprawans. Periodically, stormtroopers would ride a grain cart into village squares and watch as the peasants crawled forward on their stomachs, wailing lamentations over the Emperor's death at Endor. Grain was only given to those whose penance seemed the most sincere in the eyes of the observing Imperials. Some three years after the Battle of Endor, Imperial Intelligence agent Kirtan Loor spent a week on Toprawa after being ordered back from a stay on Borleias. [SWR, DS, XWRS]

Tralus

One of the five habitable planets in the Corellian system, Talus is a blue, white and green world the same size as its sister planet Talus, and both orbit a common center of gravity (where Centerpoint Station is located). Together they are referred to as the Double Worlds, and both are ruled by the elected Federation of the Double Worlds, or Fed-Dub. Beneath the surface of Tralus is a planetary repulsor, which was used in ancient times to move the planet into its current orbit from an unknown location. When a flare-up in Centerpoint Station (fourteen years after the Battle of Endor) caused many deaths, the survivors were relocated to Talus and Tralus. When word spread of the incident, two rebellions against Fed-Dub occurred on Tralus. A group of starfighters,

possibly representing one of the Tralus rebellions, subsequently flew to Centerpoint and claimed the station for themselves, until chased off by a Bakuran task force. [AAC, AAS, SAC]

Trammis III

Trammis III is famous as the home of the gigantic reptiloids sometimes called dinosaurs. The inhabitants of the planet speak Trammic, which is related to the Old High Trammic spoken by the Toka of the Rafa system. [LCMH]

Tran Mariel

The Yavinian runyip of Yavin 4 is named for a similar stubborn herbivore found on Tran Mariel. [GG2]

Trebela

A major Rebel network was exposed in Trebela's capital city by Imperial Governor Kraxith. Surprisingly, most of the Rebel groups discovered had been working independently and were not aware of the others' activities. [SWS]

Trian

The homeworld of the feline Trianii species, located far from the disputed border between the Corporate Sector and the Trianii colony worlds. The Trianii Ranger Atuarre was born on this world. [CSSB]

Triton

When Han Solo's tauntaun froze to death in a Hoth blizzard, he commented that it was "deader than a Triton moon." [ESBN]

Trogan

Trogan, in the system of the same name, features the Whistler's Whirlpool tapcafe on the coast of its most densely-populated continent. At the center of the Whirlpool is the Drinking Cup, a natural rock bowl which violently fills with seawater six times a day due to Trogan's strong tides. The Whirlpool was a disappointing failure as a tourist attraction and has since been abandoned. Talon Karrde arranged a smugglers' meeting at the Whirlpool, which was attacked by bribed soldiers from the nearby Imperial garrison. [DFR, TLC]

Tro'Har

The planet Tro'Har is located in the Elrood sector, near the planet Coyn. [SWAJ]

Trulalis

Located in the system of the same name, Trulalis is a rich green planet of grasslands, forests and oceans. Beneath a thick cloud layer, the unspoiled world is covered with windswept fields separated by stretches of wilderness, and dotted with several small settlements. Trulalis has been set aside as a low-tech world by the Issori, and most of its inhabitants shun all forms of higher technology-- using miniature banthas as beasts of burden, for instance. Nestled within a steep mountain range is the gated community of Kovit, a farming settlement dominated by a towering, buttressed theater of white limestone.

During the golden age of the Old Republic, Trulalis was a thriving cultural center boasting one of the finest liberal arts schools in the galaxy. Today, however, its days of respected theater and drama have long passed, and only a few scattered remnants testify to its former glory. Sometime before the Battle of Endor, the Dark Jedi Adalric Brandl hired the smuggler Thaddeus Ross to bring him to Trulalis, Brandl's former home. [SWAJ]

Tsoss Beacon

An automated beacon station located on a desolate planetoid in the Deep Galactic Core. The region is inundated with deadly radioactive storms and solar flares, and the station itself was

constructed by droids and suicide crews. The last human personnel abandoned the station several years prior to the Battle of Yavin. It was at Tsoss Beacon that Admiral Daala met with, and murdered, the remaining Imperial warlords eight years after the Battle of Endor. [DS]

Tund

Located in the remote Tund system, this hidden world was home to the mysterious and ancient Sorcerers of Tund. Many are not sure if "Tund" refers to a single system or to a cluster of stars. No one is sure what species the sorcerers themselves were, since they were known to cover themselves in heavy grey robes. Years ago Rokur Gepta, a snail-like Croke, infiltrated the Sorcerers of Tund and learned their secrets. He then murdered his teachers and transformed the planet Tund from an attractive world of prairies, forests, and jungles to a blasted, sterile wasteland. The deadly radiation was held back in some places by force fields, so Gepta could land his ship on Tund safely. [LCMH, LCFW, LCSC]

Turkana

The planet Turkana is located in the Hadar sector, and has several moons. Prior to the Battle of Yavin, at least five Star Destroyers on patrol near Turkana discovered the Alliance fleet in orbit around the world. The Imperials engaged the Rebel fleet but suffered severe losses. Shocked by this development, Emperor Palpatine ordered the implementation of Operation Strike Fear to crush the Rebellion. Later, Alliance pilot Keyan Farlander flew his first mission near Turkana. [FP]

Tuulab

The second planet in the Triitus system of the Corva sector, Tuulab is a peaceful world of gentle plains, blessed with abundant natural resources. It is home to a colony of 6000 people, who fled to Tuulab over the years to escape persecution under the Empire's New Order. The rural Tuulabi colonists have no form of organized government. The Gotal crimelord Mahk'khar recently built a 3-story palace on Tuulab, in an uninhabited area on the west coast of the planet's northern continent. [SWAJ]

Tyed Kant

Tyed Kant is home to the headquarters of two corporations that supply foodstuffs to the Empire-- Nebula Consumables and Imperial Meats and Produce. [SWAJ]

Tynna

Tynna, homeworld of the otter-like Tynnans, is a resource-rich planet that has long been a member of the galactic community. Corporations operating under the Old Republic developed Tynna's natural resources but kept the planet's natural beauty intact. The fur-covered Tynnans have poor eyesight and a layer of fat beneath their skin to protect them from the cold waters of their planet. Tynnan society is entirely state-run-- all citizens have free access to housing, food, education, and other benefits. For thousands of years the members of the Tynnan government have been selected by lottery. Since any citizen can be chosen to serve, the pragmatic and sensible Tynnans always stay informed on important issues. Because of their planet's natural wealth, Tynnans make up one of the most affluent societies in the galaxy. They love the water, and can often be seen travelling the galaxy as tourists. Recently the Empire has been trying to increase their control over the planet to generate greater revenue. Odumin, the Corporate Sector Authority territorial manager (also known as Spray the skip-tracer), was a native of Tynna, and his success has inspired other Tynnans to take more active roles in galactic affairs. [HSR, CSSB]

Ukio

Ukio, in the Abrion sector and the Ukio system, is one of the top five food-producing planets in the New Republic and was the target of an attack by Grand Admiral Thrawn. A spokesman for the Ukian Overliege surrendered the planet to the Empire after Thrawn seemingly demonstrated the ability to fire directly through planetary shields. The smuggler Samuel Tomas Gillespie bought a plot of land on Ukio, which he lost when the Empire took control of the planet. [TLC]

Umgul

A cool, mist-covered world in the same system as Dargul, Umgul is known as a center for gambling and sports attractions. The planet's spaceport is located in Umgul City, built on the limestone banks of a wide river that attracts numerous pleasure barges. The city is covered with signs and attractions for visitors, though cheating in the gambling establishments is punishable by death. Tourists primarily visit Umgul to see the famous Umgullian blob races, held in an arena carved from rock and ringed with fans to blow away the thick fog. The protoplasmic blobs, bred for racing, are kept in stables and monitored by the Umgullian Racing Commission for any signs of illegal enhancement. Lando Calrissian visited Umgul while searching for a possible Jedi candidate. [JS]

Uogo'cor

Located in the Trax sector near the Trax Tube, a major Outer Rim shipping lane. Outlaw stations on Uogo'cor will service any ship, including those belonging to pirates and wanted criminals. [SWAJ]

Urdur

A hideout world for Doc's band of outlaw-techs. Urdur, with its biting-cold winds, was the planet where Han Solo and his companions rested following their escape from Mytus VII. [HSSE]

Ut

A planet in the Hapes cluster. Ut sent a woman to sing a beautiful song as part of a series of gifts from Hapes to the New Republic. [COPL]

Valrar

Located in the Glythe sector, Valrar is the location of an Imperial base. Khabarakh the Noghri was scheduled to be reassigned to this base following his return from the failed commando mission on Kashyyyk. Valrar was also the reported port of origin for Talon Karrde's ship when his group visited Bilbringi, and was the destination of the Star Galleon Draklor after unloading Joruus C'baoth on Wayland. [DFR, TLC]

Varl

Varl, the original homeworld of the Hutts, is a barren planet orbiting the white dwarf Ardos. Cyax is the brightest star that can be seen in Varl's night sky, and it features prominently in early Hutt legend. According to other Hutt legends, the planet Varl was once a beautiful world of green forests circling the twin stars Ardos and Evona. Evona was drawn into a black hole, causing complete destruction of many planets in the system, the ruin of Varl, and the transformation of Ardos into a white dwarf. Due to the impossibilities in this legend, the most plausible explanation for the devastation of Varl is that the Hutts destroyed it themselves in an ancient civil war. The Hutts have since relocated to Nal Hutta in the Y'Toub system. [GG4, DESB]

Varn

An aquatic planet, Varn is the subject of the holofeature Varn, World of Water. Aquatic life on the planet includes large lossors and packs of cheeb, while Varn's population of amphiboid fishers and ocean farmers inhabit its archipelagoes. [HSR]

Varonat

Located in the backwater Ison Corridor, Varonat is an isolated, sparsely-populated world of jungles, plains, and mountains. A few thousand colonists live in two main settlements: Tropis-on-Varonat among the pale yellow trees of the Great Jungle, and Edgefields-on-Varonat on the wide plains at the jungle's edge. About 50,000 Morodins-- intelligent, fifteen meter-long lizard-slugs-- inhabit the Great Jungle. The Morodins' bodies produce a nutrient slime that, when spread over

crops, encourages growth and produces new strains of plant life. Morodins leave their slime trails in a complex, maze-like pattern.

One thousand years before the formation of the Old Republic, a group of Morodins arrived on Varonat to start an agricultural colony. They transformed a vast section of plains into the Great Jungle, and used immense organic starships to transport food back to their home planet. When an ecological disaster befell their homeworld, the Morodins on Varonat were stranded and forgotten. 250 years ago, Adarian Tropis and a group his idealistic followers left Salliche to colonize Varonat. They planted their crops in the Great Jungle, but when the Morodins began leaving slime trails over the crops the colonists drove the creatures off as pests. After the Battle of Endor, a Krish named Gamgalon arrived in Tropis-on-Varonat and began running private Morodin-hunting safaris. These safaris were actually a cover for the harvesting of Yagaran aleudrupe plants, whose berries (when fertilized by Morodin nutrient slime) act as a catalyst for boosting blaster firepower-- much like the spin-sealed tibanna gas of Bespin. The local Imperial governor allowed the illegal safaris to continue since Gamgalon provided him with a share of the profits. Mara Jade, under the name Celina Marniss, worked as hyperdrive mechanic in Gamgalon's organization before joining up with the smuggler Talon Karrde in an adventure on Varonat. [SWAJ]

Vedis IV

The smuggler Lu Esi, an associate of Toob Ancher, was killed when he crashed his freighter over Vedis IV while being pursued by sector authorities. When Toob Ancher felt he was about to die, he left Socorro to finish his life on Vedis IV, though he would not face death until a later adventure on the planet Redcap. [SWAJ]

Velser's Ring

A band of asteroids occupying the third-planet position within the Bespin system. The Ring is believed to be the debris of an unstable gas giant which exploded many millennia ago. Most of the asteroids are composed of frozen gasses and liquids, and the entire Ring can refract light in a rainbow pattern if seen from the proper angle. Ugnaught teams frequently visit the Ring to obtain valuable raw materials for Bespin's Cloud City. [GG2]

Venaari

The third planet in the Vellakiya system, the Mid-Rim world of Venaari is covered with forests, plains, and mountains. The Imperial presence on Venaari has increased since the Battle of Endor, in order to provide greater security for the mysterious Project Orrad, being researched in an underground laboratory. The planet is run by Imperial Governor Vaerganth, who rules from the capital city of Ven-Kav. The local Imperial military is headed by Major Gaevril Daraada. Points of interest in Ven-Kav include the Binary Bar, Herak Square, and the Ven-Kavi Starport, the largest spaceport on the planet. The Venaari Enterprises corporation produces the Venaari Strike Speeder for Imperial use. Around two billion humans inhabit the planet.

Since the Empire's recent buildup on Venaari, the New Republic has established a fledgling resistance cell. A New Republic operative, Shandria L'hnnar, managed to steal the plans to Project Orrad and elude the pursuing Imperials with the help of the thief Sienn Sconn. Since the Star Destroyer Retaliator was busy engaging terrorist forces in the Southern Reach, Daraada ordered the bounty hunter Pentix Graphyt to stop the pair. He failed, and L'hnnar escaped off-planet with her information. [SWAJ]

Venzeiia 2 Prime

A Rebel spy, fleeing aboard a YT-1300 freighter, was tracked to a salvage yard near Venzeiia 2 Prime. A TIE Defender was dispatched to capture the freighter while the Star Destroyer Glory captured the salvage yard's space station, for daring to harbor a fugitive from the Empire. [TSC]

Verdanth

Prior to the Battle of Hoth, the Alliance sent the droids R2-D2 and C-3PO to the jungle planet Verdanth to investigate a crashed Imperial messenger drone. The drone was actually a trap set by Darth Vader, who planned to use a cybernetic Force link to read the minds of any Rebels investigating the drone and possibly learn the location of their new Hoth base. [CSW]&127;

Vergill

A planet in the Hapes Cluster. The inhabitants of Vergill have long been rivals with the water-breathers of the planet Maires. Nineteen years after the Battle of Endor, the Vergills began an undersea ditanium mining operation on the planet Hapes, next to the newly-opened Mairan consulate. The Mairans filed an official protest against the noise and mining debris stirred up by the Vergills' actions, but in reality they had deliberately placed their consulate near the richest vein of ditanium in order to spark a confrontation. [YJK]

Veron

A planet possibly in the Senex sector. The uncommitted ex-governor of Veron took a "vacation" to attend a meeting on Belsavis with Roganda Ismaren. [COTJ]

Vexta Belt

Pirates located in the Vexta Belt attacked Delephran shipping for many years, until they were wiped out by the Delephran militia during their "Piracy Scouring." Former Alliance operative Colonel Andrephan Stormcaller participated in this campaign during his early career. [SWAJ]

Vinsoth

The planet Vinsoth is covered by vast plains and is home to the unusual-looking aliens called the Chevin. The Chevin are hunter-gatherers who follow the herds of backshin as they travel the plains, and have enslaved a native humanoid race also called Chevins. Ephant Mon, a gunrunner who spent time in Jabba the Hutt's court, was a native of Vinsoth. After a life-changing encounter with Luke Skywalker in Jabba's dungeon, Ephant Mon returned to his home planet and founded a new religious sect that worshipped nature and the Force, though he still ran some scams on the side to finance his sect's temple. [MTS, TFJP]

Vinzen Neela 5

After the Battle of Hoth, the Empire was transferring a cargo of prototype TIE Defenders to an escort carrier at a rendezvous near Vinzen Neela 5. The Rebel Alliance made an unsuccessful attack on this transfer operation. [TSC]

Virgillia?

The possible homeworld of the Virgillians. Captain Tessa Manchisco was a Virgillian who fought in the Virgillian Civil War. Her crew consisted of humans and one Duro. [TAB]

Vizcarra

An Imperial prison planet. The smuggler Tait Ransom was scheduled to be sent to Vizcarra, after he was arrested for weapons smuggling on Omman. [SWAJ]

Vjun

The planet Vjun contains Bast Castle, a remote, heavily-defended structure built by Darth Vader as his private refuge. It was later the headquarters of Darkside Executor Sedriss and the Emperor's elite force of Dark Jedi. The planet is lashed with acidic, burning rain, and no plant life can survive on its bleak surface. Kam Solusar served as a Darkside warrior on Vjun before Luke Skywalker turned him to the light side on Nespis VIII, six years after the Battle of Endor. Soon after Solusar's conversion, three Ysanna prisoners from Ossus were taken to Vjun to serve as raw material in creating new clone bodies for Palpatine. The Ysanna were frozen in carbonite to await the future construction of a clone laboratory in Bast Castle, but Luke Skywalker and his Jedi trainees managed to storm the castle and defeat the Emperor's men. [DE2, EE]

Vladet

Located in the Rachuk sector and system, Vladet is a blue and green world dotted with islands and receives a great deal of rainfall. The Empire established a base in the lush jungle on Vladet's Grand Isle to discourage piracy in the local systems, and the garrison became the center of Imperial control for the Rachuk sector. Built in the crater of an extinct volcano, the base was ringed by two steep mountain ranges on the west and east. To the south the wall had mostly broken down and the base extended out of the crater to the edges of the bay. Geothermal generators powered the energy shield and twin ion cannons, while a comfortable mansion housed the command staff, including Admiral Devlia. Some three years after the Battle of Endor, an Alliance force including members of Rogue Squadron attacked the Vladet headquarters in reprisal for an Imperial raid on Talasea. The Alliance did not wish to capture Vladet, but intended to cripple the base so the Empire would be forced to allocate more forces to its defense. Several Y-wing squadrons blew out the northern wall of the crater, allowing starfighters to fly in under the base's defensive shield. The Alliance leveled the base in the successful raid, and Rogue Squadron pilot Corran Horn helped destroy a Lancer-class frigate on their way out. [XWRS]

Vob

A gas giant famous for its perpetual atmospheric storms. [GG2]

Vodran

Vodran, covered with swamps and thick jungles, is the homeworld to the tough alien species also known as Vodrans, who struggle for survival against the world's huge and deadly predators. Rebel Alliance Lieutenant Xenon Nnaksta, an operator of the Greel Wood Logging Corporation in the Pii system, is a native of Vodran. Nnaksta's parents were killed years ago in the Thruncon Insurrection, a catastrophe in which many Vodran cities were destroyed. The young Vodran then spent time living alone on the streets, in the rural areas of the Kudor province. The planet is also home to the galactic pest known as the dianoga or "garbage squid." This seven-tentacled creature has one eyestalk and has evolved a transparent camouflage to protect it from predators. These animals can be now found feeding on garbage virtually everywhere in the galaxy, and Luke Skywalker was attacked and nearly killed by one in the Death Star's trash compactor. [SW, MTS, SWAJ]

Vogel 7

The site of an Imperial Naval Academy where TIE pilot Ranulf Trommer was raised. [ROC]

Vontor

The site of the Third Battle of Vontor, the final defeat of the historical tyrant Xim the Despot. During this battle, Xim's orbital fortress and nearly all of his war-robots were vaporized. [HSLI]

Vortex

Vortex, the homeworld of the hollow-boned, winged Vors, is a blue and gray planet with a sharp axial tilt causing sudden seasonal changes and severe windstorms. The Cathedral of Winds, the center of Vor civilization, is an immense glassy structure designed to produce tones when Vortex's wind currents pass over and through it. The Vors perform a beautiful concert of ethereal music by opening and closing orifices in the building with their bodies. The Vors are an emotionless species, and tend to concentrate on larger goals rather than on individuals. They refused to perform their music for off-worlders during the reign of the Empire, and have only recently allowed New Republic and other dignitaries to attend these shows. All recording is prohibited, and only one concert is performed each year. The Vors inhabit underground dwellings during the storm season, which can be seen from above as small mounds arranged in rings in the purple, vermilion, and tan grasses of the plains. During a visit to Vortex by Admiral Ackbar and Leia Organa Solo, Ackbar's sabotaged B-wing crashed into and destroyed the centuries-old Cathedral of Winds and killed at least 358 Vors. A different, more streamlined Cathedral was then constructed by the Vors to replace the one destroyed in Ackbar's crash. [DA, COTF]

Wann Tsir

During the Siege of Wann Tsir, following the Battle of Endor, Imperial commander Titus Klev discovered an Alliance agent trying to bring down the shields. This action earned Klev commendations from Imperial command. [DESB]

Waskiro

Bib Fortuna broadcast a false story about an ambush in the Ampuroon mining district of Waskiro in an attempt to deceive a Nuffin freighter. [JTH]

Wayland

Wayland, a primitive green and blue world located about 350 light years from the planet Myrkr, is home to Emperor Palpatine's private storehouse. The planet does not have an official designation, and "Wayland" was believed to be the Emperor's personal code name for the world. Wayland's surface is covered with dense, double-canopied forests and grassy plains. Mount Tantiss, located in Wayland's northern hemisphere near the eastern edge of its main continent, is the hidden resting place for Palpatine's trophies, his military treasures, and an operational cloning facility.

Generations ago, human colonists settled on Wayland and immediately came into conflict with the planet's two native species, the Psadans and the Myneyrshi. The four-armed, blue-crystalline Myneyrshi and the lumpy, plated Psadans were driven from their land until the colonists' weapons began to fail them. When the Empire arrived, the inhabitants were forced to construct the vast storehouse in Mount Tantiss, which is considered a forbidden place by the natives. Palpatine appointed a Guardian to defend his storehouse, though the Guardian was later defeated in battle by the mad Jedi clone Joruu C'baoth. C'baoth forced all three of Wayland's species to live together in a city built against the southwest side of the mountain, where they lived under his strict rule until C'baoth departed with Grand Admiral Thrawn. An Imperial garrison under the command of Colonel Selid was then placed within the mountain, to help safeguard the cloning operation that supplied Thrawn with a nearly-inexhaustible stock of trained soldiers.

The Mount Tantiss complex had only one entrance, located on the southwest side. The peak of the complex consisted of an emergency shuttle hangar, the royal chambers, and the Emperor's throne room, containing a twenty-meter hologram of the galaxy. The fully-functioning Spaarti cylinder cloning chamber sat inside a vast natural cavern many stories high. A mammoth equipment column extended from the cavern's ceiling, and was covered with pipes to nourish the thousands of Spaarti cylinders arranged on the main floor and the surrounding balconies. A circular walkway, located ten stories up and accessible through twenty separate doors, was connected to a work platform on the central column by four retractable bridges. Thrawn had hundreds of ysalamiri transplanted to the cloning chamber to prevent the negative side effects of the rapid pace of his clone growth. The mountain also contained the Emperor's treasure vaults, air intakes on the mountain's surface, and power generators on the northeast side. A secondary maintenance area was located ten kilometers north of the mountain. The cloning complex and most of the mountain were destroyed when Lando Calrissian and Chewbacca sabotaged the central equipment column.

Wayland's plant life includes thornbushes and acid vines, while its animal life includes clawbirds, vine snakes, and six-legged nesting creatures. The predators called garrals, attracted to repulsorlifts and used by the Empire as watchdogs, could either be native to Wayland or have been brought to the planet by the Imperials. [HTTE, TLC]

Weerden

Lord Torbin, the Grand Inquisitor, was killed when the Imperial palace on Weerden was rammed by the shuttle Sark I. An assassin droid is suspected of killing the shuttle's flight crew and causing the crash. [SWS]

Wistril

Located in the system of the same name, Wistril is a planet where the Star Destroyer Chimaera stopped to take on supplies. Luke Skywalker and Mara Jade hijacked a supply shuttle on the planet in order to rescue Talon Karrde from the Chimaera's detention block. [DFR]

Womrik

Womrik was a temporary base for Garm Bel Iblis' private army during their hit-and-fade attacks against the Empire. [DFR]

Woostri

Woostri, in the system of the same name, was attacked and captured by Grand Admiral Thrawn. He determined that the natives of Woostri had both a strong fear of the unknown and a tendency to blow rumors out of proportion, and would therefore be vulnerable to his seeming ability to fire through planetary shields. [TLC]

Wor Tandell

Medical droid Too-Onebee made an inspection tour of the Wor Tandell medical facilities with Lord Cuvir-- Imperial Governor of Firro and Too-Onebee's master. During the inspection Cuvir was assassinated by Tiree, a Rebel agent, and Too-Onebee joined the Alliance. [MTS]

Wroona

A small blue world in Wroona system, located on the far edge of the Inner Rim. The planet's continents are separated by vast oceans, and their blue-sand beaches stretch for thousands of kilometers. The near-human inhabitants of Wroona, numbering over seven billion, are a blue-skinned species with a lighthearted and optimistic outlook on life. Their society emphasizes materialism and personal gain, and Wroonian merchants, smugglers, and pirates can be found throughout the galaxy pursuing their personal wealth. Their impulsive nature can be summed up by the ancient Wroonian folktale of Master Fate, a being who capriciously blows the winds wherever he pleases. Wroona is run by the Wroonian Guilds, groups that represent all the various trade organizations and businesses, and the planet's primary starport is located on the coast of its largest ocean. Animal life on the world includes Wroonian flycatchers, which hang from coastal cave ceilings by their tongues and swing down to catch their avian prey. The region of space known as Keller's Void acts as a shortcut between the Wroona and Calus systems.

Thousands of years ago, Wroona's civilization was centered around the seafaring trade. The inherent dangers of the sea helped contribute to Wroonians' fearless nature, and the unstable governments of the many coastal kingdoms also contributed to their distrust of authority. Wroona has long been a member of the Old Republic. Many years ago, a band of armored raiders utterly destroyed Wroona's spaceport and killed many, until stopped by the Jedi Knight Soonis. Later, during the rise of the Empire, the Imperials decided to take advantage of Wroona's tactical location. The Empire built a garrison on the surface, appointed an Imperial governor to run the trade guilds, and erected the Wroonian Stardock-- a massive resupply and repair facility in close orbit, used only by capital ships too large to land on the planet. After the Battle of Endor the Wroonians successfully revolted, deposing the Imperials in favor of the leadership of the Wroonian Guilds. Wroona remained independent from the New Republic, becoming a haven for smugglers and mercenaries. Several years after Endor, independent operatives Dirk Harkness and Jai Raventhorn infiltrated the Wroonian Stardock and demolished the Star Destroyer Vengeance, in a revenge strike against Imperial Advisor Bregius Golthan. The Tondra clan, a family of humans from Wroona, operates an algae-processing business in Bespin's Cloud City. [SWAJ, GG2]

Wukkar

A heavily-populated world in the Galactic Core. Wukkar was one of many planets that surrendered to Admiral Ackbar and the Alliance fleet in the years following the Battle of Endor. [DESB]

Xa Fel

Located in the heart of the Kanchen sector, Xa Fel surrendered to the Empire after New Republic forces were defeated in a thirty-hour battle. Captain Harbid of the Star Destroyer Death's Head

accepted the surrender of the Xa Fel government and handled the surface troop deployments. [TLC]

Xerton Nine
Home of the Grand Magnus. [SWAJ]

Xyquine
Three years after the Battle of Endor, New Republic forces suffered what Han Solo called a "fiasco" at Xyquine. A passenger transport was destroyed, and pilot Pash Cracken had to invent the "Cracken Twist" to disguise the escaping ships' exit vectors. Mara Jade wore a Xyquine shouldersculp to the private ceremony promoting Thrawn to the rank of Grand Admiral. [DFR, TLC]

Yaga Minor
The location of a major group of Imperial shipyards, in addition to the facilities at Ord Trasi and Bilbringi. All three shipyards were extremely busy during Grand Admiral Thrawn's offensive against the New Republic. The Outbound Flight program departed from Yaga Minor on 4/1/64 Pre-Empire date. [DFR, TLC]

Yag'Dhul
Yag'Dhul, a small dense planet with three moons, is the homeworld of the alien species known as the Givin. The complex interaction of orbits and rotations between Yag'Dhul and its moons means that the planet is continually beset by massive tidal forces powerful enough to pull the water and the atmosphere to different locations, exposing large areas of the planet to hard vacuum. While some animals on Yag'Dhul survive by traveling along with the tides, the Givin have evolved a hard, sealable exoskeleton which allows them to survive in vacuum. The Givin inhabit hermetically sealed cities built to withstand the strongest tides, and their society is organized around complex mathematics due to the importance of predicting the tides and the advanced calculations necessary to do so. Technology on Yag'Dhul is quite advanced, and the Givin are respected starship builders. [GG4]

Yavin
Yavin, in the system of the same name, is an orange gas giant nearly 200,000 kilometers in diameter with a strong magnetic field. The planet occupies the outermost position in the system and has dozens of moons, three of which (designated four, eight, and thirteen) can support humanoid life. Refracted light from the system's star causes the planet to seemingly glow with an inner light. Yavin's atmosphere, almost 65,000 kilometers deep, is composed primarily of hydrogen and helium, and the windstorms at this level often exceed 600 km/hour. Throughout this upper atmosphere live several varieties of floating gasbag creatures, which breed once every century. Most are non-predatory and feed on drifting algae, but two species (the floater shark and floater squid) prey on their fellow animals. Yavin's metallic core is surrounded by a thick layer of frozen liquids under tremendous pressure. Many species of nearly two-dimensional "crawlers" live in this frozen layer, at pressures that would crush most other lifeforms. The pressures are so great that carbon and metallic hydrogen are compressed together to form quantum crystals called Corusca gems. The gems, found only at Yavin's core, glow with an inner light and are the hardest substance known in the galaxy. Due to their uniqueness and rarity they are extremely valuable. The Damarind Corporation, an enormous galaxywide consortium of jewel merchants, had an exclusive contract with the Empire to harvest Corusca stones from Yavin. Damarind Fishing Station, in orbit above the gas giant, retrieved gems for several years until eventually going bankrupt due to economic difficulties.

Immediately following the Battle of Yavin, an Imperial Salvage Station was temporarily set up in the planet's orbit to analyze the debris from the destroyed Death Star. Seven years after the Battle of Endor, the New Republic attempted to dispose of the Sun Crusher by depositing it in the

planet's dense core, but it was quickly retrieved by Kyp Durrone. One year later, following an intense battle at Yavin 4, Admiral Daala's Super Star Destroyer Knight Hammer plunged into Yavin's atmosphere and was destroyed. Nineteen years after Endor, Lando Calrissian established GemDiver Station in Yavin's atmosphere to retrieve Corusca gems from the lower levels. The station operated by dropping a quantum-plated diving bell via an energy tether down to Yavin's core, where the largest gems can be found. Jacen and Jaina Solo were kidnapped from GemDiver Station following an Imperial attack. [SW, SWN, DA, DLOS, YJK, GG2, DS]

Yavin 4

The fourth moon of the planet Yavin houses the temples and ruined buildings of the now-vanished Massassi race, and once served as the primary base for the Rebel Alliance. A hot jungle world, Yavin 4 has four main continents separated by six oceans, and contains one landlocked sea. (A scouting report for Wetyin's Colony tentatively named the four continents Koos, Starloft, Swivven, and Wetyin.) Volcanic mountain ranges and wide rivers can be found amid the thick jungles and towering, purple-barked Massassi trees. The moon has both a wet and dry season, and violent, unpredictable storms whip across its surface every few months. Beautiful rainbow storms sometimes occur when the sun rises past the limb of the gas giant Yavin and its light refracts against prismatic ice crystals high in the atmosphere. Yavin 4's flora includes sense-enhancing blueleaf shrub, climbing fern, feather fern, colorful nebula orchids, blistering touch-not shrub, and explosive grenade fungi. Indigenous life in Yavin 4's jungles includes semi-intelligent simians called woolamanders, stubborn Yavinian runyips, mucous salamanders, purple jumping spiders, lizard crabs, swimming crabs, whisper birds, reptile birds, stinger lizards, crystal snakes, armored eels, stump lizards, crawfish, ravenous stintaril rodents, a six-legged, tusked beast with tentacled eyes, tree ticks, spiderlike anglers, piranha beetles, and flying, two-headed reptiles created during the time of the Sith Lord Exar Kun. Several of the ancient Massassi ruins have been given names, including the Great Temple, the Palace of the Woolamander, and the Temple of the Blueleaf Cluster, and almost all of the ruins are connected via an extensive network of underground tunnels. The pyramidal Great Temple lies next to a broad, branching river. The top of the Temple houses an observation deck, and below that is the vast grand audience chamber. Below the chamber are housing levels, and the ground level contains the Communications Center, common rooms, and the Alliance's former War Room. The Temple's hangars are located underground.

Over four thousand years ago the Sith magician Naga Sadow, under a death sentence from the current Sith Lord, fled to Yavin 4 with his followers where he could practice his Dark Side alchemy in peace. Sadow hid his starship and his alchemic equipment beneath the Sith Temple of Fire. Sadow's alchemy helped create many monsters, including a warrior species called the Massassi designed to guard Sadow's Yavin 4 legacy. The Massassi, the mutated descendants of the ancient Sith, gradually devolved into a primitive but dangerous people, using the Dark Side to augment their archaic weapons. When the Dark Jedi Exar Kun arrived on Yavin 4, he enslaved the Massassi and forced them to construct new temples as focal points for Sith power. One temple dedicated to Kun's greatness was built deep in the jungle in the center of a still lake, and featured glittering Corusca gems and a towering obsidian statue of the dark lord. During the Sith War, Kun brought twenty Jedi knights to Yavin 4, where he infected them with the evil spirits of the ancient Sith. Ordering them to go out and slay their Jedi masters, a terrible Jedi holocaust descended on the galaxy. Soon, however, a united group of thousands of Jedi, led to the jungle moon by the repentant Ulic Qel-Droma, arrived to stop Kun. The Dark Lord ordered the Massassi Night Beast into an isolation chamber as a surprise for his enemies, and began putting his final plans into effect. Knowing he could not defeat the Jedi fleet, Kun sacrificed thousands of Massassi lives to trap his own spirit within the walls of the temples. The Jedi attackers mistakenly ignited the moon's jungles, devastating its surface and causing the deaths of the remaining Massassi, but the Great Sith War had finally ended. Before his defeat, Exar Kun had trapped the children of the Massassi within a strange golden globe, and several desperate Massassi traveled to Yavin 8 to seek assistance from the Melodie people. Four hundred years ago, the Jedi master Ikrit discovered the golden sphere containing the Massassi children located beneath the Palace of the Woolamander, and stayed beneath it to await someone who could break its curse. Centuries later, the Rebel Alliance constructed its primary base within the abandoned temples

after they evacuated their installation on Dantooine. Under the command of General Jan Dodonna, Alliance engineers cleared out the ancient structures and made them fit for habitation once more, and also installed a turbolift and erected high lookout towers. Dodonna sealed off the nearby Temple of the Blueleaf Cluster when an eerie power crystal, containing what appeared to be trapped spirits, was found inside its main audience chamber. The Sullustan naturalist Dr'uun Unnh took time out from his Alliance duties to begin the first modern-day studies of the jungle moon, cataloguing many of its plant and animal species. Not long after, the first Imperial Death Star discovered the secret base and moved into firing position as the Rebels counterattacked with snubfighters. The battle station was completely destroyed by Luke Skywalker (in what is now referred to as the Battle of Yavin) as it attempted to shatter Yavin 4 with its superlaser. During the fighting, an Imperial pilot named Qorl crashed his damaged TIE in the moon's jungles and fruitlessly awaited rescue, while another crashing TIE killed Dr'uun Unnh. In the aftermath of the battle, the Empire blockaded the moon and periodically attacked the Rebel base with TIE fighters. During one such attack, a TIE bomber crashed in the jungle and awakened the Massassi Night Beast, which had lain dormant for thousands of years in its suspended animation capsule. According to the capsule's records, the Massassi left the creature behind to guard their temples while they fled the system to escape a war. The Night Beast (which could use the Force to shield itself from energy weapons) laid waste to much of the Rebel base until calmed by Luke Skywalker. The creature then took an Alliance ship and left the moon, intending to search for its former masters among the stars. The Alliance eventually evacuated Yavin 4, and much of their food supply was destroyed in the process, which necessitated negotiations with Overlord Ghorin of the Greater Plooriod Cluster. Soon after the Alliance's evacuation, the Empire gave a permit to the Fernandin Scouting Expedition to investigate Yavin 4 as a possible homeworld for the displaced Wetyin's Colony. Eleven years later (seven years after the Battle of Endor), the Great Temple was used as the location of Luke Skywalker's Jedi Academy, and the long-trapped spirit of Exar Kun reasserted itself. After nearly killing Skywalker, Kun's ghost was finally vanquished by the efforts of the new Jedi trainees. Eight years after Endor, the Jedi Academy was targeted for attack by Admiral Daala's fleet. After a long, destructive battle, Daala's forces were defeated and her Super Star Destroyer Knight Hammer was demolished. Eighteen years after Endor, Anakin Solo visited the Jedi Academy and discovered a mysterious golden sphere hidden beneath the Palace of the Woolamander. One year later, Jacen and Jaina Solo visited the Academy and were held prisoner by the TIE pilot Qorl, still living in the moon's deep jungles. [SW, SWN, DA, COTF, DLOS, YJK, JJK, GG2, CSW, DS, FP, ISWU, TSW]

Yavin 8

The eighth moon of the planet Yavin is covered with vast brown and green tundra plains, located between two polar ice caps and split by an equatorial range of purple mountains. The moon has almost no large bodies of water, though large reservoirs of groundwater lie beneath the permafrost of the mottled tundra-- resulting in the formation of small marshes and swamps during the summer months. The intelligent amphibious humanoids known as the Melodies inhabit the caverns and lakes in the warmer equatorial region near Yavin 8's mountains. Unlike most amphibians, the Melodies begin life on land, then move into water as adults-- their legs are replaced by tails and their lungs by gills. This transformation into adult form, called the Changing Ceremony, happens around a Melodie's twentieth year and takes place in a shallow pool coated with a unique, air-supplying algae. The Melodies are unable to leave their pools during the transformation (which can take weeks), and are thus particularly vulnerable to Yavin 8's many land-based predators. The young Melodies perform most of the necessary functions of their primitive society, since the elders can no longer leave the streams and lakes. Animal life on Yavin 8 is abundant, including silver-backed fish, and also many species of herbivorous burrowers and their carnivorous counterparts (such as the looper and moss-hopper). Seventeen species of grazers, including the wolbak, dysart, dontopod, and songbuk, inhabit the moon's tundra and mountain ranges. Yavin 8's predators include snakelike reels, color-changing ursods, rodent-like raiths, flying avrils, serpentine ropedancers, and arachnid purellas. Plant life on the world is primarily made up of lichens, mosses, algae, and stunted trees and bushes, and includes the edible trico plant. About 54 million Melodies inhabit the moon.

Around four thousand years ago, members of Yavin 4's Massassi species journeyed to Yavin 8 to seek help for their children, who had been magically trapped in a golden globe by the Dark Jedi Exar Kun. When the Melodie elders were unable to help them, the Massassi carved the story of their plight in the rocks of the Sistra mountain in the hopes that someone would eventually be able to break the curse. Eighteen years after the Battle of Endor, Anakin Solo and the Jedi trainee Tahiri traveled to Yavin 8 to take their friend Lyric to her Changing Ceremony within the Sistra mountain. They had to battle an avril, a reel, a purella, and a pack of raiths, but the pair uncovered the ancient message of the Massassi and brought back a new Melodie child, Sannah, to be trained at the Jedi Academy on Yavin 4. [GG2, JJK]

Yavin 13

The thirteenth moon of the planet Yavin is a desert world home to two intelligent species of primitive aliens - the Gerbs and the Slith. The surface of Yavin 13 is covered with rocky mesas, forests of tall cacti, and shifting walls of blowing sand. A vast ocean makes up most of the southern hemisphere, which sends patches of fog and infrequent storms across the arid desert. The nomadic Slith are intelligent serpents, travelling the desert plains at night and hunting small animals with their venomous fangs. The Slith communities of eight to fourteen individuals are ruled by an alpha male (though females do all the hunting), and members communicate with each other by rubbing their scales along the ground. The rabbitlike Gerbs have metallic claws to aid in burrowing, and enormous, sensitive ears. They live in underground warrens of approximately ten families and tend their nearby farms with primitive hand tools. The Gerbs and Slith have traditionally had little to do with one another. Plant life on Yavin 13 includes the saldi bush and korin flower. Animal life includes a vast array of insect species, twilight lizards, solar-collecting burning snakes, and over 60 species of scorpionlike tripions. Around 43 million Gerbs and Slith inhabit the moon. [GG2]

Yetoom

Yetoom, located on the edge of the Senex sector, is the base of operations for Fargednim P'taan, a moderately big drug dealer. [COTJ]

Ylix

A backwater world, Ylix was the home planet of Gallandro the gunman. An ancient feud existed between Ylix and Goelitz (a planet a few systems away) and Ylix was occasionally attacked by Goelitz revolutionaries. As a youth Gallandro enlisted in the Ylix militia, and their forces eventually defeated Goelitz after many devastating battles. [CSSB]

Yuga Two&127;

A planet covered with dense rainforests and clinging trees, Yuga Two is a popular tourist destination due to the Yuga Planetary Park. Alliance historian Voren Na'al bought passage from Yuga Two to Tatooine on a Galaxy Tours ship to begin documenting the histories of the Heroes of Yavin. [MTS]

Yunkor IX

In an early test of the B-wing starfighter, a single B-wing was sent to destroy a TIE fighter staging area near Yunkor IX. [FP]

Zalso

Ral Shawgrim, a former Alliance technician who tried to steal the X-wing starfighter plans, was a native of Zalso. When Shawgrim's parents, who worked on Zalso during the cor'tan season, were killed by the Empire, Shawgrim joined up with a small Rebel cell on the planet. [SWAJ]

Zebitrope IV

Located in the Zebitrope system, Zebitrope IV is the homeworld of a species of lizard whose members symbiotically support a spongy mold growth on their backs. This mold is the only

source of the addictive drug lesai, which eliminates the need for sleep in those who take it. [LCFW]

Zeffliff

Zeffliff, the fourth planet orbiting Markbee's Star, is home to the seaweed-like aliens also known as Zeffliff. They inhabit the shallow seas surrounding the smaller southern continent of the planet, and must spray themselves with seawater when spending time on land. The Zeffliff exist in close groups of several individuals, and their bodies will automatically reject any outsider who attempts to join this group. [TCS]

Zirtran's Anchor

A trading station drifting near the Phosphura Belt Nebula, Zirtran's Anchor is a hodgepodge of vessels and freighters welded together and connected by interlocking pressure tunnels. Owned and operated by tribal nests of Geelan-- short furry aliens who love bartering and hoarding valuables-- the station continues to grow over time as more ships are added to its bulk. The Anchor is a haven for smugglers and other free-traders, and the Empire only maintains a token customs presence. A Golan battle station was recently purchased by the Geelan to protect the Anchor from outside threats, while the private security firm Defensus Solar keeps internal order. The station is divided into four primary regions: Alpha, Beta, Delta, and Epsilon. The Hub in Sector Alpha is the heart of the Anchor, and it is where most arriving ships must dock. Chabak's is a popular tavern along the Hub's main Spine Passage. Sector Delta contains the Death Mark frigate, a haven for bounty hunters, and the Rusted Cutlass II, the headquarters of the Phosphura Belt Pirates. Most of the Anchor's expansion happens in Sector Epsilon, where the mysterious Kalai aliens have recently attached a ship. The Kalai never appear outside their ship, though some visitors occasionally see "lethagoes"-- the tall, thin offspring of Kalai and humans. Zirtran's Anchor is named for the Zirtran brothers, the original owners of the huge barge that forms the heart of the station. The Geelan purchased the barge and began its expansion, positioning their new station in the Besberra system. One day the Anchor suddenly and inexplicably vanished, later reappearing near the Phosphura Belt Nebula. Investigators found that all lifeforms had completely disappeared, and the station's droids had no memory of the strange event. Though many theories have been proposed, to date no one has solved this eerie mystery. [SWAJ]

Zygerria?

The possible homeworld of the Zygerrian slavers. Three years before the Battle of Yavin, Han Solo and Chewbacca had a run-in with Zygerrian slavers off Janodral Mizar. After convincing the slavers to abandon ship by broadcasting a stolen Imperial ID, Solo gave the ship and its cargo of treasure to the freed slaves. Among them was Alliance historian Arhul Hextrophon and his family. [HTTE, SWS]

Backwater Worlds & Moons

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The following works have been a major inspiration in creating this conversion to GURPS.

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