

STAR WARS[®]

THE JEDI ACADEMY SOURCEBOOK



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



The New Republic has entered a period of relative peace, rebuilding after the Empire's unsuccessful bid for dominance. Palpatine's grip on thousands of worlds has weakened following the resurrected Emperor's defeat. While Leia Organa Solo attempts to persuade new worlds to join the New Republic, Luke Skywalker begins his search for Jedi students to teach, and a place to teach them.

But the Empire is restless. A new commander emerges from the secret Maw Installation, an Imperial facility built for the express purpose of the creation of superweapons.

While the New Republic is forced to combat Admiral Daala and her plan to destroy Coruscant, Luke Skywalker must battle something even more dangerous: the spirit of a Sith Lord who plans to enslave Luke's students and bend the galaxy to his will ...

This is the galaxy of ...

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This book is dedicated to
the memory of **Brian Daley**
(1947-1996)

Clear skies, Admiral

Published by



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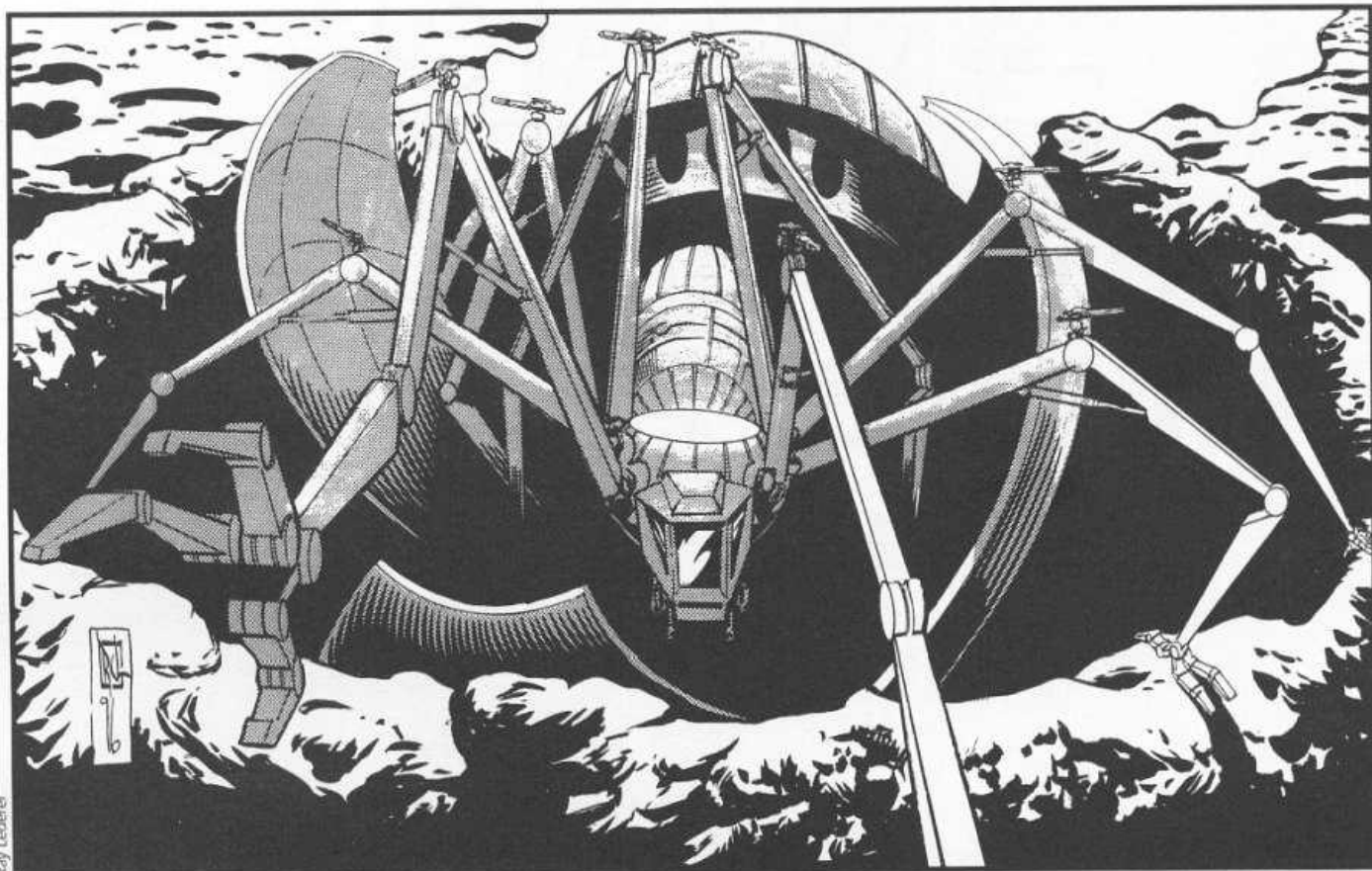


STAR WARS

The Jedi Academy Sourcebook

by Paul Sudlow

For use with the *Star Wars* roleplaying game.



Ray Ledner

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Chapter One

The New Republic

The State of the New Republic

The New Republic has had a tumultuous history since its inception seven years ago. It has faced external threats in the form of Imperial fleets, alien armadas, and ravaging pirate bands which strike in isolated systems where the New Republic can not yet establish a presence. It has had to contend with internal threats no less real if not as immediately threatening — bickering and feuding amongst senators, worlds at the borders of the New Republic who give shelter to Imperial ships, and the constant threat of sleeper spies lurking in the many chambers of government on Coruscant.

Only recently has the New Republic become stable enough to devote serious resources to consolidating its power and reaching out to establish diplomatic relations with worlds not yet a part of the New Republic. Now that the remnants of the Empire have fallen to fighting amongst themselves, Mon Mothma has shifted the main thrust of her foreign policy from Imperial containment to establishing diplomatic ties with neutral and pro-Imperial worlds. Dozens of planetary systems are on the verge of joining the New Republic, but need reassurance and coaxing from skilled diplomats and negotiators to ease their transition.

Mothma does not enjoy solid support for her change in policy. Many members of the Inner Council favor a continued push into Imperial space while the Imperials are in disarray. They argue that it would be much easier to divide and conquer individual Imperial factions now than face them as a united front in a year or so when they have had a chance to regroup and fall in behind a strong leader. This argument, championed by Garm Bel Iblis (among others), was a very persuasive one which garnered a great deal of support both in the Inner Council and the Senate itself.

Mothma successfully argued that the New Republic is entering a critical period in its history, in which it must stop reacting to the actions of external forces and begin charting its own course. She assembled a coalition which agrees that the time bought by beating back Thrawn and the resurrected Emperor could be better spent strengthening ties with non-aligned worlds. Her coalition holds a bare majority in the Inner Council, which is severely disrupted when both she and Admiral Ackbar step down from the Council, she to fight her illness, and he to go in to self-imposed exile on Mon Calamari. Leia Organa Solo successfully manages to keep her agenda on an even keel, however.

Mon Mothma

Elegant and strong-willed, the auburn-haired Mon Mothma has been one of the New Republic's guiding lights virtually from its inception as a rebel government operating within the greater Empire. She has an overpowering presence, and is always the center of attention in any room she enters. Though charismatic, Mothma tends to hold herself a bit apart from others.

As Chief of State for the New Republic, her days are filled with the countless tasks demanding the attention of the paramount leader of the New Republic. She reviews economic plans and reports from various governmental bodies, meets with visiting dignitaries, maintains ties with allies in the Inner Council and Senate to ensure her initiatives are supported, manages the recovery of Coruscant and other worlds hardest hit by the Empire, and sees that New Republic holdings are adequately protected.

By far her greatest task and responsibility is strengthening the fledgling New Republic and ensuring that it grows stronger with each passing year. To this end, she begins an aggressive program of establishing ties with neutral worlds

A Paradigm Shift

Address to New Republic Senate
Mon Mothma, Chief of State

My Dear Fellow Beings,

Once again, we emerge from a galactic conflict with the remnants of the Empire: we are bloodied and battle-weary, and yet we are victorious. The effort to reclaim — and now rebuild — Coruscant has been an arduous journey.

Though we have a great deal of work ahead of us in rebuilding our capital, we have a still greater task in rebuilding ties with former allies and forging *new* alliances with the thousands of neutral worlds which have yet to choose a New Republic or Imperial affiliation. This will be a tremendously difficult task.

What world will desire to throw its lot in with us, when the Empire is still at large? When we cannot even hold our capital, who has faith that the New Republic can protect them from Imperial assault should they ally with us? The sad fact is that the Imperial threat is far from eliminated. As long as the Empire maintains a partial hold in the Core, we may expect additional military challenges in the years to come.

However, our NRI analysts expect no

immediate attacks. Deprived of strong leaders, the Imperial enclaves have fallen to bickering and fighting amongst themselves. As long as their energies are turned inward, we are afforded an opportunity to shift our focus from a military to a diplomatic paradigm.

We shall therefore cease our offensive against the Empire for a time, and concentrate on bringing more worlds into the New Republic. We must begin restoring relationships with the worlds in the more remote sectors, many of which have languished since losing the protection of the Empire. Every world we bring into the New Republic fold is a world we deny the Empire.

This effort will require a great deal of planning, and will demand a great deal from our diplomacy corps. Minister Organa Solo shall head this initiative, acting as my direct representative. I am asking for the support of the Senate in enacting this new policy, and hope that you will join me in welcoming new worlds into our republic.

May the Force be with you.



Inside the Inner Council

The Inner Council is the executive branch of the New Republic. The Chief of State is elected by the Senate, and serves as the Speaker of the Senate. She fills her ministries as she sees fit. She may create as many ministries as she likes, but the Senate is granted the right by the New Republic Charter to place as many of its own members in the Inner Council as there are ministers. The Chief of State may replace ministers at any time, but she has no power to appoint or dismiss Senate representatives.

Most executive decisions are made by straight vote, which gives the Senate the ability to greatly influence proceedings (though the Chief of State always has the power to break ties). In time of war, the Senate may grant the Chief of State special emergency powers which allow her to act without approval of the Inner Council. To prevent such powers from being abused, the New Republic Charter places restrictions regarding their use.

The size and of the Inner Council varies from year to year as the Chief of State and Senate add or phase out positions, and occasionally positions change and members are replaced.

During Admiral Daala's campaign, the New Republic is in a "transitional" form; it is likely that the structure of the New Republic will change considerably in the future, to reflect the needs of the time.

The High Command

During the days of the Rebellion, the Alliance High Command was responsible for directly setting overall strategy, and overseeing nearly every facet of the Rebel military.

Since reclaiming Coruscant, the High Command has changed to allow more flexibility in dealing with a crisis. Essentially, the High Command acts as an advisory board to the Chief of State, as well as providing instruction and guidance to the New Republic's Supreme Allied Commanders.

The High Command is the hand-picked cabinet of Inner Council members who comprise the Chief of State's inner circle. Because the New Republic has been engaged in armed conflict since its inception, the military has a significant presence in the High Command.

The following people are some of the key members of the High Command at the time that Coruscant first learns of the Sun Crusher and Maw Installation.

- Mon Mothma, Chief of State
- Leia Organa Solo, Minister of State
- Admiral Ackbar, Minister of Defense
- General Crix Madine, Minister of the Army
- General Jan Dodonna, Executive Advisor
- General Carlist Rieekan, Military Advisor
- Senator Garm Bel Iblis, Senate Representative

by sending out numerous diplomats to forge relationships, develop cooperative development programs, and establish embassies. She places a particularly high value on courting pro-Imperial worlds such as Carida, since she sees them as being the greatest resistance points to New Republic reunification.

Though Mothma has traditionally been somewhat cool toward Leia due to ideological differences between herself and Leia's foster father Bail Organa, she comes to rely more on Leia when Furgan's nano virus attacks her body. As she weakens, she delegates more of her duties to others. Ultimately, she turns her office over to Leia, with the support of the Inner Council, because she feels her sickness has made her appear weak in the eyes of the New Republic.

■ Mon Mothma

Type: New Republic Chief of State

DEXTERITY 3D

Blaster 3D+1*, dodge 4D*

KNOWLEDGE 4D

Alien species 9D+2, bureaucracy 12D, bureaucracy: New

Republic Inner Council 13D+2, bureaucracy: New Republic Senate 12D+2, cultures 11D, intimidation 7D, languages 8D, planetary systems 9D, survival 7D, value 6D, willpower 8D

MECHANICAL 3D

Astrogation 5D, beast riding 3D+2, communications 5D+2, repulsorlift operation 4D+1, space transports 4D, starfighter piloting 4D

PERCEPTION 4D

Bargain 11D, command 10D, command: New Republic bureaucrats 10D+2, command: New Republic soldiers 11D+1, con 9D, gambling 6D, hide 6D+2, persuasion 8D, persuasion: debate 10D+2, persuasion: oration: 11D+1, search 7D, sneak 4D+1*

STRENGTH 2D

Stamina 3D+1*, swimming 2D+2*

TECHNICAL 2D

Computer programming/repair 6D, droid programming 5D, droid repair 4D, first aid 7D, security 5D+1, starfighter repair 2D+1

Force Points: 5

Character Points: 10

Move: 8*

Equipment: Comlink, datapad

* **Note:** Some skills have been lowered to reflect aging and lack of use. All of these stats represent Mon Mothma's skills and abilities at the onset of her illness. Most skills drop considerably as her illness progresses.

Nano Viruses

Nano viruses are artificially created microbes which attack a victim's body as a virus, dismantling the cells one nucleus at a time. They can be administered orally or by physical contact, and have a gestation that can be as short as one to five days, depending on the design.

Once contracted, nano viruses are exceedingly difficult to stop before they completely ravage the victim's body. Total immersion in a bacta tank can delay the onset of the disease, but is ineffective in purging the body of the viruses themselves. In the space of a month or two, the victim grows less and less active, and finally slips into a coma and dies.

Fortunately for the galaxy at large, nano viruses are extremely difficult and expensive to develop, though the technology for creating them has been around several centuries. Designing a virus requires a large and well-equipped suite of laboratories, a staff of highly specialized nano-scientists, and several months of extremely expensive development time. Genetic samples from the target person are also required.

As high as they are, the research and development costs would likely be negligible for most organizations which routinely em-

ploy assassination as a business tool but for one key factor — each specific strain of the virus must be custom-designed to attack the genetic structure of each individual victim. Otherwise, the nano virus becomes a tool of indiscriminate murder, only useful as a weapon of mass destruction — a weapon that can turn on those who wield it. A virus designed to attack one person would be ineffective if used on another.

Few organizations possess the means, the need, and the will to use such horrible technology on a person-by-person basis, and those that do usually favor less complicated and more direct methods of eliminating competitors and obstructions. Still, the nano viral solution can be useful under certain circumstances, such as if a well-heeled assassin desires to effect a mysterious and slow death. Nano viruses are extremely difficult to detect if the medical staff doesn't know exactly what to look for, and few doctors and medical droids are trained to look for the subtle signs of a nano virus at work, since it is so very rare.

Nano virus technology was developed by human researchers, and thus far can only be used on other humans, and some near-human species.

Admiral Ackbar

As Minister of Defense, Admiral Ackbar is responsible for the military forces of the New Republic. This is a lonely, high-pressure job, and Ackbar has been shouldering it for a long time. He finally breaks after he crashes his B-wing into the Cathedral of Winds on Vortex (due, unbeknownst to him, to sabotage by his aide Terpfen).

Guilt-ridden, and believing his clumsy piloting is to blame for the disaster, his only desire is to fade from sight and be forgotten. He resigns his commission and retreats to Mon Calamari. There he retires to a childhood retreat out in the seatree beds and devotes his time to performing geological studies in an attempt to determine whether the recent Imperial attacks have damaged the planetary crust.

When Daala attacks Mon Calamari, Ackbar comes out of his funk and rallies the Mon Calamari forces. His victory enables him to redeem himself in his own eyes, and reminds him that he is not the sort of person who can run from his failures and problems. However, he

resolves to stay on Mon Calamari.

When Leia travels to Mon Calamari to enlist Ackbar's aid in rescuing Winter and Anakin from Furgan, he drops everything to help. He rapidly recruits the most loyal members of his salvage crew on Reef Home City, and rounds up a ship from Mon Calamari's orbital defense fleet.

After engaging and driving the *Vendetta* away from Anoth, he accompanies Leia and the Mon Calamari commando team down to the surface, where they recover young Anakin Solo and slay Furgan.

Akbar prevents Terpfen from killing himself, and tells his subordinate that he cannot take the easy way out of atoning for past misdeeds — he must work to repair them. He realizes, at the same time, that he himself cannot run away from his own duties and responsibilities.

■ Admiral Ackbar

Type: Mon Calamari Admiral

DEXTERITY 3D

Blaster 5D+2, blaster artillery 4D+1, dodge 4D+1, melee combat 5D+1, missile weapons 4D+1, missile weapons: power harpoon 5D+1

KNOWLEDGE 3D

Allen species 7D+1, bureaucracy 8D+1, bureaucracy:



Storm Cook

New Republic Senate 8D+2, cultures 5D, intimidation 5D+1, languages 6D, planetary systems 8D, scholar: Mon Calamari marine geology 4D+1, survival 4D, survival: ocean/undersea 6D+2, tactics: capital ships 9D+1, tactics: fleets 9D+2, tactics: starfighters 7D+1, value 5D+2, willpower 6D

MECHANICAL 3D+1

Astrogation 8D, capital ship gunnery 7D+2, capital ship piloting 8D+1, capital ship piloting: Mon Calamari battle cruiser 10D, capital ship shields 6D+1, repulsorlift operation 5D+1, repulsorlift operation: submersible 4D+1, sensors 5D+1, space transports 5D+2, starfighter piloting 7D

PERCEPTION 2D+1

Bargain 7D, command 9D, command: Mon Calamari crewmen 12D, hide 4D+1, persuasion 6D, search 5D+1, sneak 4D+2

STRENGTH 3D

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

TECHNICAL 3D+1

Capital ship repair 5D+1, capital ship weapon repair 4D+2, computer programming/repair 4D+1, droid programming 4D+1, first aid 4D+1, first aid: Mon Calamari 5D+1, repulsorlift repair 5D+1, security 7D+1

Special Abilities:

Moist Environments: When in moist environments, Mon Calamari receive a +1D bonus to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Dry Environments: When in very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Force Points: 3

Character Points: 15

Move: 10

Equipment: Comlink (wired into the HoloNet), datapad, military dress uniform, standard military uniform

Leia Organa Solo

Princess Leia Organa Solo has seldom been so busy. In the first few years of the provisional New Republic government, the fledgling government was concerned primarily with containing Imperial forces while it established itself on Coruscant. Leia's duties as Minister of State for the New Republic, the government's second-highest-level diplomat, mainly consisted of mediating between the various member worlds of the former Rebel Alliance, and establishing embassies on pro-New Republic worlds.

Now that Mothma has shifted policy tactics away from direct confrontation with Imperial forces toward wooing neutral and pro-Imperial worlds into the New Republic, Leia finds herself busier than ever, especially when Mothma's advancing illness forces her to put more of her duties on Leia. Ultimately, Mothma sees that Leia is appointed Chief of State in her place. Leia is not sure she wants the job, but agrees for the sake of the New Republic to take on the heavy responsibility of representing the New Republic.

Leia's busy professional life leaves her very little time for her family, which she finds distressing. She does what she can to make time for

her husband and children, but events constantly conspire against her. She is overjoyed at having Jacen and Jaina home again, but finds that she has grown much more protective and fearful for them now that they are near.

She feels guilty for not devoting more time to her Jedi training, but it takes a definite back seat to her professional duties and family time. Luke has said nothing, but Leia knows that he worries about her lack of progress. Perhaps by way of apology, she personally takes on the task of selecting a location for Luke's Jedi academy, despite her full schedule.

■ Leia Organa Solo

Type: Minister of State

DEXTERITY 3D

Blaster 9D, blaster artillery 4D+1, brawling parry 5D+2, dodge 8D, grenade 4D+1, lightsaber 5D+2, melee combat 6D+2, melee parry 6D+1, running 5D, vehicle blasters 4D

KNOWLEDGE 4D

Alien species 8D, bureaucracy 9D+2, bureaucracy: New Republic Inner Council 10D, bureaucracy: New Republic Senate 10D, cultures 9D+1, languages 7D+2, law enforcement 7D+1, planetary systems 9D+1, streetwise 7D, survival 8D, value 6D+1, willpower 7D+2

MECHANICAL 2D+2

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

PERCEPTION 3D+1

Bargain 7D, command 11D, con 6D, gambling 5D, hide 7D, persuasion 9D, persuasion: debate 11D, persuasion: oration 11D+2, search 6D, sneak 7D+1

STRENGTH 3D

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

TECHNICAL 2D

Computer programming/repair 4D+2, demolitions 3D+1, droid programming 5D, first aid 7D, security 6D, space transports repair 4D+1

Special Abilities:

Force Skills: Control 5D+1, sense 4D+2, alter 3D

These are only some of the powers that Leia has demonstrated:

Control: Absorb/dissipate energy, control pain, resist stun

Sense: Danger sense*, life detection, life sense, magnify senses, receptive telepathy

Alter: Telekinesis

Control, Sense, and Alter: Force harmony**

* Described in *The Thrawn Trilogy Sourcebook*

** Described in *Dark Empire Sourcebook*.

This character is Force-sensitive

Force Points: 4

Character Points: 14

Move: 10

Equipment: Lightsaber (5D), comlink, datapad, hold-out blaster (3D).

Han Solo

Han Solo, who at one time teased his old mentor Roa about settling down and "going respectable," finds that these days Roa has had

the last laugh. Han doesn't necessarily enjoy the frippery and formality of State dinners and the cloying false friendships which come with being the husband of the Minister of State of the New Republic, but Leia and the children are worth all of the minor inconveniences and annoyances. He may have lost some of the independence and freedom of a smuggler captain, but he has gained so much more.

Not that his wayward past doesn't occasionally come back to haunt him. Now that Han has such a high profile, old friends and enemies are constantly reappearing to renew acquaintances and even old scores. When he travels to Kessel as a representative of the New Republic, he runs afoul of one of these old acquaintances, an amphibian named Moruth Doole. Doole once betrayed Han to the Imperials, which forced Han to dump an entire shipment of spice, and subsequently led to his falling out with Jabba the Hutt. Doole, who has his own reasons not to love Han, imprisons Solo and Chewbacca in the spice mines of Kessel.

While in the mines, Han encounters a young man named Kyp Durrton. As Roa took Han under his wing, Han in turn befriends Kyp and forges a mentor-like bond with the young man. He is determined to see that Kyp gets a taste of the life that has been denied him up until now, and the two spend a lot of time together on Coruscant before Kyp leaves to join Luke on Yavin Four. When the Sith-maddened young man begins his one-man crusade against the Empire with the Sun Crusher, Han successfully uses his bond with him to bring Kyp back from the edge of the abyss.

■ **Han Solo**

Type: Smuggler

DEXTERITY 3D+1

Blaster 8D+2, blaster: blaster rifle 5D+1, blaster: heavy blaster pistol 10D+1, blaster artillery 6D+1, brawling parry 8D, dodge 8D+2, dodge: energy weapons 9D+2, grenade 6D+1, melee combat 6D+1, melee parry 5D+1, missile weapons 6D+1, pick pocket 5D+2, running 5D+2, thrown weapons 5D+1, vehicle blasters 6D+1

KNOWLEDGE 2D

Alien species 7D, bureaucracy 7D, business 6D, business: smugglers 7D+2, cultures 6D+1, intimidation 8D,



Ray Lederer

languages 6D, law enforcement 6D, planetary systems 8D, streetwise 9D, streetwise: Jabba the Hutt's organization 10D+1, survival 8D, value 6D, willpower 6D+2

MECHANICAL 3D+2

Astrogation 9D, beast riding 5D+2, beast riding: Tauntaun 6D, capital ship gunnery 6D+2, capital ship piloting 8D+2, capital ship shields 6D+2, communications 5D+2, ground vehicle operation 5D+2, repulsorlift operation 8D+1, sensors 6D, space transports 8D, space transports: YT-1300 transports 12D, starfighter piloting 7D+2, starship gunnery 9D, starship shields 7D+1, swoop operation 8D+2

PERCEPTION 3D

Bargain 8D+1, command 8D, con 8D+1, forgery 5D, forgery: ships IDs 7D, gambling 8D+2, hide 8D+2, persuasion 6D+2, search 6D+1, sneak 6D

STRENGTH 3D

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

TECHNICAL 2D+2

Blaster repair 5D, computer programming/repair 7D+1, demolition 6D+2, droid programming 6D+1, first aid 3D+2, ground vehicle repair 5D+2, repulsorlift repair 7D, security 7D+1, space transports repair 7D+2, space transport repair: YT-1300 transports 9D+2, starship weapons repair 5D

Force Points: 1

Character Points: 10

Move: 10

Equipment: Modified heavy blaster pistol (5D+2), comlink

Jacen and Jaina Solo

Jacen and Jaina are feisty, strong-willed two-and-a-half year old twins with well-defined features and dark brown hair.

They have spent very little of their young lives in the company of their parents, having lived in remote secret locations to prevent Imperial agents from kidnapping them. Not sur-

prisingly, they view Winter more as a mother-figure than Leia, since the serious woman has all but raised them.

The Force is strong in the Solo twins, and they have already demonstrated a crude ability to manipulate objects from time to time. They seem to share a kind of psychic link, speaking in half sentences to each other or somehow communicating in complete silence.

The twins are strong-willed children, and take a lot of discipline to control. Winter and Leia established early on who was in charge, but when the twins are left in the hands of Chewbacca and C-3PO, it is only a matter of time before something goes horribly wrong.

It doesn't take long. Jacen and Jaina steal away from the two guardians, and embark on a series of adventures in the wilderness of Coruscant's Undercity. Fortunately, between their fledgling Force skills and the aid of King Daykim, they emerge unscathed, and are returned to their parents none the worse for wear.

Leia and Han bring the twins with them to Yavin Four when they rush to Luke's side after Kyp places him in a Sith-induced coma. They immediately demonstrate a sensitivity for detecting the non-corporeal presences of Exar Kun and Luke in the complex, and play a key role in protecting Luke from the Sith Lord's attacks on Luke and the others.

Anakin Solo

Baby Anakin isn't quite old enough yet to get into much trouble, though he causes plenty of it by virtue of his heritage. He has already demonstrated that he is strong in the Force. Even as an unborn child he helped his mother and uncle defeat the reborn Emperor, and he acts again to defend himself and his family when Furgan threatens him—by compelling a power droid to deliver a mild shock to Furgan, which provides just enough of a distraction to allow the Mon Calamarians to rescue him. As far as Luke can ascertain, Anakin's grasp of the Force is purely reflexive at this stage in his life.

Chewbacca

Chewbacca had already lived nearly two centuries when he was enslaved by the Empire. He learned to hate both the Empire and his chains while in forced captivity, and extended a life-debt to Han Solo when the young Imperial officer freed him.

Since that time, he has stuck close to Han, gradually guiding him toward a more stable lifestyle and a more respectable line of work. It took years of patient effort, but now Chewbacca

considers his work just about done, as he smugly reminds Han when the human gets particularly cocky. Not that he shows any signs of leaving Han—the man bears constant watching, in Chewie's opinion.

Chewbacca bears many psychological scars from his time as an Imperial slave, scars which have never completely healed. These scars have recently been cruelly reopened by his experiences on Kessel and in the Maw, though he takes pains to hide this from his friends. On both of these occasions, faced with slavery, he seriously considers fighting to the death rather than submit again. Only his concern for Han prevents him from entering a berserker rage and taking out as many of his enemies as possible before dying.

While a prisoner in Maw Installation, Chewbacca meets a small band of broken Wookiees who have toiled for over a decade under a sadistic slave driver. He promises both himself and his fellow captives that he will see them free. After escaping with Han and Kyp, Chewbacca makes this promise his personal mission in life.

With the support of Wedge Antilles and Han Solo, Chewbacca successfully convinces the Inner Council to send a rescue and occupation force back into the Maw to free the Wookiees. His proposal flounders at first, but makes immediate headway when he points out that the New Republic cannot risk leaving Maw Installation unmolested as long as there is a chance that it might be used as a platform to devise weapons which might be deployed against the New Republic.

He accompanies the SpecForce team which is assigned the task of taking the Maw Installation and frees the enslaved Wookiees. When Daala's forces return to the Maw during the mission, Chewie leads the now-freed Wookiees in an attack in the Installation's own assault shuttles, with some atypically useful help from C-3PO.

■ Chewbacca

Type: Wookiee

DEXTERITY 2D+2

Blaster 7D, bowcaster 10D, brawling parry 8D+1, dodge 7D, grenade 5D+1, melee combat 8D, melee parry 8D, vehicle blasters 7D

KNOWLEDGE 2D

Alien species 7D+1, bureaucracy 4D+2, business 5D+1, cultures 3D+2, languages 6D, planetary systems 8D, streetwise 7D, survival 7D+2, value 8D

MECHANICAL 3D

Astrogation 8D+2, beast riding 4D, communications 5D+1, repulsorlift operation 7D+2, sensors 7D, space transports 8D+1, space transports: YT-1300 transports 11D+2, starship gunnery 8D+1, starship shields 7D, walker op-

eration: AT-ST 4D+2

PERCEPTION 2D

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

STRENGTH 5D

Brawling 11D, brawling: martial arts 6D, climbing/jumping 8D, lifting 11D, stamina 10D, swimming 7D

TECHNICAL 3D+1

Blaster repair 5D+2, bowcaster repair 6D, computer programming/repair 9D, demolitions 6D, droid programming 8D, droid repair 7D+2, first aid 5D+1, repulsorlift repair 7D+1, security 7D+2, space transports repair 11D, space transports repair: YT-1300 transports 12D+2

Special Abilities:

Strength skills:

Brawling: martial arts: Chewie learned the rudiments of the Noghri martial arts style. He gets +2D to brawling when fighting somebody without this specialization and causes *Strength* +1D+2 damage. See page 94 of the *Dark Force Rising Sourcebook* for more information.

Berserker Rage: Chewie gains +2D to *Strength* when brawling in *berserker rage*. See page 137 of *Star Wars: The Roleplaying Game, Second Edition* and page 124 of *Star Wars Gamemaster Handbook*.

Climbing Claws: +2D to climbing.

Force Points: 1

Character Points: 10

Move: 13

Equipment: Bowcaster (4D damage), ammo, droid tool kit, starship tool kit, waist pouch

Winter

Winter has long been a friend and confidante to Leia, and her most trusted aide and servant. When the Solos realize what tempting targets their children pose to Imperial schemers, they immediately turn to Winter. When the base on New Alderaan is penetrated by the resurrected Emperor's agents, Winter, Luke, and Ackbar establish a secret base on the fractured world of Anoth. Winter serves willingly as nanny and protectress to the Solo children in their years in hiding. She dearly loves her charges, and fiercely protects them with her life.

Her duty is not without sacrifice, however. The life of an exile is a lonely one for someone who has only infants for company. Winter looks forward to the few visits Han, Leia, and their close circle of family friends can make to the remote world with great anticipation. When the twins leave Anoth to rejoin their parents, she becomes very depressed, though she rarely shows any trace of emotion. She is also greatly disappointed when Ackbar declines her invitation to visit for awhile after he resigns from the Inner Council.

Winter faces the Imperial intruders alone when Furgan invades to steal away Anakin Solo. She takes out a number of the Imperial MT-AT "spider" walkers using the automatic defenses of the base, and then lies in wait inside, so that she can lead the invaders on a chase through the interior. She successfully leads the pursuing

stormtroopers into the depths of the station, and into the dim computer core chamber. There she unleashes the room's hidden occupants on the stormtroopers — assassin droids. Fortunately, Leia and the New Republic arrive with reinforcements before Furgan's remaining forces can overpower her.

■ Winter

Type: Councilor Aide

DEXTERITY 3D+1

Blaster 5D+2, blaster: hold-out blaster 7D+1, brawling parry 4D+1, dodge 6D+2, grenade 4D+1

KNOWLEDGE 4D

Alien species 6D, bureaucracy 6D, bureaucracy: New Republic Inner Council 7D+2, cultures 5D, cultures: Alderaan royalty 9D, Imperial supplies 6D, languages 7D, planetary systems 7D, streetwise 5D, value 7D+1, willpower 6D

MECHANICAL 2D

Beast riding 4D, communications 5D+1, repulsorlift operation 3D, sensors 4D+2, space transports 5D, starfighter piloting 3D+1, starship shields 3D+2

PERCEPTION 3D+1

Bargain 6D+1, bargain: military supplies 8D+2, command 4D+1, con 7D+1, forgery 5D+2, hide 6D+2, persuasion 5D+1, search 4D+2, sneak 5D+1

STRENGTH 2D+2

Brawling 3D, stamina 4D+2, swimming 4D+2

TECHNICAL 2D+2

Computer programming/repair 4D+2, droid programming 4D, first aid 4D+2, security 7D+1

Special Abilities:

Perfect Memory: Winter has "holographic memory" — she has instant and total recall of everything she has ever heard, felt, witnessed, researched, or otherwise experienced.

Force Points: 1

Character Points: 15

Move: 10

Equipment: Hold-out blaster (3D+1), comlink, New Republic Consular ID

R2-D2

Artoo-Detoo has spent most of the last decade at the side of Luke Skywalker, and has been in more adventures than any one droid has a right to be. Small wonder, then, that he decided that a quiet week or so in the relatively sedate environs of the Imperial database center would do him some good. At Luke's behest, he combs the Imperial databases in search of potential candidates for Luke's Jedi academy, while Luke goes on to check a few leads of his own.

He and Threepio accompany Lando on a trip to Umgul to check on one lead that he turns up. The lead turned out to be a dead end, but Artoo does help Lando land a million credit reward, for which Lando is no doubt grateful.

When Luke returns from his journeys, Artoo resumes his duties of keeping a watchful eye on his master. He accompanies Luke and Lando to Kessel, and guards Luke's defenseless body on Yavin Four after Kyp places him in a Sith coma.

A Change of Command

"The Admiral will see you now."

Wedge nodded to the young ensign. She looked tired. He looked around the central corridor of the Headquarters Frigate. Everyone looked tired. And defeated. He stood, slowly smoothing his uniform. The deck plates thrummed as one of the main engines coughed — it had been damaged during the escape from Coruscant.

Wedge stepped into the Admiral's office, and remained respectfully by the door waiting to be acknowledged. Admiral Ackbar stood looking out of his window at the knotted swirling maelstrom of hyperspace. He turned with a rasping sigh, his hands thoughtfully stroking his chin tendrils. His glassy eyes swiveled in their sockets to focus on Wedge.

"Please make yourself at home, Commander." He waited for Wedge to seat himself, and then sat down himself. "I have read your report. You and Rogue Squadron are to be commended for your work in covering the evacuation of Coruscant."

"Thank you, sir."

"I did not bring you here to offer congratulations, however." Ackbar bowed his domed head. "The Imperials have done their work well. By launching their sneak attack while we were celebrating our victory over Thrawn, they caught many of our military leaders in the review stands at the parade grounds. Between the first wave of attack, the ensuing battles, and the evacuation, we have lost over 60 percent of the Army's command staff. The upper hierarchy has been severely disrupted. We still have majors and colonels aplenty, but above that ... You must understand that this information has yet to be made public."

Wedge gasped. He had heard that some of the Army divisions had lost commanders, but he had had no idea that the situation was so serious. "That news is going to *decimate* morale," he said. "Generals Rieekan and Madine must be going out of their heads trying to dig up replacements."

Ackbar nodded. "We are, of course, promoting as many from the lower commissioned ranks as we can, and General Madine is taking steps to recall officers from other posts and worlds. I'm sure they are able commanders, but many of our best COs, even those stationed on other worlds, had traveled to Imperial City for the victory celebrations." He sighed again and fingered a small coral sculpture on his desk. "The bottom line is that the Army's leadership has suffered a grievous blow. General Dodonna and other members of the gray cadre have offered to come out of retirement, and Calrissian has reactivated his commission, but we are facing a definite shortage of other high-ranking officers."

Wedge furrowed his brow. He wasn't exactly sure where Ackbar was going, but he did know he didn't much like the general drift. "Well, what can I do for you, Admiral? You want me to brief the new guys? Bring some retired officers up to speed on current technology and naval tactics?"

Ackbar leaned forward, and looked into his eyes. "I want you in the Army."

Wedge tried not to laugh, but the request was too sudden, too unexpected. On top of everything that had happened in the last week, it was simply too much. He snorted.

Ackbar's tendrils twitched. "You find my request *amusing*, Commander?"

■ R2-D2

Type: Industrial Automaton R2 Astromech Droid

DEXTERITY 2D

Electroshock prod 4D+2, dodge 5D

KNOWLEDGE 2D

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

MECHANICAL 4D

Astrogation 12D, communications 7D, repulsorlift operation 6D+2, sensors 8D+1, starfighter piloting 7D, starfighter piloting: X-wing 9D, starship gunnery 5D, starship shields 5D+2

PERCEPTION 3D

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

STRENGTH 3D

Lifting 4D, swimming 3D+1

TECHNICAL 4D

Computer programming/repair 9D+2, droid programming 5D+2, droid repair 8D, machinery repair 5D+2,

repulsorlift repair 5D, security 7D+1, starfighter repair 7D, starfighter repair: X-wing 9D+2, space transports repair 7D, space transports repair: YT-1300 transport 9D+1

Equipped With:

- Three wheeled legs (one retractable)
- Retractable heavy grasper arm (+1D to *lifting*)
- Retractable fine work grasper arm
- Extendable 0.3 meter long video sensor (360° rotation)
- Small electric arc welder (3D damage, 0.3 meter range)
- Small circular saw (4D damage, 0.3 meter range)
- Video display screen
- Holographic projector/recorder (one meter range)
- Fire extinguisher
- Small internal "cargo" area (20 cm by 8 cm)
- Inner pitch acoustic signaller
- One long range sensing array; includes radar, Geiger counter and life form sensor, infrared receptors, electromagnetic field receptors (add +3D to *search* at range of up to 100 meters)

Wedge blanked his face. "No, sir, my apologies, sir. I just don't ... I mean, *me*, a ground pounder? I don't have the training for that!"

"You are too modest. Your role as wing commander of Rogue Squadron has more than prepared you for such duties. And the work you did in rallying the Imperial City militias just this week has dispelled any lingering doubts I may have had regarding your ability to lead men on the ground as well as in the air."

Wedge hesitated. You don't simply say "no" to an Admiral. "With all due respect, Admiral, I feel I can better serve the New Republic in my cockpit than in a repulsortank somewhere."

Ackbar opened his jaws in a Mon Calamari chuckle. "I do not anticipate sending you into the field, Commander Antilles. I want you on my command staff. You are about due for a promotion, are you not? How would you like to be a general?"

Wedge grinned wryly. "I'm *deeply* flattered, Admiral, but I didn't exactly join the *Navy* to become a general."

Ackbar gestured for Wedge to lean closer. "I am Navy myself, Antilles," he said in a low gravelly voice, "and I do not ask you to turn your back on the Service lightly. But as you said yourself, morale is low. We need leaders the troops can rally around. You have been with the Alliance for a long while. You are well regarded and loved by the men and women you lead, and you are a hero in the eyes of the people. I must have veterans like yourself at the head of my Army." He paused. "I will not *order* your transfer. I don't want you if you won't go voluntarily, however desperate the hour might be."

Wedge winced. Ackbar knew exactly what he was doing, tugging at his sense of duty and honor. Ackbar might pretend he was giving Wedge a choice, but they both knew he was as good as hooked. No, you just didn't say "no" to an Admiral.

Not that he had to go without a fight. With the Empire on Coruscant and chasing the New Republic up and down the Trade Spine, he might have some bargaining power. "As long as I can lead Rogue Squadron, you can pin whatever rank or title you want on me."

Ackbar's eyes swiveled in surprise. Well, there it was. Either Ackbar went for it or he didn't. "A ... general commanding a naval starfighter squadron is certainly a *novel* proposition. But, I suppose that Rogue Squadron is not a typical squadron, either ..." Ackbar paused a long moment, and made a show of examining his coral sculpture again. "Very well. I shall probably never hear the end of it from Madine, but I will agree." Ackbar stood, and Wedge quickly followed suit.

"*General* Antilles, from this moment on, you shall be my Fighter Command Liaison. You will serve on my command staff as a representative of the Army, and I expect you to familiarize yourself with the protocols of that branch and get to know your fellow officers and troops throughout the command chain. You may remain wing commander of Rogue Squadron, and may continue to fly missions so long as your doing so does not interfere with your new duties. You will continue to report directly to me. Is that satisfactory?"

Wedge grinned. "You got yourself a general, Admiral."

- Broad-band antenna receiver (can monitor all broadcast and communication frequencies)
- Information storage/retrieval jack for computer link-up
- One compressed air launcher (used for Luke's lightsaber or for flares)

Force Points: 1

Character Points: 6

Move: 5

Size: 0.96 meters tall

Cost: Not for sale

Equipment: Long-range comlink attachment (100 kilometer range)

C-3PO

C-3PO is fond of telling anyone who will listen how under-appreciated he is, and he does have a point. He has many decades of experience as a protocol droid, and is highly skilled at the

tasks involved. Unfortunately, he is seldom called upon to perform the protocol duties he was designed for, and more often than not finds himself in situations his programming does not prepare him for — such as babysitting or flying into combat as a battle coordinator.

C-3PO spends a lot of his time doing domestic chores for Leia Organa Solo. He has trained himself to prepare gourmet meals, and is assigned the task of managing the twins when they return from Anoth (unfortunately for him, Leia discovered he had spent a year supervising preschoolers on Alderaan many years ago). He eventually escapes this ignoble duty (along with Chewbacca) by accidentally misplacing the twins during a field trip.

He undoubtedly wishes he hadn't, since he is almost immediately assigned to accompany Chewbacca and Page's Commandos on a raid of Maw Installation. Officially, he is expected to be useful in analyzing the data stored in the Maw computers, and translating for the various alien scientists. However, he more than suspects that Leia put his name in to get him away from the twins.

Things do not go as expected in the Maw, however, and the droid is dragooned into flying into combat against Daala with Chewbacca. He serves as battle coordinator, and provides navigation guidance for the various Imperial assault shuttles the New Republic presses into action.

■ C-3PO

Type: Cybot Galactica 3P0 Human-Cyborg Relations Droid

DEXTERITY 2D

Dodge 5D-2

KNOWLEDGE 5D+2

Alien species 8D+1, bureaucracy 9D, cultures 8D, languages 13D, planetary systems 6D, scholar: child care 6D, survival 5D+2, value 5D+2

MECHANICAL 3D

Repulsorlift operation 5D+2, space transports 4D, starship shields 3D

PERCEPTION 3D+1

Bargain 7D, con 6D+1, hide 5D, sneak 5D

STRENGTH 2D

TECHNICAL 3D

First aid 4D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and two aural sensors — Human range
- Broad-band antenna receiver
- AA-1 Verbo-brain
- TranLang III Communication module with over seven million languages
- Vocabulator speech/sound system capable of providing an extraordinarily wide range of sounds including sound effects and exact impersonation of Princess Leia's voice as well as very passable imitations of Han Solo, Chewbacca, Lando Calrissian and Luke Skywalker

Force Points: 1

Character Points: 5

Move: 8

Size: 1.67 meters tall

Cost: Not for sale

General Wedge Antilles

As much as he relishes the command of Rogue Squadron, Wedge is beginning to get a little restless as he nears his fourth decade. He is beginning to realize that he's never had much of a normal life. He went from being a kid knocking around a spaceport to a pilot flying for the Rebellion, with not much of a chance to get out and try a few things, see a bit of the universe, enjoy himself for a while, and try to figure out who Wedge Antilles is.

As the New Republic seemingly enters a new era of peace, Wedge decides to take a leave of absence from Rogue Squadron and tackle a few

personal projects of his own. He spends his first four months supervising salvage crews working to clear away the battle debris still clogging the orbital traffic lanes around Coruscant. Once that project is off and rolling, he takes on the task of heading a large-scale work crew charged with clearing away a portion of Imperial City's sundered cityscape. A few weeks later, the urge to get back into space grows too powerful to resist, and Wedge volunteers to head the relocation of the Eol Sha colony to Dantooine.

Wedge agrees to look after Qwi Xux, the Imperial research scientist who defects to the New Republic, after he and she hit it off at an initial debriefing session. Some in the Inner Council feel that a professional bodyguard might be more appropriate for the task, but others, Wedge among them, feel that she might be better off with someone she feels comfortable around.

When he learns that Qwi is uncertain about what she wants to do with her life, he simply takes her along as he pursues his own interests — at first, out of convenience, and later, out of a growing interest in her. Together, they join the disaster relief crews on Vortex, and work to help the Vors clear away the ruins of their Cathedral of Winds.

For a long while, Wedge holds himself responsible for Qwi's memory loss. If she had had a real professional rather than a lovesick fighter pilot for a bodyguard, she wouldn't have fallen prey to Kyp. Only later can he accept Luke's gentle argument that if he, a Jedi Master, could not stand up to Kyp's Sith-augmented powers, Wedge could not be expected to do so when Kyp came for Qwi Xux.

The emergence of Admiral Daala's forces ends Wedge's period of introspection and personal exploration. With Imperial forces once again on the move, he must return to his duties as a general and a warrior.

■ General Wedge Antilles

Type: Brash Pilot

DEXTERITY 3D

Blaster 6D, brawling parry 4D+1, dodge 6D+1, melee combat 4D+1, melee parry 4D, vehicle blasters 4D

KNOWLEDGE 2D

Alien species 6D, bureaucracy 6D+1, cultures 4D, languages 4D+2, planetary systems 6D+2, streetwise 5D, survival 5D, tactics 5D

MECHANICAL 4D

Astrogation 7D+2, repulsorlift operation 5D+2, space transports 5D+2, starfighter piloting: X-wing 7D+2, starship gunnery 7D+1, starship shields 6D

PERCEPTION 3D

Bargain 5D, command 7D+1, command: Rogue Wing 8D+2, gambling 5D, hide 4D, search 5D, sneak 4D

STRENGTH 3D

Brawling 4D, stamina 6D, swimming 5D

TECHNICAL 3D

Computer programming/repair 6D, repulsorlift repair 4D+1, space transports repair 6D, starfighter repair: X-wing 6D+2

Force Points: 1

Character Points: 8

Move: 10

Equipment: Blaster pistol (5D damage), comlink, blast vest (+1D physical, +1 energy), New Republic uniform, survival pack (see page 96 of *The Rebel Alliance Sourcebook*)

General Jan Dodonna

Every now and then, Jan Dodonna, the brilliant general who conceived the Rebel attack on the first Death Star at the Battle of Yavin, thinks about retiring. He has tried it a few times, but events always conspire to bring him back into the thick of galactic affairs.

These days, Dodonna leaves the running of the military to younger men and women. He serves the Inner Council by special appointment as an elder statesman. He directs no ministry, and takes on only the projects which interest him.

Most recently, he has taken on the issue of reintegrating the feral humans of the Undercity into mainstream Coruscant life. This has proven to be a daunting task, and Dodonna has had to expand his staff several times to maintain the rapidly expanding program. Even so, he has successfully brought several hundred families back to the surface, and is working with government health and support departments to provide them housing and a means to earn a living.

■ General Jan Dodonna

Type: New Republic General

DEXTERITY 1D+2*

Blaster 3D*, dodge 3D*, melee combat 3D+1*

KNOWLEDGE 3D

Alien species 6D, bureaucracy 6D+2, cultures 7D+1, languages 9D, military history 7D+2, military history: modern fleet battles 12D+2, planetary systems 8D+1, tactics: capital ships 9D+2, tactics: fleets 7D+1, tactics: sieges 10D+2, tactics: starfighters 7D+2

MECHANICAL 3D+2

Astrogation 5D+2, repulsorlift operation 6D, space transports 4D+2, starship gunnery 4D+2

PERCEPTION 3D+1

Bargain 5D+1, command 9D, con 9D, gambling 9D+2, search 7D, sneak 5D

STRENGTH 1D+2*

TECHNICAL 3D

Computer programming/repair 7D, demolition 5D, droid programming 7D, droid repair 5D+2, security 7D+1

Force Points: 2

Character Points: 18

Move: 8*

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

* **Note:** Some attributes and skills have been lowered to reflect aging and lack of use.

General Crix Madine

General Crix Madine has always viewed himself more as a military man than a politician,

which makes his current position as New Republic Minister of the Army somewhat surprising. However, the losses the New Republic Army officer corps has suffered within the last 24 months has forced a drastic shuffling of upper-level officers within the Army, and Madine has not escaped the reorganization.

Madine is not altogether thrilled with the situation — he favors field assignments over staff jobs — but at least he has discovered he can handle the demands of the job with competence. He is still a trifle unsure of himself in political matters, however, and tends to take Mon Mothma's lead when asked to vote on non-military matters.

Madine, who defected from the Empire when ordered by the Emperor to lead a squad of Storm Commandos to Dentaal to unleash the dreaded Candorian Plague, has never been in favor of employing weapons of mass destruction, and has viewed the never-ending procession of Imperial superweapons with considerable distaste. He prefers to use surgical strikes to achieve military objectives rather than the imprecise and indiscriminate bludgeons favored by the Empire.

Since his feelings are well-known by his colleagues in the Inner Council, it comes as no surprise to anyone that he adamantly opposes any use of the Sun Crusher.

■ General Crix Madine

Type: New Republic General

DEXTERITY 2D+2

Blaster 6D+2, blaster artillery 5D+2, blaster artillery: anti-infantry 9D, blaster artillery: anti-vehicle 7D+2, brawling parry 5D, dodge 7D+1, grenade 5D+2, melee combat 5D, melee combat: force pike 7D, melee parry 4D

KNOWLEDGE 3D

Alien species 6D+2, bureaucracy 7D, languages 4D+2, military history 12D, planetary systems 7D, streetwise 5D, survival 5D, tactics: ground assault 10D+2, tactics: squads 14D, willpower 5D+2

MECHANICAL 3D+2

Beast riding 5D+2, beast riding: Cracian thumper 6D+2, capital ship gunnery 4D+2, ground vehicle operation 5D+2, powersuit operation 5D, repulsorlift operation 6D, starship gunnery 5D

PERCEPTION 3D+1

Bargain 5D+1, command 11D, con 5D+1, gambling 4D+2, hide 6D+1, persuasion 5D+2, search 7D, sneak 6D+1, sneak: forest 6D+2

STRENGTH 2D+1

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

TECHNICAL 3D

Computer programming/repair 5D, demolition 6D, droid repair 4D+2, first aid 4D+1, ground vehicle repair 4D+2, security 8D, space transports repair 6D, starfighter repair 4D+2

Force Points: 1

Character Points: 12

Move: 10

Equipment: Blaster pistol (4D damage), comlink, datapad

Senator Garm Bel Iblis

Garm Bel Iblis, one of the founders of the Rebel Alliance and a popular senator — even the notoriously cynical Han Solo looks up to him — from Corellia, fell away from the Alliance many years ago to form his own anti-Empire organization. With the rise of the New Republic, however, Bel Iblis has once again become an influential member of the New Republic Senate, and a Senate-appointed member of the Inner Council.

Though Bel Iblis has moderated his views somewhat since the days of the Empire, he still tends to favor military solutions over diplomatic ones. He leads the opposition to Mon Mothma's new foreign policy initiative, because he feels that the New Republic cannot allow the Empire to regroup in the Imperial Core without taking steps to disrupt them or at least contain them.

When presented with the awesome power of the Sun Crusher, Bel Iblis is sure that it represents a solution everyone will be able to support. Without diverting resources Mothma has allocated to diplomatic programs, the military can use the Sun Crusher to rob the Imperials of their most strategically important systems, and perhaps force them to surrender when they realize that they are faced with an unbeatable weapon and an opponent willing to use it.

Unfortunately for the Bel Iblis Plan, they aren't faced with such an opponent. To his surprise and displeasure, Mothma and her coalition in the Inner Council successfully block his plan on moral grounds. Bel Iblis finds this vastly discouraging, but is able to affect a philosophical attitude about the matter — this isn't the first time he and Mothma have held differing opinions, after all, and it probably won't be the last.

■ Garm Bel Iblis

Type: New Republic Senator

DEXTERITY 3D

Blaster 8D, blaster artillery 7D, brawling parry 6D, dodge 7D, grenade 5D, melee combat 5D, melee parry 5D, missile weapons 5D+2, thrown weapons 4D+2, vehicle blasters 6D

KNOWLEDGE 4D

Alien species 8D+1, bureaucracy 8D, bureaucracy: New Republic Inner Council 8D+1, bureaucracy: New Republic Senate 8D+2, business 8D, cultures 7D+2, intimidation 7D, languages 7D, law enforcement 6D, law enforcement: Old Republic law 7D+2, law enforcement: New Republic law 5D+2, planetary systems 7D+2, streetwise 7D, survival 6D, tactics: ground assault 9D+1, tactics: capital ship 9D, tactics: starfighter 8D+2, value 5D, willpower 7D

MECHANICAL 3D

Astrogation 5D, beast riding 5D, capital ship gunnery 5D+2, capital ship piloting 7D, capital ship shields 5D+2, communications 5D, ground vehicle operation 6D, repulsorlift operation 6D, sensors 6D, space transports 5D+1, starfighter piloting 6D, starship gunnery 6D, starship shields 6D

PERCEPTION 4D

Bargain 9D, command 9D+2, command: Peregrine's Nest troops 11D, con 6D, gambling 7D, hide 7D, investigation 6D, persuasion 7D+2, persuasion: debate: 9D+1, persuasion: oration 8D+2, search 5D, sneak 7D

STRENGTH 2D

Brawling 6D, climbing/jumping 3D+1, lifting 3D, stamina 5D+1, swimming 4D

TECHNICAL 2D

Capital ship repair 3D+2, capital ship weapon repair 3D+2, computer programming/repair 3D, demolitions 3D, droid programming 3D, droid repair 3D, first aid 5D, ground vehicle repair 4D, repulsorlift repair 4D, security 5D, space transports repair 4D

Force Points: 2

Character Points: 26

Move: 10

Equipment: Sporting blaster (3D+2), comlink, datapad

Senator Hrekin Thorm

Hrekin Thorm is a native of the Core world Fedalle. Like Leia Organa Solo and Mon Mothma, Thorm was a member of the Imperial Senate before it was disbanded.

Fedalleans do not particularly care who runs the galactic government so long as they are taken care of, and Thorm is a typical representative of this pragmatic if self-centered philosophy. He vaguely supported the Emperor when he was in power, and he vaguely supports Mothma now that she controls the agenda.

Since Fedalle is a powerful and wealthy Core world, Thorm has an influential place in the Senate, and the backing to get himself appointed to the Inner Council (he has many contacts in Core industry). For the most part, he prefers to go along with the flow. However, he can be ruthless when it suits him, and tends to strike an opponent when he or she is already down.

Thorm is an obese man with graying black hair and a kindly wizened face. He dresses very stylishly, and is a lover of life of the highest order. He has a vast repertoire of jokes and anecdotes to fit every occasion.

■ Senator Hrekin Thorm

Type: New Republic Senator

DEXTERITY 3D

Dodge 4D

KNOWLEDGE 4D

Alien species 6D+1, bureaucracy 6D, bureaucracy: New Republic Inner Council 7D+2, bureaucracy: New Republic Senate 8D+2, cultures 6D, intimidation 7D, languages 7D, planetary systems 9D, survival 4D+2, value 6D+1, willpower 7D+1

MECHANICAL 3D

Astrogation 4D, communications 5D+2, repulsorlift operation 5D+1, space transports 4D+2

PERCEPTION 4D

Bargain 9D, command 8D+2, command: New Republic bureaucrats 9D+2, con 9D, gambling 7D, hide 6D+2, persuasion 8D, persuasion: debate 8D+2, persuasion: oration: 6D, search 7D, sneak 5D

STRENGTH 2D

Brawling 4D+1

TECHNICAL 2D

Computer programming/repair 6D+2, droid programming 5D+1, droid repair 3D+2, first aid 5D, security 5D+1

Character Points: 14

Move: 9

Equipment: Comlink, datapad

Captain Tresk Ortola

Tresk Ortola first ran into Rebel sympathizers while a student at the Academy. He and a few friends entered the merchant marine after graduation, and soon found a chance to jump ship and join the Rebel Alliance. He spent a number of years as the first officer of a Rebel gunship protecting Rebel transports, and after a number of bold actions, was promoted to command the Corellian corvette *NovaFlare*, shortly before the Battle of Endor.

Ortola is a bold captain, and is not above taking tremendous chances if he gets the gut feeling he can pull off a difficult maneuver. While his service record is exemplary, he has a reputation for developing selective hearing or creatively interpreting his orders when he feels he has a better solution to a given situation. This weakness has brought him his biggest successes, but it is also the reason he is still commanding an aging corvette while other Alliance veteran captains have gone on to bigger and more modern ships.

■ Captain Tresk Ortola

Type: New Republic Captain

DEXTERITY 2D+2

Blaster 5D+1, blaster artillery 3D+1, brawling parry 4D, dodge 5D, grenade 3D+2, melee combat 3D+1, melee parry 4D, running 3D

KNOWLEDGE 3D

Alien species 5D, bureaucracy 6D, intimidation 4D+1, planetary systems 6D+1, tactics: capital ships 7D, streetwise 5D+1, survival 4D+2, willpower 4D

MECHANICAL 3D+2

Astrogation 6D, capital ship gunnery 5D+1, capital ship piloting 5D, capital ship piloting: Corellian corvette 8D+1, capital ship piloting: Corellian gunship 7D, repulsorlift operation 5D+2, sensors 5D+2, space transports 6D+1

PERCEPTION 3D+1

Bargain 5D, command 7D, con 5D+1, gambling 4D+2, hide 4D+1, persuasion 6D, search 5D, sneak 4D+1

STRENGTH 2D+1

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

TECHNICAL 3D

Capital ship repair 4D, computer programming/repair 5D+1, first aid 4D, security 5D+2

Force Points: 1

Character Points: 9

Move: 10

Equipment: Comlink, datapad, hold-out blaster (3D)

Terpfen

In his youth, Terpfen was a gifted mechanic who worked on Mon Calamari's fleet of beautiful and elegant spaceliners. When his world was

discovered and attacked by the Empire, Terpfen joined the many Mon Calamari engineers and mechanics who rushed to arm their ships for war.

He was eventually captured by the Imperials, and taken from Mon Calamari to work on designing and refining Star Destroyers. He and a small band of enslaved mechanics sabotaged one of the Star Destroyers they were working on. Unfortunately, they were recaptured before they could slip out of the shipyard and escape.

The saboteurs were scheduled for termination, but were shipped to Carida for a new top secret experimental program instead. Of the 14 Mon Calamari that entered the program, only Terpfen survived, a horrible scar on his smooth domed head a permanent souvenir of his ordeal.

Upon obtaining his freedom, Terpfen lost no time in rejoining the Mon Calamari Rebel starship repair crew. He soon rose to become Admiral Ackbar's chief starship technician.

While all who know Terpfen are aware of his horrible ordeals with the Empire, none are aware of the dark secret that Terpfen has harbored for all the years he has worked for the New Republic — he is an unwilling spy controlled like a puppet by his Imperial masters on Carida. While he was a prisoner on Carida, Imperial doctors had placed organic circuitry in his brain which forces him to comply with their every command.

Ambassador Furgan, his final controller, places some new minor compulsion on Terpfen every few days or so, to maintain and reinforce his hold over him. Furgan takes particular delight in torturing Terpfen, and channels the hate the Mon Calamari feels for him into treasonous acts.

Furgan has compelled Terpfen to spy for years, and begins demanding more overt acts of sabotage and treason. Terpfen is forced to obtain a genetic cell sample of Mon Mothma for his Imperial master, and then compelled to sabotage Admiral Ackbar's personal B-wing in an attempt to kill Leia and Ackbar. His final act of betrayal is to deliver into the hands of Furgan the secret location of the planet where Anakin Solo is being raised.

With the destruction of Carida and Furgan's departure for Anoth, Terpfen's conditioning begins to break down, and he finds the strength to confess his crimes to Leia and Ackbar. He accompanies the New Republic's rescue force to Anoth, and has the pleasure of taking a part in foiling Furgan's plans. Freed to express at long last his deep hatred for Furgan, Terpfen pursues his former master into the depths of the base. The two engage in a furious walker battle in the landing bay



Ray Leeders

Imperial Organic Implants

One of the many sadistic medical research programs Imperial doctors engaged in at the height of the Empire's expansion was organic mind control implants. Early subjects for experimentation were all Mon Calamari, because the compartmental structure of their brains made them ideal subjects.

Imperial xenosurgeons opened the skulls of their "patients," and surgically removed the portions of their brains which control a Mon Calamarian's loyalty, volition, and resistance to special commands. The doctors replaced the missing areas of the brain with specially grown circuits that mimic the size, shape, and composition of the removed tissue.

The organic circuits were perfectly camouflaged and were invisible to the most thorough medical scan. In theory, they would make the subject a perfect slave and spy — helpless to resist Imperial commands, and able to employ all of his abilities and knowledge to complete his assignments.

In application, the program either killed or drove insane all but Subject X-2B who, after extensive monitoring and conditioning, was released to serve the Empire from within the enemy's camp. The program was canceled soon after, when it became apparent that the process could not be reliably duplicated on other Mon Calamari, let alone humans, the eventual goal of the program.

of the station. Terpfen casts Furgan's walker out into the void beyond the opening of the hangar, and destroys it before it strikes bottom. Driven mad with grief and guilt, he attempts to hurl his walker out after it, but Ackbar stops it before it can plunge off the side of the cliff.

Ackbar reminds Terpfen that he too was forced to work in the service of the Empire. The best any of them can do now is to do their best to defeat the system they once aided.

In view of the involuntary nature of his treason, Mon Mothma grants Terpfen a full pardon. Nonetheless, Terpfen cannot bring himself to don his uniform again. Ultimately, he asks Ackbar permission to return to Mon Calamari so he can help rebuild the destroyed city of Reef Home.

■ Terpfen

Type: Mon Mon Calamari Starship Mechanic

DEXTERITY 3D

Blaster 4D+2, blaster artillery 4D, dodge 4D+1, melee combat 5D+1, missile weapons 4D, missile weapons: power harpoon 4D

KNOWLEDGE 3D

Alien species 4D+1, bureaucracy 4D+1, cultures 5D, languages 6D, planetary systems 6D, survival 4D, survival: ocean/undersea 6D, value 5D+2

MECHANICAL 3D+1

Astrogation 8D, capital ship gunnery 5D+2, capital ship piloting 4D+1, capital ship piloting: Mon Mon Calamari battle cruiser 5D, capital ship shields 4D+1, repulsorlift

Cutting Ties

Leia maintained an air of absolute calm, as the Barabel ambassador smashed his fist into the conference table. Growling curses in his native tongue, the Barabel railed against the New Republic, the Empire and negotiations in general.

"I am sorry that you feel the request for access to the spaceport facilities at Alater-ka is *unreasonable*, Ambassador. Perhaps you can suggest an alternative," Leia spoke soothingly. Hopefully she could calm the angry Barabel, recognizing that the violent outbursts and aggressive gestures were in fact a component of the aliens' negotiation style.

"Not unreasonable, Organa Solo," the Barabel growled leaning across the table until his face was scant centimeters from Leia's. "*Impossible!* Barab I will not play host to New Republic military. Empire was bad enough. What you ask is folly!"

The Barabel had intended to emphasize his statement by pounding his fist into the conference table again, directly in front of Leia. Normally, the sight of an angry Barabel was enough to convince most sentient beings to capitulate, and the angry ambassador believed his size and ferocity would easily persuade Organa Solo to grant more favorable treaty terms to his people.

A steely grip settled on his wrist, stopping it before it struck the table and a gravelly, catlike voice purred at him. "You will not harm the *Mal'ary'ush*," the voice said, silky and menacing. "You will step back now."

The Barabel ambassador swung around suddenly, aiming a ferocious blow at the small, grey-skinned alien that had appeared at his side as if conjured. The blow never connected, and the ambassador only had time to register surprise before he fell flat on his back on the cold stone floor of the conference room. His

consciousness fled a moment later.

Moving quickly to the fallen Barabel, Leia confirmed her fears: the Noghri bodyguard that had been skulking in the shadows had used his species' peculiar martial arts skills to render the angry ambassador unconscious. At least he's not dead, Leia thought.

The problems associated with her Noghri bodyguards had become evident in the days following the assault on Mount Tantiss. Several species that had once been enslaved by the Empire took exception to Leia's relationship to the Noghri. The Elomin representative to the New Republic went so far as to call Leia a "slaver." Mon Mothma had been gently pressuring her for months to cut her ties to the Noghri, though Leia was not sure if she *could* actually sever them; getting some distance from her overzealous protectors was the best she could hope for.

"Apologies, Lady Vader," the Noghri growled, "but I feared he would strike you. That cannot be allowed."

"I know, Ahk'laht," Leia sighed. "But I cannot allow any more incidents like this. Between the political problems associated with your life-debt to my family, and *this*," she paused, gesturing to the prone Barabel, "I simply cannot allow you to stay."

Ahk'laht seemed despondent, and Leia laid a comforting hand on the Noghri's shoulder. "This isn't a dishonor, Ahk'laht," she said, gently. "I simply no longer require your services. Send a message to the clan dynasts on Honoghr," she finished. "Tell them you and your comrades are coming home."

Now, Leia thought glumly, all I have to do is explain this mess to Mon Mothma. I think I'd rather face the Barabel when he wakes up ...

operation 5D+2, sensors 5D, space transports 4D+2, starfighter piloting 4D+1

PERCEPTION 2D+1

Bargain 5D, command 7D, command: Mon Mon Calamari crewmen 8D+2, hide 4D+1, persuasion 4D+1, search 5D+1, sneak 4D+2

STRENGTH 3D

Lifting 4D, stamina 6D, swimming 7D+2

TECHNICAL 3D+1

Capital ship repair 7D+1, capital ship weapon repair 7D+2, computer programming/repair 6D+2, droid programming 5D+1, first aid 4D+1, first aid: Mon Mon Calamari 5D+2, repulsorlift repair 5D+2, security 7D+1, space transports repair 8D, starfighter repair 10D, starship weapon repair 8D+2

Special Abilities:

Moist Environments: When in moist environments, Mon

Mon Calamari receive a +1D bonus to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Dry Environments: When in very dry environments, Mon Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Willpower: Because of physical alterations to Terpfen's brain, he cannot resist a command issued by an Imperial officer. His willpower is always assumed to be zero in such cases, though Force and Character Points may modify this score.

Force Points: 1

Dark Side Points: 2

Character Points: 12

Move: 10

Equipment: Comlink, datapad, military dress uniform, standard military uniform

Chapter Two

Coruscant

Coruscant

A year ago, the diagnosis for war-torn Coruscant was rather dire. Disaster consultants, economists, and public policy experts all agreed that the beloved center of human civilization had suffered a grievous blow that would take years, if not decades, to recover from. When the hysteria died down, it was discovered that, while Coruscant had suffered incalculable damage and millions of its people had died during the recent Imperial Civil War, the situation was not nearly so dire as first thought.

The large solar mirrors which warm the upper and lower latitudes of the planet still ride in their orbits, and no permanent damage has been done to the planet itself. Many of the urban centers still stand, and most critically, the major water distribution systems are largely untouched.

Disaster relief efforts have brought aid to many of the refugees who were cast adrift by the civil war. Most of the sentient life forms have been evacuated from the deep underworld of the ancient metropolis, although some stubbornly evade detection and relocation.

New Republic civil and military forces have dedicated themselves to rebuilding the planet, and have received funding from the New Republic Senate to do so. Top priority has been given to restoring the infrastructure of the galactic government, especially Imperial City and the Imperial Palace, where the ministers work and the Senate chambers are located.

Most key Imperial City governmental areas have been largely restored, and the immense metropolis has returned to its usual governmental and business activities, its recent sufferings already growing dim in its collective memory. This is not too surprising, given that over the centuries and millennia, Coruscant's recent experiences with war and devastation were but a minor "glitch" in the grand scheme of things.

Another restoration priority is clearing away the hazardous debris drifting in orbit — parts from wrecked starships destroyed in the vicious battles the New Republic fought to reclaim Coruscant choke the spacelanes, posing a real danger to shipping. With no production capabilities of its own, Coruscant is absolutely dependent on regular shipments of food and other consumables. Fortunately, after several months of hard work, the New Republic Navy has cleared safe zones through the debris, allowing ships to come and go on a somewhat regular timetable.

Meanwhile, the Emperor's construction droids range through the rubble of destroyed urban centers, sifting salvageable raw materials out of the wreckage for re-use, and assisting in the construction of new buildings. Gradually, a new Coruscant is emerging from the ashes of the old.

■ Coruscant

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Urban, mountains, plains, icecaps
Length of Day: 24 standard hours
Length of Year: 368 local days
Sapient Species: Humans (N)
Starport: Stellar
Population: 1 billion
Planet Function: New Republic capital
Government: Representative democracy
Tech Level: Space
Major Exports: None
Major Imports: Foodstuffs, medicinal goods, luxury goods

Imperial City

Nearly the entire planetary surface of Coruscant is covered with layer upon layer of urban strata, consisting of buildings from a thousand eras and a thousand architectural styles. These buildings have been rebuilt, demolished, and rebuilt time and time again, until

no one can say where one generation of buildings leaves off and another begins.

The immense towers of Imperial City, which rise several kilometers into the sky, are some of the oldest on a very old world. The cornerstones of these towers have been in place for thousands of generations, dating back to the formative days of the Old Republic. Over the millennia, higher and higher structures have been built on top of the ruined foundations.

Overhead, one can see the faint outlines of

the numerous orbital shipyards and skyhooks. Hover barges drift above the buildings, flashing announcements in numerous languages and ferrying tourists about town to take in the sights of the ancient capital.

The weather of Imperial City is somewhat difficult to predict, because of the many microclimates which are generated by moisture trapped beneath the tall buildings. Occasionally, unexpected storms coalesce out of water evaporating from millions of exhaust vents, con-

Construction Droids

At 40 stories tall, an Imperial construction droid is simply enormous. Sensors and optic arrays in its domed head survey the ruins before it. As it repairs the city, the droid checks the buildings arrayed before it, repairing those it can, and demolishing the rest. Demolished buildings are "recycled" inside the giant machines, and new constructs made from these materials are erected. It has a master construction plan implanted in its computer core, which it consults while making its demolition and construction decisions.

The constructor droid has enormous girdered arms designed to plow down buildings. At the end of many of these arms are shovel-clawed hands it uses to feed the debris into a processing mouth where the materials are separated and new components extruded. Some of its smaller limbs are equipped with implosion wrecking balls or plasma cutters that send explosive jolts into the walls to further break them down into component parts. Collector arms rummage through the rubble, sorting the salvage from the junk. Altogether, the constructor droid has dozens of arms of various sizes and shapes.

Rubble deemed unrecoverable is shoveled into waiting hoppers to be towed away. Wreckage deemed recyclable is scooped directly into the droid's churning mandibles. Internal conveyor belts deliver it to atomic incinerators, which break down the materials and extract the useful substances. Additional machines within the droid's structure process these substances into new building components. The smelting pods within the droid put out a lot of heat, causing the immense droid to glow slightly in darkness.

The droid moves about on huge support pods, which it uses only to move itself from job to job. Once it positions itself, it lowers itself to the ground and digs in.

The constructor droid is not a joy to work

with. Its droid brain is balky, outdated, and unpredictable, and takes three days to program and recalibrate once interrupted. Nonetheless, there are no viable substitutes, and the New Republic government relies heavily on them.



densing and rising from the skyscraper forests, and falling again as rain. There is a pronounced aurora over Imperial City, a natural phenomenon exaggerated by the recent war.

The Imperial Palace

The Imperial Palace is arguably the most important complex in the galaxy, and has been for many millennia. More a city unto itself than just another administrative complex, the rising spires of the cathedral-like citadel tower above all other buildings on Coruscant, and have housed the governments of hundreds of thousands of Old Republic administrations as the Presidential Palace.

When Emperor Palpatine came to power, he aggressively remodeled the Presidential Palace into a symbol of the New Order, and renamed it the Imperial Palace. Even in the New Republic, the name has stuck, if only because the Senate has not had time to consider a new one.

The functionality of the Imperial Palace has largely been restored after being nearly levelled during the recent battles on Coruscant. The once-polished, gray-green walls inside the sections of the palace fortunate enough to escape destruction remain scarred and burned from the recent war. Within its many chambers and halls, thousands of bureaucrats, diplomats, politicians, governors, military officers, palace aides, and court droids bustle about the business of running the government.

Imperial Information Center

The Empire, as a totalitarian government with a centralized economy, was far more interested in keeping tabs on the doings of its citizens than had been the more "hands off" Old Republic. To meet the increased need for an information-gathering and -processing system, the Imperials established a huge computer archival center deep within the bowels of the Imperial Palace, once nominally controlled by COMPNOR.

Within the information center, glossy droids and human technicians processed millions of political, economic, and military reports flowing in from all of the vast domains of the Empire, boiling them down into digestible information packets of use to the Emperor's policy makers. They sent these packets out on a need-to-know basis, based on the rank, clearance, and position of the person or office requesting a particular packet of information.

The information center was sealed behind meters of shielding walls and guarded by the elite Imperial Guards. It had to be — since anyone gaining access to the information center could actually rewrite the most important offi-

cial Imperial records. Likewise, the staffers who worked here were subjected to the tightest imaginable vetting process, which included mind probes and loyalty conditioning. Absolutely no one gained access to the center who was not absolutely loyal to the Emperor to the exclusion of all else.

Given the loyalty of the information center's staff to the Emperor, the New Republic is fortunate in having recovered it intact — and only did so because a power failure during the siege of Imperial City cut off the air supply and power to the sealed center as the techs labored to wipe the computers.

The New Republic has reactivated the center, both because it contains important economic information on the worlds of the former Empire, and because it promises to bring to light a myriad of the Empire's secrets, from ultra-secure diplomatic codes still in use in the Imperial Core, to organizational charts for intelligence operations running on Coruscant and other worlds. Hundreds of lumpy, dull-gray slicer droids are hardwired into the terminals, assigned the task of meticulously hacking at the security encryption codes and backup viruses set up in the Emperor's mainframes. They have been working feverishly at the task, and have already exposed twenty-three Imperial spies in deep cover trying to sabotage the burgeoning New Republic.

The facility is as tightly guarded as it was in the days of the Empire, because it is a high-priority target for the deep-cover Imperial spies still assumed to be operating in the Palace.

Palace Traffic Control Center

The Palace Traffic Control Center is a huge multi-story datacenter located in the upper levels of the Palace. It collates and processes information on all insystem starship traffic, as well as planetary air traffic. Though system-wide traffic information flows through this central system, only consular ships, or those bound for the Palace landing pads, are patched directly to PTCC. The rest of the system traffic is handled from other traffic control centers on Coruscant or in orbital stations.

In the central control room, a huge 40-meter-wide holographic spherical grid shows the locations of all vessels within sensor range, and plots approach vectors and holding orbits for traffic around the planet. A number of areas on the holographic sphere are blotched in red tints, indicating danger zones where the debris of wrecked ships from the battle of Coruscant still drifts.

Specialized traffic control droids process information on ship sizes and landing require-

ments, and keep track of vessels reporting impaired control. Dozens of space-traffic controllers stand at stations surrounding the three-dimensional planet map, flagging images with light pens and drawing safe-approach vectors or prioritizing landing patterns.

The Panoramic Projection Room

The projection room is located in one of the Imperial Palace's many sublevels. It is a great domed chamber, with giant curved windows set in the walls and arcing into the ceiling. The windows seemingly look out over the rooftops of the palace from a great height, as if the room is the uppermost room of a mighty tower. This is, of course, just an illusion — the windows are actually high-resolution monitors, displaying a view generated by a cluster of holographic cameras mounted at the top of the palace, so positioned to provide a realistic view to those within the large chamber.

The utility of the room goes beyond the trick of projecting oneself several hundred stories up in space. With the proper programs and image files, one can project panoramas from any number of worlds into the windows of the projection room, as well as displaying news and communications from a variety of sources.

The Palace Repair Bays

The Palace has a large fleet of fliers, courier ships, military escort craft, humble delivery and service vehicles, and luxury yachts for use by its officials, who go on thousands of junkets, diplomatic tours, and fact-finding missions every year. These craft are stored and serviced in a very well-equipped maintenance facility located in interior landing bays in the Palace.

A cordoned-off area contains the Palace starfighters, a special division of the New Republic Navy. These ships are maintained by Ackbar's hand-picked Mon Calamari crew, led by the Admiral's chief starship mechanic, Terpfen.

The Senate Chambers

In terms of stature and ornateness, only the Imperial Palace eclipses the adjoining Senate complex. The Senate chambers are some of the oldest buildings on this level of Coruscant, and have served as the center of legislative power for thousands of years.

The Senate assembly chamber is a giant amphitheater in which gather the inner circle of appointed senators and outer rows of representatives from member worlds of the New Republic. The seats assigned to each world are custom-fitted to support the needs of its represen-

tatives — each species is provided chairs suitable to its body shape, and those in need of them are provided with alternate gravity fields and containment fields holding appropriate atmospheric mixes.

A dramatic feature of the room was put into place at the order of the Emperor himself. Stained glass mosaics set in the ceiling high overhead fan colored sunlight over the dais at the center of the chamber, scintillating over the people occupying this space as they deliberate. This prismatic skylight has a twin in the Emperor's former throne room.

When the Senate is in session, holos of proceedings of key interest may be broadcast all over Coruscant, and recorded for later transmission to other planets. A great many committee chambers and Senate offices occupy the buildings surrounding the Senate Assembly chamber.

The Imperial Interrogation Chambers

One of the Emperor's secrets which surfaced in the restoration of Imperial City were the secret Imperial interrogation chambers. These sealed bunkers are disguised as nondescript, run-down buildings close to the squalid surface of Imperial City, but are protected by solid metal walls able to withstand great pressure.

The interior is a showcase of horrors — torture racks, bed platforms with manacles and electrical torture rods, neatly ordered cabinets filled with pain-inducing drugs and serums, and so on. Silent and deactivated, glossy black Imperial interrogation droids slumber in their sockets atop resting stands, ready to go about their dreadful business at a moment's notice.

In a significant way, the renewed Jedi Knights get their start in one such interrogation chamber. Luke Skywalker discovers a device within which was once used by Darth Vader's minions to detect Jedi — a Force "paddle" — which he turns to the better end of seeking out potential candidates for his academy.

The Undercity

The Undercities were once the original surface cities of Coruscant. As layer upon layer of newer buildings were built on their solid foundations, the well-to-do moved into the newer, more modern accommodations and communities, leaving the lower levels with their reduced exposure to sunlight to poorer citizens. Gradually, these levels grew increasingly rundown, until even the middle and lower class citizens moved up to occupy the levels above them,



Starr Cook

vacated by the wealthy who had moved into still newer levels built at still greater heights.

After a millennia or two of this process, the actual surface of the planet has been long-abandoned by Coruscant's regular inhabitants, leaving it to the dregs of society. The occasional efforts to reclaim these areas have met with failure—though the foundation remains strong, the areas of the Undercity have run wild too long for recolonization. Certainly, no one has thought seriously of tearing down buildings all the way to the surface—the upper levels are so dependent on one another for support that such an action would destabilize the entire infrastructure.

Turbolifts of modern construction do not run all the way down to the Undercity. A few turbolifts of ancient vintage did run down to these levels when they were inhabited by average citizens of the planet centuries ago, but have since been modified to stop before they reach the depths of the Undercity.

The corridors and ancient highways of the Undercity are a chaotic jumble of fallen girders, crumbling walls, and pitted floor panels. The wreckage of abandoned equipment lays in piles, rusted and corroded.

Toadstools sprout from random compost piles, and fungus overflows from stagnant pools, leaky wall pipes, and ancient corridor gravel gardens. Water drips from the ceiling everywhere. Micro-climates of rising air and condensing moisture create tiny rainstorms in the alleys, but the dripping water smells no fresher than the standing pools or gutters.

The air is thick with the smell of rotted garbage, dead things, corroded metal, and stagnant water. The upper levels of the Undercity are dimly lit by sunlight filtering down through kilometers of urban construction—the sky itself cannot be seen from this distance, except, from certain vantage points, as a thin sliver of illumination more resembling the light at the end of a tunnel than the open sky. The lower levels are pitch black.

Some of the denizens of the Undercity are outlaws hiding from the fury of the Emperor, while others are colonists who have established savage civilizations unknown to the New Republic above. Many alien communities took refuge in the Undercity to escape the discrimination of Palpatine's regime.

Some of the inhabitants of the Undercity can no longer be classified as fully human. Shabby and naked, with pallid skin and sunken eyes, they are the descendants of those who long ago

fled to Coruscant's darkest alleys to escape crimes or because of poverty.

Animals also dwell in the depths of Coruscant. Millennia of tourists, politicians, and government officials have brought animals to Coruscant who escaped or were flushed down into the sewers of the cities. There they bred and co-mingled, some to emerge as predators and some as prey.

A complex ecosystem has evolved over centuries, and spawned some real horrors. It is rumored that biological experiments sponsored by the Emperor were released into the Undercity by researchers frightened of retribution when the New Republic came to power.

Coruscani Ogre

The Coruscani ogre is an example of the sorts of creatures which have found a home in the Undercity. The ogre is a large simian humanoid covered with a pelt of shaggy hair. Its triangular head is set flush between its thick muscular shoulders, and its toothy maw hangs in a long crooked slash, twisted sideways through some old injury or deformity. Its left eye is overgrown with a mass of tumors and rotting flesh, and the other is bloodshot and shines a sickly yellow.

The ogre is semi-intelligent, and lives in a rude shelter assembled from the rubble of the Undercity. It has lined its lair with cages it built to hold prey. It creeps out to hunt at night, and drags whatever it catches back to its lair to consume at its leisure. It isn't very particular about what it eats.

■ Coruscani Ogre

Type: Undercity denizen

DEXTERITY 2D

Brawling parry 4D, dodge 4D+1, melee combat 3D+2, melee parry 4D, thrown weapons 3D

KNOWLEDGE 1D

Survival: Coruscant Undercity 5D+2

MECHANICAL 1D

PERCEPTION 3D

Hide 6D, search 6D, sneak 7D+2

STRENGTH 5D

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

TECHNICAL 1D

Special Abilities:

Smell: The ogre hunts as much by smell as sight. It does not incur any penalties when attempting to use its *Perception* skills in the dark.

Character Points: 2

Move: 11

Equipment: Chains, large club (STR+2D)



Storm Cook

King Daykim

Type: Feral bureaucrat

DEXTERITY 3D+1

Archaic guns 4D, blaster 5D+1, bow 5D, brawl parry 4D+1, dodge 4D+2, running 5D

KNOWLEDGE 4D

Alien species 5D+2, bureaucracy 6D, scholar: accounting 4D+2, streetwise 7D, survival: Coruscant Undercity 11D

MECHANICAL 2D

Swoop operation 3D

PERCEPTION 3D+1

Bargain 5D, command: Daykim's Kingdom 9D+2, con 4D, hide 6D+1, persuasion 8D, search 5D, sneak 4D+2

STRENGTH 2D+1

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

TECHNICAL 3D

Blaster repair 4D, bow repair 3D+2, computer programming/repair 5D, droid programming 5D, droid repair 4D+2, first aid 5D+1, security 5D

Character Points: 14

Move: 10

Equipment: Hold-out blaster (3D), bow (2D+1), knife (STR+1), heavy cloak

Capsule: "King" Daykim was once Onibald Daykim, a low-level civil servant in the employment of the Corusca Bank (Imperial Palace branch) who, for two brief hours, was the most famous man on Coruscant. Thanks to a simple accounting error committed by Daykim's staff, Emperor Palpatine

spent two hours with his name at the top of the publicly-posted daily list of loan defaulters in Imperial City.

Needless to say, the Emperor was not pleased. He fired the entire board of directors at the Corusca Bank, and then went looking for the person responsible for the erroneous posting. Daykim, not eager to be arrested and placed in a re-education camp, fled into the unsettled depths of Coruscant, along with many of his fellow bureaucrats implicated in the error. They have lived there ever since, eking out a living.

Daykim is a naturally optimistic and cheerful man, which has brought his people through many a dark time. However, the hard life of the Undercity has left its mark on him. He is strong and hale, but has lost teeth, and has a badly healed broken nose. Like all of his people, Daykim is very pale, and has reddish-brown hair and a wispy beard. Though his face is the color of raw bread dough, his eyes are bright and alert.

As king of the band, Daykim wears the best material available to his people — fine animal skins, shoulder pads and polished white gloves taken from a stormtrooper.

Daykim's Kingdom

Daykim's Kingdom is one of the refugee communities established in the Undercity by those fleeing the wrath of the Emperor. Consisting of a gang of former bureaucrats and their families, Daykim's people fled into the depths of old Imperial City after angering the Emperor over an embarrassing accounting error.

They have established a relatively primitive but stable society in the undercity, ruled by their former boss, "King" Onibald Daykim. Daykim's people tap into the energy grids of Imperial City with old generators, and have cobbled together awkward surveillance and support systems, using jury-rigged electronic equipment, computer panels, holographic display modules, and old-model food-processing units.

They live in a gutted-out office building, guarded by several screens of sentries which intercept intruders before they can approach the living areas. In the evenings, they gather around a junk-heap bonfire, over which they roast the meats of the creatures they have

trapped that day. They sit amidst bedrolls, tattered clothing, and stashes of scavenged possessions. Some sit mending rags, while others work on repairing or constructing spring-loaded animal traps. A few older men and women build small musical instruments pieced together from old pipes, and entertain their fellows.

The people are ragged, and very pale, because few have been exposed to direct sunlight in many years. They wear torn and threadbare clothing, some mended and some not, all ragged and random. They have long, shaggy hair, and the men have long beards. The members are fast aging, and the community has few children.

The citizens of Daykim's Kingdom are very isolated, and are not aware that the Emperor is dead and his Empire gone until Jacen and Jaina Organa Solo enter their world by accident. Though assured of the New Republic's benevolence, Daykim and his band have come to prefer the freedom of the Undercity to the bureaucratic dullness of surface life. After returning the children to their parents, they disappear back into the depths of the Undercity.

Chapter Three

The Jedi Academy

The Jedi Search Begins

The New Republic has faced numerous threats in its young life from the remnants of the Empire, especially those elements commanded by Grand Admiral Thrawn and the resurrected Emperor. Now that the immediate threat of extinction is gone, the New Republic government can devote more of its resources to shoring up its foundations.

The Jedi Knights formed an integral part of the Old Republic, and Luke believes that if the New Republic is to thrive, it must once again have a strong unifying force. The citizens of the

New Republic deserve just guardians to keep order in the galaxy — order that only the Jedi Knights can maintain.

Until now, Luke's search for potential Jedi has been rather hit or miss. He has encountered several potential Jedi in his travels, among them Mara Jade, Kirana Ti and Kam Solusar. However, with the coming of peace and a reduced demand for his military skills, Luke realizes that he needs to begin a more organized search for Jedi. He needs to establish a Jedi academy, so the knowledge of the Jedi can be passed on to a new generation.

With the discovery of the Imperial Force

Reflections

Luke stepped out onto the roof terrace, and took a deep breath. The morning air was crisp and a bit raw — Imperial City was well into its fall season, and the lumba trees in the terrace garden were already wilting. He looked out over the cityscape spread below him. For a time yet, the city glowed with the spangled lights of night, though the sky to the east was tinged with a pale pre-dawn pink. Far below, fiery tendrils — the headlights of early commuter traffic — wound about on raised expressways.

Luke shook his head and grinned. It was so easy to distract oneself from a problem one didn't want to face. He sternly turned to regard the less visually exciting tableau of a nearby rooftop, all grimy permacrete, venting grates, and exhaust stacks, and slowly filtered out distracting external stimuli. He needed to do some thinking.

For the first time in its young history, the New Republic seemed to be truly secure. Luke had read the reports, and had long discussions with Leia, Mothma, and others. It seemed that at last the Imperial forces had

ceased to pose a direct threat to the existence of the New Republic. Now the leaders of the New Republic could focus on building a sure foundation for its member governments, rather than relying on stopgap provisional committees and ad hoc councils to keep things lumbering along while the military kept the Imperials from razing their worlds. It was time for Luke to think about what he should do as a Jedi. It was time to think about what he should do *with* the Jedi.

Once upon a time, in a more naive and optimistic period of his life, Luke had supposed that his responsibilities as the last of the Jedi would end with the death of the Emperor. Only as the New Republic matured had he come to realize that defeating the Emperor was but a simple task next to his real duty... restoring the Order of Jedi Knights.

Luke watched as a patrol craft flew slowly through the upper spires of the Imperial Palace, sweeping its search lights here and there, no doubt looking for a

"paddles" in the depths of Imperial City, and the ability to probe a person's mind and detect the presence of Force talents, Luke has the tools he needs to begin his search. With the blessing of the New Republic's Senate, he begins to comb the galaxy for Jedi students, both by following his own leads and generating new ones by initiating computer searches in the Imperial databases designed to flag activities which suggest someone might be using the Force.

Birth of a Jedi Academy

After a time, Luke succeeds in gathering together twelve students who are willing to learn how to harness the powers they have in the service of the New Republic.

Luke has some doubts as to where he should train his Jedi candidates. He is concerned that his students might unleash something like a Force storm while experimenting with the Force, and he doesn't want any bystanders harmed. Ultimately, Leia and Mon Mothma select Yavin Four as a good site for his academy. It is isolated, and already equipped with the infrastructure necessary to support a small colony. Luke is pleased with the symmetry of the choice, and soon arrives there with his first class of students, unaware of the evil intelligence which awaits him, lost for the moment in an uneasy slumber.

stray hawk-bat that had set off the sensitive security sensors. Apparently satisfied, it buzzed by overhead, briefly illuminating him with its beam.

Luke kicked at a rusty discarded vent gasket and watched as it tumbled along the roof terrace with a tinny metallic sound. It was intensely discouraging. Luke knew what he had to do, he just didn't know how to go about it. It was all very well to decide to locate new Jedi students. It was quite another thing to actually go out and *find* them. It wasn't going to be easy; Palpatine and Vader had hunted down every Jedi they could identify, and Luke was sure that they had done a thorough job of it. Many bloodlines strong in the Force had been snuffed out during Palpatine's bloody reign.

Luke sighed. Sometimes he had an overpowering desire to fly back to Tatooine and start a moisture farm. Well, Yoda never promised him that being a Jedi would be easy.

At least with the Force as his ally, he was not without hope. He had peered cautiously into the future, and had experienced a brief

Jedi Training

In setting up his academy, Luke reviews the exercises and lessons Yoda and Obi-Wan taught him, trying to reconstruct his training so that he can pass it on to others. From Yoda he derives many of the Force exercises he teaches his students, including levitation training, employing the Force in battles and conflicts, and sensing other animals and creatures in the forest.

He also has other resources to draw from — Jedi artifacts he has discovered in his travels. The most useful of these artifacts is the Holocron

The Jedi Praxeum

Excerpt from a speech from Jedi Master Skywalker to his first class of students

"Your training will be a landscape of self-discovery. Learn new things and share what you have learned with others. I will call this place a *praxeum*. This word, made up of ancient roots, was first used by the Jedi scholar Karena, distilling the concepts of learning combined with action. Our *praxeum*, then, is a place for the learning of action. A Jedi is aware, but he does not waste time in mindless contemplation. When action is required, a Jedi acts."

and vague vision of himself seated in a flagstoned room looking on as a beautiful silver-haired woman played a stringed instrument and sang of a great Jedi victory to a gathering of earnest-looking young men and women clad in Jedi robes.

It was a reassuring vision, and Luke drew a great deal of strength from it. He had no idea when or where it might occur, and he certainly didn't know how he was going to gather the students he saw in the vision. He did sense that something was about to happen that would make his way clearer. That much he could feel, and for now that was enough.

Luke looked out over the city as the sun rose, sending rays of light into darkened urban canyons below. Far across the endless city, one of the towering demolition droids that dotted the landscape roared to life, and began tearing its way into a new block of buildings demolished in the recent battle with the Empire. Luke watched it a long time before going back inside.

Leia recovered from the resurrected Emperor's stronghold. The Holocron is very useful in augmenting Luke's training regimen, but its true utility is in instilling in his students the knowledge of Jedi history and culture — all of the lessons Yoda never had the time or luxury to teach him on Dagobah when he was preparing him to face Vader.

He has other resources as well, including a host of tutorial books and datatapes he found on ancient Ossus and Dathomir. He also draws on the Jedi training Kam Solusar received as a young man, because his master, Ranik Solusar, came from a different school of Jedi training than did Obi-Wan and Yoda.

From Kam's training he derives a series of exercises in resourcefulness and concentration. In one such exercise, Luke sends his students in pairs into the wilderness. Alone, with no other abilities but their own, they work on powers of concentration, sensing and studying other life-forms, and touching the Force.

The Dangers of Training Jedi

Training Jedi is a most rewarding pursuit, but one ringed with many unseen perils. Never, Oh master Jedi, rest easy when your pupil begins to grow anxious to learn at a pace greater than that which you have set for him. Such impatience is natural in the young and inexperienced, and a commendable trait in a student. But it also signals a time when the pupil is most open to the temptation of stepping onto the broad path of instant gratification and easy advancement that leads to the dark side. Beware, Jedi Master, lest through carelessness and inattention you loose on the galaxy a monster...

— Bodo Baas, Jedi Holocron

The ancient Jedi masters knew that Jedi training must proceed at a slow pace. Too much power gathered too quickly can corrupt even the most selfless and devout apprentice Jedi. A Jedi student must be properly humble in his powers, and mature enough to embrace the tremendous responsibility that comes with wielding the Force.

A student impatient with the slow pace of tutorship, a gifted student eager to dispense with "pointless exercises" and embrace the "true" powers of the Force misses the entire point of being a Jedi. The Jedi does not crave power, but seeks to serve others, without the expectation of becoming "great in the Force." The true Jedi is cautious, and reluctant to learn too much too quickly. Overeager students run a fearful risk of opening themselves up to the temptations of taking the deceptively easy path of the dark side.

In the days of the Old Republic, the Jedi teachers kept a careful watch on their apprentices, ever alert for the telltale signs of the headstrong apprentice who wanted more than he was ready for. Every Jedi disciple soon heard the dreadful cautionary tale of the gifted Jedi Exar Kun, and how he was lost to the dark side by an arrogant belief that he could embrace Sith teachings and not be dominated. If a great Jedi Master could fall, their teachers told them, they themselves must tread with special care.

While Jedi teachers in the past could draw upon centuries of tradition and experience in training Jedi, Luke Skywalker has fewer resources available to him. Like Obi-Wan before him, Luke knows less than he should about the immense dangers which arise in training Jedi.

While he restricts the pace of teaching to allow his students to develop at a safe pace, he fails to anticipate the problems this might cause in his star pupils. He misses the warning signs that Gantoris and Kyp, impatient with Luke's apparent reluctance to teach them the "true" Jedi secrets, are moving into dangerous orbits.

Even though the corrupting influence of a power as great as Exar Kun is a special case not anticipated by most Jedi teachers, Luke comes out of the experience with a new respect for the awesome responsibility that comes with being the teacher of a new generation of Jedi.

Luke Skywalker

In the period following the defeat of the resurrected Emperor, Luke Skywalker became increasingly convinced that his destiny was to forge a new order of Jedi Knights from the scattered remnants of the Jedi of old.

For a time, the complex logistics of the operation discouraged Luke from initiating his search. How to find people who successfully eluded the Emperor's agents for decades? How to discover those strong in the Force who may be unaware of their own potential? With an entire galaxy to search, Luke's task looked all but impossible.

Fortunately, two important discoveries help Luke solve part of his problem. While training Leia, he probes her mind and finds an area which instinctively "knocks back" the prober if the subject is Force-sensitive. At almost the same time, he discovers a scanning device the Empire used to ferret out Force-sensitive people. By combining these discoveries with an exhaustive electronic search of galactic computer nets, Luke has the means to conduct his search for potential Jedi candidates.

Though he easily convinces the New Republic Senate that founding a Jedi academy is an



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important step toward restoring the values of the Old Republic, Luke is not entirely confident in his own ability to train a new generation of Jedi Knights. He knows that he had good role models in Obi-Wan Kenobi and Yoda, but his recent experiences with Joruu C'baoth and the resurrected Emperor make him cautious. And ever-present at the back of his mind is the harsh lesson Kenobi learned in taking Anakin Skywalker as a student before he was truly prepared to teach Jedi. Luke wonders whether he has the strength to bring back a student who gives in to the dark side.

Over the course of a few weeks, Luke recruits his first class of students, and immerses himself in the task of establishing a Jedi academy on Yavin Four. At first, he is delighted at the progress made by his students. But as time passes, Gantoris, and later Kyp, become bitter, impatient, and aggressive. It seems that the more Jedi knowledge they acquire, the more volatile they become. Anger and ambition begin to dominate their actions — dangerous traits in a Jedi student.

Ultimately, Luke comes to realize that there is an evil entity at work on Yavin Four, corrupting his students with the dark teachings of the Sith religion and its promises of easy power. By the time Kyp returns to the Yavin moon to recover the Sun Crusher, Luke knows that something has gone seriously wrong in the remote academy.

By augmenting his power with that of Kun, Kyp places Luke in a deep coma from which even the best New Republic doctors cannot awaken him. Force probes by his students and Leia reveal only a great empty void within him. Until they can figure out what to do with him, they place Luke's body on a raised dais in the grand audience chamber.

The disturbance the destruction of Carida causes in the Force brings awareness back to Luke, though he is still separated from his body. He is in a ghost-like state, hovering over his body.

While he is in this state, the evil force which has haunted the academy reveals itself to mock him. It is Exar Kun, a Sith Lord and former Jedi Knight long thought dead. While Kun believes that he can now corrupt Luke's students, it is they that prove to be the stronger. Together they defeat Kun, and revive Luke.

Luke forgives Kyp for his actions, and accepts him back as a student, but requires of him a penance — Kyp must cast the Sun Crusher into the Maw. Kyp agrees, though events do not play out exactly as anticipated.

■ Luke Skywalker

Type: Jedi Master

DEXTERITY 3D+2

Blaster 6D+2, brawling parry 6D+2, dodge 9D, melee combat 5D+2, melee parry 10D+2, lightsaber 11D

KNOWLEDGE 3D

Alien species 5D+2, bureaucracy 5D+2, intimidation 6D, languages 4D, planetary systems 5D+1, scholar 5D, streetwise 6D+1, survival 8D, value 5D, willpower 8D

MECHANICAL 4D

Astrogation 7D, beast riding 5D+1, beast riding: Tauntaun 6D+1, communications 4D+1, repulsorlift operation 8D+1, repulsorlift operation: airspeeder 8D+2, starfighter piloting 8D+1, starfighter piloting: X-wing 10D+1, starship gunnery 8D+1, starship shields 7D+1

PERCEPTION 3D

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

STRENGTH 3D+2

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

TECHNICAL 3D

Computer programming/repair 5D+2, droid programming 6D+1, droid repair 6D+1, droid repair: astromech 7D+1, first aid 5D+1, lightsaber repair 9D, repulsorlift repair 7D+1, security 5D+1, starfighter repair 6D+1

Special Abilities:

Force Skills: Control 13D+1, sense 11D+1, alter 10D+2

These are only some of the powers that Luke has so far demonstrated:

Control: Absorb/dissipate energy, accelerate healing, concentration***, control pain, detoxify poison*, emptiness, enhance attribute*, hibernation trance, reduce injury, remain conscious, resist stun, short-term memory enhancement*

Sense: Combat sense*, danger sense*, instinctive astrogation**, life detection, life sense, magnify senses, receptive telepathy, sense Force, sense Force potential

Alter: Injure/kill, telekinesis

Control and Sense: Farseeing*, lightsaber combat, projective telepathy

Control and Alter: Control another's pain*, inflict pain*

Control, Sense and Alter: Affect mind, doppelganger**, force harmony**, telekinetic kill*

Sense and Alter: Dim other's senses*, lesser Force shield

* Described in *The Thrawn Trilogy Sourcebook*

** Described in the *Dark Empire Sourcebook*

*** Described in *The Movie Trilogy Sourcebook*

This character is Force-sensitive.

Force Points: 7

Dark Side Points: 3

Character Points: 24

Move: 10

Equipment: Lightsaber (5D), comlink, cloak

Gantoris

The blood of the Jedi runs in the veins of Gantoris, the charismatic and strong leader of the long-forgotten EolSha colony. Growing up in a harsh environment of sudden earthquakes and volcanic eruptions, Gantoris displayed an aptitude for manipulating the Force from an early age. On several occasions, he was able to sense impending groundquakes, and once miraculously survived an avalanche that killed all the other children in his play group.

Gantoris grew up to become the leader of the

small band of abandoned colonists. He is a strong man, accustomed to giving orders and being obeyed. It is not easy for this hardened man to yield to the authority of Luke Skywalker, especially since he has long been haunted by a mysterious vision of a dark man who would promise him glory and then destroy him. However, Luke successfully runs Gantoris' gauntlet of challenges, and the colony leader agrees to come with Luke, despite the dangers his fledgling Force abilities have revealed to him.

Once over his initial resistance to Luke's teachings, Gantoris quickly proves himself to be a talented and dedicated student, mature and disciplined. Unfortunately, he is unwilling to slow down and absorb what he has learned, and harbors a desire to press on into areas of knowledge he is not yet prepared to handle. His impatience, coupled with his fierce independent streak, leaves him vulnerable to the temptations of Exar Kun.

The shade of Kun easily convinces Gantoris that Luke is withholding Jedi secrets from him, secrets which he tells Gantoris that he is ready to learn. Yielding to the temptation to take the easy path to power, Gantoris begins learning Sith philosophy and powers from his shadowy mentor, ignoring the premonition which has haunted him from childhood.

Under Kun's guidance, Gantoris builds his own lightsaber in secret. Ultimately, he grows bold enough in his new forbidden powers to challenge Luke to a duel. When Luke defeats him, he begins to suspect that he has taken the wrong path to achieve the goals he is seeking.

Unfortunately, this revelation comes too late to Gantoris. Still priding himself in his independence and knowledge of the Jedi Code, he believes he can face Exar Kun alone. However, Kun easily goads Gantoris into striking out at him with his passions, by taunting him with a vision of the Eol Sha colonists dying. In resisting Kun with his anger, Gantoris is burned to ashes, thus fulfilling his vision of being destroyed by a dark man.

■ **Gantoris**

Type: Colony Leader

DEXTERITY 3D

Archaic guns 5D, blaster 4D+2, bows 4D+2, brawling parry 5D+2, dodge 6D, lightsaber 4D, melee combat 5D, melee parry 6D, missile weapons 5D+1, running 5D, thrown weapons 5D+1

KNOWLEDGE 4D

Alien species 4D+2, cultures 4D+1, intimidation 5D, languages 4D+1, survival 5D, survival: Eol Sha 7D+1, survival: Yavin Four 4D+1, willpower 6D+2

MECHANICAL 2D

Beast riding 5D

PERCEPTION 3D

Bargain 4D+2, command 5D, command: Eol Sha colony

7D+1, con 5D, hide 6D, persuasion 4D+2, search 6D, sneak 5D+2

STRENGTH 4D

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

TECHNICAL 2D

Armor repair 4D, first aid 5D+1, lightsaber repair 4D

Special Abilities:

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

These are only some of the powers that Gantoris has demonstrated. His abilities were unnaturally augmented by Exar Kun. These are the skills Gantoris has mastered on his own:

*Control: Accelerate healing, concentration***, control pain, hibernation trance, rage**, reduce injury, remain conscious*

Sense: Combat sense, danger sense*, life detection, life sense, magnify senses, sense Force*

Alter: Telekinesis

Control and Alter: Aura of uneasiness

Control and Sense: Farseeing, lightsaber combat*

Control, Sense and Alter: Drain life energy

* Described in *The Thrawn Trilogy Sourcebook*

** Described in the *Dark Empire Sourcebook*

*** Described in the *Movie Trilogy Sourcebook*

This character is Force-sensitive

Force Points: 1

Dark Side Points: 3

Character Points: 12

Move: 10

Equipment: Knapsack, Jedi cloak, double-bladed lightsaber (6D), knife (STR+1D)

Kyp Durren

Kyp Durren was born in the Deyer colony of the Anoat system to a family of outspoken politicians. His parents, embracing the rhetoric of the Empire but ignorant of its deadly realities, believed they could moderate Palpatine by speaking out against some of his more extreme policies. They discovered their error when stormtroopers broke down their door. Kyp and his parents found themselves political prisoners sentenced to hard labor in the spice mines of Kessel, while Kyp's brother Zeth was spirited away to the Imperial training facility on Carida for indoctrination and training as a recruit.

Kyp's parents died in the prison revolt which occurred on Kessel just a year later. For eight years, Kyp labored in the darkness of the tunnels, alone, surviving by coping with the rules and not calling attention to himself.

Kyp's life is forever changed by the arrival of two new prisoners, Han Solo and Chewbacca. Starved for news from the outside, and sensing that Han is not like most of the other men he has known, Kyp arranges to share a work shift with the two ex-smugglers. Han and Kyp find much to like in each other, and immediately hit it off.

Kyp knows he has a talent for the Force, thanks to a provident encounter with a strange old woman named Vima-Da-Boda. He knows a few tricks thanks to her, but yearns for someone to teach him how to truly manipulate the Force.

Han, recognizing his potential, resolves to take Kyp to Luke for training.

After a few weeks on Coruscant (recuperating from his ordeals with Han), Kyp travels to Yavin Four to join Luke's Jedi academy. There, he immerses himself in work, and within days has surpassed the achievements of the other Jedi students. He doesn't socialize with the others, preferring to concentrate on honing his Jedi skills.

He is only there a week when Exar Kun appears before him, and offers to teach him secret knowledge that Luke Skywalker knows nothing about. Foolishly, motivated by a desire to crush the Empire that destroyed his family, Kyp thinks he can get what he wants from Kun without paying a price. In his pride, Kyp believes that he has the strength of character to walk the path of the dark side and not be touched by it; that he can use the power of the dark side for the benefit of the New Republic.

As his tutorials with Exar Kun advance, his respect for Luke decreases. He feels that Luke's emphasis on the model of the ancient Jedi order is erroneous — the Jedi Knights, for all their power, still fell victim to Palpatine and Vader. In Kyp's view, Luke refuses to learn from that failure. To bring the new Jedi Knights to greater power, he should recognize new abilities, to make his Jedi Knights powerful enough to resist a purge like Vader's. Kyp believes that the powers of the Sith, as revealed by Exar Kun, is the source of a greater power.

Ultimately, Kyp openly defies Luke, and aided by Exar Kun's power, places the Jedi Master in a deep trance. He steals the Sun Crusher, which had been cast into the heart of the Yavin gas giant.

Armed with the dread superweapon, Kyp begins a rampage of destruction aimed at crippling the remaining Imperial forces. He destroys one of Daala's Star Destroyers, destroys Carida in a failed attempt to rescue his brother, and goes on to destroy a major Imperial depot in a peripheral Imperial Core system. Along the way, he stops by Ithor to wipe Qwi Xux's memory of the Sun Crusher and all knowledge she used to invent it. Only the death of Exar Kun breaks the spell that holds Kyp in thrall to the shade of the ancient Sith Lord.

After facing the High Council, Kyp must face Luke. Luke tells him that he has been tested by his journey into the dark side, and may have emerged a stronger Jedi for it. For the first time realizing the awesome responsibility of being a Jedi, Kyp fears the possibility he may again use his powers for evil.

As penance, Luke requires Kyp to face the

dark side in Kun's temple. Inside, Kyp is confronted with a dark specter he assumes to be Kun, but proves to be his brother Zeth. By choosing not to succumb to the easy path of violence, either by using Sith powers or the weapon of a Jedi, Kyp proves to both himself and Luke that he has matured.

When he re-emerges from the temple, Luke welcomes him as a Jedi Knight. Kyp continues to wear the black cape that Han gave him as a reminder of what he might have become. His ordeal is behind him, but Kyp's brush with the dark side has taken its toll on him. His face and eyes look far older than his 18 years.

■ Kyp Durrone

Type: Kessel Miner

DEXTERITY 3D

Blaster 3D+2, dodge 4D+2, lightsaber 5D, melee parry 4D, pick pocket 4D+1, running 5D+1

KNOWLEDGE 2D

Alien species 3D, bureaucracy: Kessel mining installation 3D+2, intimidation 3D, languages 2D+2, survival 3D, survival: Kessel 4D+2, survival: Yavin Four 3D+2, value 3D+1, willpower 4D

MECHANICAL 4D

Astrogation 4D+1, repulsorlift operation 5D, space transports 4D+2, starfighter piloting 4D+1, starfighter piloting: Sun Crusher 4D+2, starship gunnery 4D+2, starship shields 4D+1

PERCEPTION 3D

Bargain 4D, con 4D+1, hide 5D+1, persuasion 5D, search 4D, sneak 4D+1

STRENGTH 4D

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

TECHNICAL 2D

Blaster repair 2D+2, computer programming/repair 3D, first aid 2D+2, lightsaber repair 3D

Special Abilities:

Force Skills: Control 5D+2, sense 5D, alter 3D+2

These are only some of the powers that Kyp has demonstrated. His abilities were unnaturally augmented by Exar Kun. These are the skills he has mastered on his own:

Control: Accelerate healing, contort/escape, control pain, hibernation trance, rage**, receptive telepathy, reduce injury, remain conscious, remove fatigue

Sense: Combat sense*, danger sense*, instinctive astrogation***, life detection, life sense, magnify senses, sense Force

Alter: Telekinesis

Control and Alter: Aura of uneasiness, Force lightning*

Control and Sense: Farseeing*, lightsaber combat, projective telepathy

Control, Sense and Alter: Affect mind, control mind*, drain life energy, telekinetic kill*

Sense and Alter: Dim other's senses*

*Described in *The Thrawn Trilogy Sourcebook*

**Described in the *Dark Empire Sourcebook*

***Described in *GG 9: Fragments From The Rim*

This character is Force-sensitive

Force Points: 2

Dark Side Points: 3

Character Points: 15

Move: 10

Equipment: Jedi robes, black cape, datapad, lightsaber (5D), blaster pistol (4D).



Streen

Streen is an elderly man who spent many years as a reclusive gas prospector on Bespin. Luke comes to recruit him for his Jedi academy after learning that Streen has a knack for using the Force to predict when atmospheric eruptions will discharge valued tibanna gases into the upper atmosphere of Bespin. After determining that Streen definitely has Force abilities, Luke tempts him away from Bespin by promising to teach him how to shut out the clamoring voices Streen hears in his head whenever he goes to populated areas.

Streen's sensitivity in the Force allows him to detect Exar Kun's presence. He senses a "Dark Man" who whispers to him just as he whispered to Gantoris and Kyp. Streen resists Kun, but is not clever enough to avoid being manipulated by the wily Sith Lord, who deceives Streen into attacking Luke by convincing him that he is really fighting Kun. Empowered by Kun, Streen attacks Luke's sleeping body by creating a force of wind which lifts Luke up toward the skylight in the room. He is not aware of what he is doing, and ceases as soon as Kirana Ti tackles him and breaks his trance.

In order to redeem himself, he demands to

stand guard over Luke's body when the others mount their attack against Exar Kun. It is Streen who protects the group from Kun's throat-constricting attack while they work to defeat the ancient Sith Lord.

■ Streen

Type: Tibanna Gas Prospector

DEXTERITY 2D

Blaster 3D+1, brawling parry 3D, dodge 3D+2, lightsaber 2D+2, melee combat 2D+2, melee parry 3D

KNOWLEDGE 3D

Bureaucracy 4D, bureaucracy: Cloud City 5D, business 3D+2, business: tibanna gas industry 4D+2, planetary systems 5D, streetwise 4D+1, survival 4D, survival: Yavin Four 4D+2, value 3D+1, value: tibanna gas 4D+2

MECHANICAL 4D

Airship piloting 6D, hover vehicle operation 4D+2, repulsorlift operation 5D, sensors 5D, space transports 4D+2, swoop operation 4D+1

PERCEPTION 2D

Bargain 3D, con 3D-1, hide 3D+2, persuasion 4D, search: tibanna gas eruptions 5D, sneak 4D+1

STRENGTH 3D+1

Climbing/jumping 4D, lifting 3D+2, stamina 4D+2

TECHNICAL 3D+2

Airship repair 5D+1, computer programming/repair 4D, droid repair 4D, first aid 4D+2, lightsaber repair 4D, machinery repair: tibanna gas processor 5D+1, repulsorlift repair 5D, security 4D+1

Special Abilities:

Force Skills: Control 3D+1, sense 4D, alter 4D

These are only some of the powers that Streen has demon-

strated. His abilities were unnaturally augmented by Exar Kun. These are the skills he has mastered on his own:

Control: Accelerate healing, concentration*, control pain, emptiness, hibernation trance, reduce injury, remain conscious, remove fatigue

Sense: Danger sense**, life detection, life sense, magnify senses, receptive telepathy, shift sense, weather sense

Alter: Telekinesis

Sense and alter: Force wind

Control, sense and alter: Lesser force shield

* Described in the *Movie Trilogy Sourcebook*

** Described in *The Thrawn Trilogy Sourcebook*

This character is Force-sensitive

Force Points: 2

Dark Side Points: 1

Character Points: 15

Move: 10

Equipment: Jedi robes, jumpsuit with many pockets, datapad, toolkit, hold-out blaster (3D+2)

Kirana Ti

Kirana Ti is one of the young witches of Singing Mountain Clan on Dathomir, who leaves her husband and daughter to study under Luke at the Yavin Four Jedi academy. She is a warrior as well as a Force-wielder, and feels vulnerable when not clad in the reptile-skin garments and ornate lacquered battle helm of her homeworld. She wears her armor whenever she anticipates facing danger.

Kirana knew Luke prior to his offer to study at his academy. She and her Force-wielding, rancor-riding sisters were instrumental in helping him recover an ancient wrecked starship, the *Chu'unthor*, in which resided many records of old Jedi training — records that Luke later studied to develop exercises for his Jedi trainees.

■ Kirana Ti

Type: Young Dathomir Witch

DEXTERITY 3D+2

Blaster 4D+1, dodge 4D, melee combat 4D, melee parry 4D, running 5D, thrown weapons 4D

KNOWLEDGE 2D+1

Alien species 3D, cultures 2D+2, survival 3D, survival: Dathomir 4D+1, survival: Yavin Four 3D+1, value 2D+2, willpower 4D

MECHANICAL 2D+2

Beast riding: rancor 5D

PERCEPTION 4D

Command: Singing Mountain Clan troops 4D+1, hide 5D, persuasion 5D+1, search 4D+1, sneak 4D+1

STRENGTH 3D+1

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

TECHNICAL 2D

Armor repair 3D+1, blaster repair 2D+2, first aid 3D

Special Abilities:

Force Skills: Control 3D, sense 4D, alter 2D

These are only some of the powers which Kirana Ti has so far demonstrated:

Control: Accelerate healing, concentration*, control pain, emptiness, hibernation trance, reduce injury, remain conscious, remove fatigue

Sense: Beast languages, danger sense**, life detection, life sense, magnify senses, receptive telepathy, sense Force

Alter: Telekinesis

Control and Sense: Projective telepathy

Dathomir Spells*:** Control pain 4D, force of will 3D+1, telekinesis 3D, translation 4D

* Described in the *Movie Trilogy Sourcebook*

** Described in *The Thrawn Trilogy Sourcebook*

*** Dathomir spells work identically to Force powers of the same name, but the character rolls the spell's die code against the power's difficulties. (Dathomir spells do not require *control*, *sense* and *alter*.) Dathomir spells are described in greater detail in *Cracken's Threat Dossier*.

This character is Force-sensitive.

Force Points: 3

Character Points: 11

Move: 10

Equipment: Helm (+1D physical, +1 energy), exotic robes, wuffa boots.

Dorsk 81

Dorsk 81 is a bald, green-and-yellow-skinned humanoid from Khomm, a world where all family units are genetically identical, cloned and raised to carry on the status quo. Eighty generations of the Dorsk line have been genetically identical, and have been trained to perform the same jobs with the same level of skill, maintaining their level of "perfection."

Dorsk 81, the eighty-first reincarnation of the same genetic template, was born slightly different from his brothers — he found that he could sense and manipulate the Force. For many years he hid his talents, ashamed of his genetic "failure," until Luke Skywalker came to his world and took him to Yavin Four to train him at his Jedi academy. Now, as a student of the Jedi philosophy, Dorsk 81 is learning to harness his special talents.

Dorsk 81 must constantly fight an urge to feel ashamed of his variance from the Dorsk template. No matter how he might reason that his ability to use the Force is useful and a practical contribution to the galaxy, his culture and society have reinforced through his entire lifetime the idea that any deviation from the norm is a major failing. Dorsk 81 is always struggling with insecurity.

■ Dorsk 81

Type: Khomm Bureaucrat

DEXTERITY 2D

Dodge 4D, lightsaber 3D+1, melee combat 3D, melee parry 3D+1, running 4D

KNOWLEDGE 5D

Alien species 5D+2, bureaucracy 5D+2, bureaucracy: Khomm civil service 7D, business 6D, cultures 6D, planetary systems 5D+2, survival 5D+2, survival: Yavin Four 6D, willpower 5D+1

MECHANICAL 2D

Astrogation 3D+2, beast riding 4D, ground vehicle operation 4D+1, repulsorlift operation 4D+1, sensors 3D+1, space transports 3D, starship shields 3D

PERCEPTION 4D

Bargain 5D+2, investigation: bureaucratic audit 6D+1, persuasion 5D

STRENGTH 2D

Climbing/jumping 2D+2, lifting 2D+1, stamina 3D

TECHNICAL 3D

Computer programming/repair 4D, first aid 4D+2, lightsaber repair 3D+2, security 4D, space transports repair 3D+1

Special Abilities:*Force Skills: Control 4D, sense 3D+1, alter 3D**These are only some of the powers which Dorsk 81 has so far demonstrated:**Control: Accelerate healing, concentration*, control pain, emptiness, hibernation trance, reduce injury, remain conscious, remove fatigue**Sense: Danger sense**, life detection, life sense, magnify senses, sense Force**Alter: Telekinesis**Control and Alter: Accelerate another's healing, control another's pain, remove another's fatigue** Described in the *Movie Trilogy Sourcebook*** Described in *The Thrawn Trilogy Sourcebook***This character is Force-sensitive****Force Points:** 2**Character Points:** 9**Move:** 10**Equipment:** Jedi robes, staff, datapad

Kam Solusar

Kam Solusar is a middle-aged man, tall and solidly built. The Force runs strong in his family, and Kam's father, Ranik Solusar, was a great Jedi master.

Kam studied under his father for a number of years before the Imperial Jedi purges drove his family apart. Ranik fell at the hands of Lord Darth Vader, and Kam himself barely escaped the Imperial inquisition. He went into hiding in the isolated regions of the Outer Rim.

Like Luke and Kyp, Kam has had his brush with the dark side of the Force. While in exile, he was captured and tortured by evil Jedi, and twisted to serve the dark side. Luke won him back over to the light side, and brought him back to the Core to serve as his apprentice.

Kam's grasp of the Force is astounding in some areas, and remarkably weak in others, because he was forced to leave his master before he could complete his training. Though he has received advanced training in certain areas, he still knows little about many aspects of the Force.

■ Kam Solusar**Type:** Jedi Apprentice**DEXTERITY 4D**

Blaster 6D+2, brawling parry 5D, dodge 5D+2, lightsaber 5D, melee combat 5D+2, melee parry 4D+2, running 5D, thrown weapons 5D

KNOWLEDGE 4D

Alien species 5D, cultures 5D+1, intimidation 6D, languages 4D+2, planetary systems 5D, streetwise 5D+2, survival 4D+2, survival: Yavin Four 5D, value 5D, willpower 6D

MECHANICAL 3D

Archaic starship piloting 4D+2, astrogation 4D+1, beast riding 5D, ground vehicle operation 4D+2, repulsorlift operation 5D, sensors 3D+2, space transports 5D, starship gunnery 4D+2, starship shields 4D

PERCEPTION 3D

Bargain 4D+1, command 4D+2, forgery 3D+1, hide 4D, persuasion 5D+2, search 4D+2, sneak 5D

STRENGTH 2D

Brawling 4D, climbing/jumping 5D+1, stamina 5D

TECHNICAL 2D

Blaster repair 3D+1, computer programming/repair 4D, droid programming 3D, first aid 4D, lightsaber repair 4D+1, repulsorlift repair 3D+1, security 4D, space transports repair 3D+2

Special Abilities:*Force Skills: Control 2D+2, sense 4D+1, alter 6D**These are only some of the powers which Kam Solusar has so far demonstrated:**Control: Accelerate healing, concentration*, control pain, emptiness, hibernation trance, reduce injury, remain conscious, remove fatigue**Sense: Danger sense**, life detection, life sense, magnify senses, sense Force**Alter: Injure/kill, telekinesis**Control and Alter: Accelerate another's healing, control another's pain**, inflict pain**, remove another's fatigue**Sense and Alter: Dim others' senses**** Described in the *Movie Trilogy Sourcebook*** Described in *The Thrawn Trilogy Sourcebook***This character is Force-sensitive****Force Points:** 2**Dark Side Points:** 1**Character Points:** 17**Move:** 10**Equipment:** Lightsaber (5D), comlink

Tionne

Tionne is a winsome young woman with an undying passion for the Jedi way. As a child, she was fascinated by tales of the Jedi, and heard many a story of the Jedi of old at the knees of her grandmother, who knew them even after all traces of the Jedi — holovids, books, data histories, and the Jedi themselves — had disappeared from Imperial space. Her grandmother instilled in her a great passion for the old Jedi legends, and she has dedicated her life to resurrecting the old stories; digging them out of the archives and popularizing them through music.

Blessed with a keen mind capable of quickly grasping broad concepts and detecting trends, and a talent for singing and playing musical instruments, Tionne could have been equally successful as a historian or minstrel. Happily, her ability to wield the Force has allowed her to wed these disparate talents together into a stronger whole.

Becoming a Jedi is a dream come true for Tionne. Having grown up in a world bereft of all traces of the Jedi, in a world where mention of the Jedi was grounds for arrest and imprisonment, she never dared believe she would one day meet a Jedi, let alone become one herself.

Though she is not particularly powerful in the Force, her enthusiasm and devotion to the Jedi cause is very infectious and strong. In many ways, she is the heart and soul of Luke's first

Jedi class. She is the morale booster when the other students grow despondent.

More than the other students, Tionne has made it her task to study the Jedi Holocron. Before its destruction, she spent many long hours studying its many depths, and unlocking its secrets. She perhaps knows it better than anyone else living, Luke included.

It is Tionne who provides the Jedi students with the information they need to combat Exar Kun. She discovers the accounts of the Great Sith War, and learns that though Kun was far more powerful than any one other Jedi of the time, a combined force had defeated him. She supposes that the students have a chance of defeating him, since Kun no longer has his servants to draw on for power. He is his only resource.

Tionne is a young, silver-haired woman. Her eyes are large and oval, glinting with a pearlescent sheen. She plays a stringed instrument: two hollow resonating boxes separated by a shaft strung with tonal cords.

■ Tionne

Type: Minstrel

DEXTERITY 2D+2

Blaster 3D+1, dodge 4D, lightsaber 3D, pick pocket 3D+2, running 4D

KNOWLEDGE 4D

Alien species 5D, business 4D+2, cultures 4D+1, languages 4D+1, planetary systems 4D+2, scholar: folklore 5D+2, scholar: Holocron 5D, scholar: Jedi history 6D, streetwise 5D+1, survival 4D+2, survival: Yavin Four 5D, value 5D+1

MECHANICAL 3D+1

Beast riding 4D, musical instrument operation: double viol 6D, repulsorlift operation 4D+2, sensors 4D, space transports 4D+1, swoop operation 4D

PERCEPTION 4D

Bargain 5D+1, con 5D, gambling 4D+2, persuasion 5D, persuasion: storytelling 6D+1, search 4D+2, sneak 5D

STRENGTH 2D

Brawling 3D, climbing/jumping 3D+1, swimming 4D

TECHNICAL 2D

Blaster repair 3D, computer programming/repair 3D, droid programming 3D+1, first aid 4D, lightsaber repair 3D, musical instrument repair: stringed instruments 4D+2

Special Abilities:

Force Skills: Control 2D+2, sense 2D, alter 1D+2

These are only some of the powers which Tionne has so far demonstrated:

Control: Accelerate healing, concentration*, control pain, reduce injury, remain conscious

Sense: Danger sense**, life detection, life sense, magnify senses

Alter: Telekinesis

* Described in the *Movie Trilogy Sourcebook*

** Described in *The Thrawn Trilogy Sourcebook*

This character is Force-sensitive

Force Points: 3

Character Points: 13

Move: 10

Equipment: Jedi robes, blaster pistol (4D), double viol, datapad

Ambassador Cilghal

Cilghal is a Mon Calamari ambassador who takes charge of Leia while the Minister of State is on Calamari looking for Ackbar. Together they search out Ackbar, and convince him to come out of hiding. When Admiral Daala attacks Calamari, Cilghal reveals a unique Force-driven talent for predicting which combatants are about to die.

Intrigued, and sensing that Cilghal might be a strong Jedi candidate, Leia invites her to visit Luke on Yavin Four. Luke is immediately impressed by her ability, and senses in her the potential to become a great healer. She agrees to stay on as his student.

She finds her fellow students rather shaken by the death of Gantoris and the defection of Kyp. Somehow sensing that something evil is in their midst, the students are unsure of themselves. Cilghal, a natural consensus-builder and peacemaker, immediately begins to draw the small group of Jedi students closer together. In the aftermath of Luke's fall, Cilghal emerges as the leader of the Jedi students, despite her status as the newest disciple.

Cilghal soon lives up to Luke's expectations, and reveals herself as a great healer. At his request, she sits down to combat the artificial virus destroying Mon Mothma's body. After hours and hours of isolating and ejecting each molecule of the virus, she succeeds in restoring the great leader to health.

■ Cilghal

Type: Calamarian Ambassador

DEXTERITY 3D+1

Blaster 4D+1, dodge 4D+2, lightsaber 3D+2

KNOWLEDGE 4D

Alien species 5D+2, bureaucracy 5D, bureaucracy: Calamari 7D+2, bureaucracy: New Republic 6D+2, business 5D, cultures 5D, languages 4D+2, language: Calamarian Knowledge Bank 5D, planetary systems 5D+1, survival 4D+1, survival: Yavin Four 4D+2, willpower 6D

MECHANICAL 2D

Astrogation 3D, beast riding 3D, repulsorlift operation 2D+2, space transports 3D+2, starfighter piloting 3D, starship gunnery 2D+1, starship shields 2D+2

PERCEPTION 3D

Bargain 5D+2, command 7D+1, hide 4D+1, persuasion 5D, persuasion: oration 7D+2, search 3D+2

STRENGTH 3D

Brawling 3D+2, stamina 4D, swimming 6D

TECHNICAL 2D+2

Computer programming/repair 4D, droid programming 3D, first aid 6D+2, lightsaber repair 3D, security 4D+1

Special Abilities:

Moist Environments: When in moist environments, Mon Calamari receive a +1D bonus to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Dry Environments: When in very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Extended Danger Sense: Cilghal has a unique Force talent

which allows her to peer a few seconds into the future and determine which members of a specific group of life forms locked in combat will be alive or dead at that time. The group may be a swarm of insects, a school of fish, or a group of starfighters locked in combat. The power is of limited utility, since the vision comes mere seconds before the actual event, giving Cilghal little time to affect the outcome of the situation.

Force Skills: Control 4D, sense 3D+2, alter 5D

These are only some of the powers which Cilghal has so far demonstrated:

Control: Accelerate healing, concentration, control pain, detoxify poison**, emptiness, hibernation trance, reduce injury, remain conscious, remove fatigue*

*Sense: Danger sense**, life detection, life sense, magnify senses, sense Force*

Alter: Telekinesis

Control and Alter: Accelerate another's healing, control another's pain, detoxify poison in another, remove another's fatigue

** Described in the Movie Trilogy Sourcebook*

*** Described in The Thrawn Trilogy Sourcebook*

This character is Force-sensitive

Force Points: 2

Character Points: 13

Move: 10

Equipment: Jedi robes, datapad

Yavin Four

The tranquility of the jungle moon of Yavin Four, formerly the site of the Rebel Alliance's primary secret base, is once again disturbed by the arrival of the first generation of Jedi students, under the tutelage of Jedi Master Luke Skywalker. He establishes his Jedi academy in the Massassi temple ruins once used by the Rebels to house their small Rebel fleet.

The nights of Yavin Four are seldom dark, since the jungles and mountains of the moon are bathed in the near-constant glow of Yavin's immense surface. Even when the sun is not shining directly on the gas giant, a diffuse glow still surrounds the planet, creating a shadowy twilight world on most nights. Occasionally, the Yavin gas giant too eclipses the sun, plunging Yavin Four into the dark night most people are more accustomed to.

A beautiful atmospheric phenomenon occurs in the early morning on Yavin Four, as a result of the moon's orbit around the gas giant Yavin. Light from the sun is refracted into primary colors when it passes through the upper atmosphere of Yavin prime, and filters through the swirling mists which pool in the lowlands to create a shower of rainbows which only last a few minutes. They can be seen clearly from the Massassi temples occupied by the Jedi students.

■ Yavin Four

Type: Terrestrial Satellite

Temperature: Hot

Atmosphere: Type I (breathable)

Hydrosphere: Moist

Gravity: Standard

Terrain: Jungle, mountain, swamp

Length of Day: 24 standard hours

Length of Year: 13.2 standard years

Starport: Landing Field

Planet Function: Abandoned hidden base

The Massassi Ruins

The jungles of Yavin Four are thick with the ruins of stone temples and ziggurats, pyramids, and towers, the sole remaining signs of an advanced alien civilization which once thrived on the jungle moon, then vanished without a trace. The Rebels were far too wrapped up in the war against the Empire to bother with detailed archaeological inspections.

One inquisitive Sullustan naturalist named Dr'uun Unnh did make a partial study of the ruins. He learned through his studies of the hieroglyphic markings on temple walls that they were long ago erected by the enslaved Massassi people, under the direction of a Sith Lord named Exar Kun.

Unnh never discovered much more than that about the long vanished Sith Lord. In truth, Kun based the architecture on incredibly ancient Sith designs which he recovered from long-lost Sith records during his forbidden studies. They were designed to serve as focal points for a Sith Lord's power, and Kun found them indispensable in boosting his power sufficiently to work dark miracles.

When the Jedi came to fight Kun, they razed most of the structures on the planet in the battle. Many ruins are still visible from orbit, however, and other towers and temples still stand, hidden from sight in the thick lush growth of the rainforests.

The Grand Temple

The Rebels set up shop in one of the larger temples, one which promised shelter for their fleet of starfighters as well as their troopers. When they first set up their hidden base in the Massassi temple, they scoured the thick plant life from the chambers, and erected new pourstone walls and inner chambers remodeled to suit their new functions as barracks, machine shops, hangar bays, sensor rooms, and so on.

Returning to the base years later, Luke did not have to do much to restore the temple to a working condition, except clear away the encroaching vegetation, and repair glowpanels, water systems, and food-prep facilities the Alliance had installed years before. Once he reactivated the power generation station, he found that the turbolifts still functioned. The Jedi acad-

emy would be a spartan place, but not an uncomfortable one.

Grand Audience Chamber

The grand audience chamber, located at the apex of the main temple, was seldom used by the Alliance except for ceremonies. The Jedi students use it even less, though some students meditate within it upon occasion. It is here that Luke is bedded while in his Sith-induced coma, on the very dais upon which he received his award from the Rebel Alliance for his part in the Battle of Yavin.

At dawn and sunset, the sunlight shines directly through the skylights, illuminating the room with a warm glow. At other times of the day, the light is more diffuse.

The War Room

On the second floor of the temple is the war room, the former command center of the Rebel secret base where General Dodonna planned his daring strike against the first Death Star. Fittingly, it is also in the war room that the Jedi students gather to plan their final attack on Exar Kun.

The room was originally sealed by the Rebel engineers against the humidity of the planet. When the Rebels evacuated, the room was not sealed behind them, and the room has fallen into disrepair. The control panels and sensory arrays are covered in grime and mildew. Few of the sensors still work, though the more essential traffic control and meteorological computer systems have been repaired, and new glowpanels line the walls.

The Underground Spring

Deep within the bowels of the temple, a hot mineral spring bubbles up from the depths of the planet. The grotto is steamy and crusted with mineral deposits, and a strong smell of brimstone permeates the area. Far above, the grotto opens on jungle sky.

Luke uses the spring to teach his students to protect themselves and one another against the heat. The cooperative lesson of mutual support is one the students find a ready application for in opposing Exar Kun.

The Dark Temple

Some distance from the Great Temple, hidden amidst thick jungle foliage and rocky outcroppings, is a wide glassy lake, completely free of ripples. The lake is very deep, and the water crystal clear. Submerged stone pillars rise to just below the surface, forming stepping stones to the small island at the center.

The island is dominated by an obsidian split-pyramid of sharp angles showing the distinctive markings of Massassi architecture; another temple, but this one seemingly untouched by the passage of time. Between the bifurcated spire of the tall pyramid stands a colossus, a polished obsidian statue of a dark man, with long hair swept back behind him, clad in the archaic padded garments of a Sith Lord. The tattoo of a black sun is carved in his forehead.

The figure is Exar Kun. He had designed the temple to be an angular funnel to concentrate the Force, in a configuration which would enhance the powers of Sith rituals. The Great Temple, where Luke founds his Jedi academy, had once served as the focal point for the entire Massassi civilization that Exar Kun had built up from primitive decay — it was the prime focus of Kun's battles in the Sith War. But this smaller isolated temple was more of a private retreat for Kun, the place where he concentrated on improving his own abilities.

The dark walls inside are polished to a glassy sheen. The inside of the temple lacks windows and openings, and yet is dimly lit by some unseen light source, as if lightening bolts trapped within the black slabs of glass continue to send faint sparks visible only from the corner of the eye. Deep green tendrils of moss grow on the polished stones, swirled and distorted into disturbing patterns. Against one wall stands a smooth rounded cistern filled with water.

Faint etched marks of hieroglyphics can be made out in the glassy stone, written in a long-forgotten tongue. They relate in the Massassi language the coming of Exar Kun, his impact on their civilization, and his crusade against an external force — the Jedi of the Old Republic.

New Force Powers

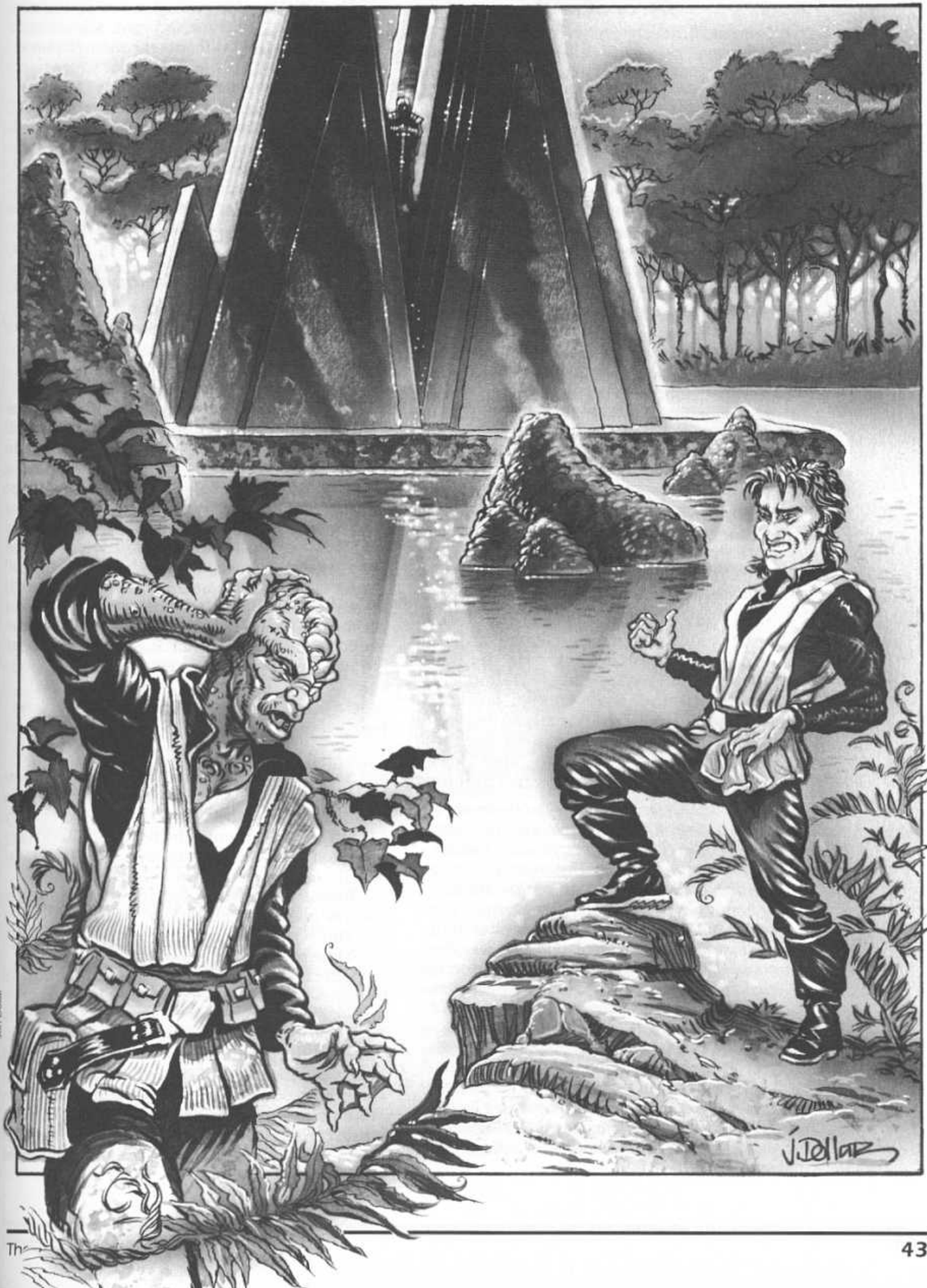
Control Powers

Contort/Escape

Control Difficulty: Very Easy for loose bonds; Easy for hand binders; Moderate for serious restraints; Difficult to Heroic for maximum security (varies at gamemaster's discretion, depending on security measures)

Required Powers: *Concentration, control pain, enhance attribute*

Effect: The character escapes bonds by contorting in painful and difficult (but physically possible) ways. By dislocating joints and the like, a Jedi can escape almost any physical restraining device. While this is indeed a painful procedure, Jedi are trained to block out the pain and focus on the task at hand.



John D'Alto

TM

Force of Will

Control Difficulty: Easy

This power may be kept "up."

Effect: By using *force of will*, the character uses his or her own *willpower* skill to fight the effects of hostile Force powers. If faced with a telekinetic- or mind-based power, the Jedi's *willpower* skill roll may be added to either the *control* or *Perception* code.

The *control* (or *Perception*) plus *willpower* total is referred to as the "protection number." If the attack roll is less than the target's *control* (or *Perception*) roll, the character suffers no ill effects. If the attack roll is greater than the protection number, the Jedi suffers the full effects of the attacking power. If the attack roll is greater than the *control* roll, but less than the protection number, the Jedi is protected from the power, but his *willpower* is considered to be "battered." Subtract -1D from the character's *willpower* skill. The Jedi can still continue to defend, but must do so with decreased *willpower*. Reroll for a new protection number in this case. In the event a Jedi's *willpower* skill ever reaches 0D, the *force of will* power is automatically dropped, and the Jedi can only resist with *control* or *Perception*.

Note that it takes one day to recover 1D of damage from "battering of the will," or one hour in *emptiness* (or *rage*) for each 1D recovered.

Note: *Force of will* does not protect against *Force lightning* or *Force storms* or objects hurled by *telekinesis*, since in each case the power creates a distinct physical manifestation. These are external rather than internal powers, in which case *willpower* would have no bearing on resistance. *Force of will* works on *injure/kill*, *telekinetic kill*, *inflict pain* and other powers which directly use the Force to affect the target.

Example: *Harlan is attacked by an alien being whose skills reach into the dark side. With an Easy control roll, Harlan initiates the force of will power. The alien decides to use the telekinetic kill power on Harlan. The alien's control and sense rolls are successful, and he now rolls his alter skill against Harlan's control skill of 13D. Because Harlan is using the force of will power, she adds her willpower skill of 7D+2 to her control code for a protection number of 20D+2!*

If the alien rolls less than Harlan's control skill, she would remain unaffected.

If the alien rolls greater than the protection number, Harlan would be struck by the full force of her opponent's attack. The alien would make an additional alter roll against

Harlan's unaided control roll to determine damage.

If the alien rolls greater than Harlan's control skill, but less than her protection number, she would be fully protected from the hostile Force power. However, her will is considered to be battered, and her willpower skill drops -1D to 6D+2. She must roll the 6D+2 to get a new (and presumably lower) protection number. It will take her either a full day of meditating, or one hour in emptiness to bring her willpower code back up to 7D+2.

Remove Fatigue

Control Difficulty: Moderate

Required Powers: *Accelerate healing*, *control pain*

This power may be kept "up."

Time to use: One round.

Effect: The character uses this power to combat the effects of strenuous work. The Jedi manipulates the Force, causing bodily toxins to be ejected much more efficiently, thus allowing for greater stamina. While kept up, the Jedi must make a *stamina* check once per day. While using this power, a Jedi must fail two *stamina* checks before he or she is fatigued. The character still has to eat and drink normally. If the Jedi does fail two *stamina* checks and becomes fatigued, a -1D penalty is applied to all attributes and skills for 1D hours. Please note that this power cannot be used for *lifting*. (The Force power *enhance attribute* would be used in this case.)

Sense Powers

Beast Languages

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

Required Powers: *Receptive telepathy*, *projective telepathy*, *translation*

This power may be kept "up."

Time to use: One minute.

Effect: This power allows the Jedi to translate a beast-language and speak it in kind. As creatures rarely have "true" languages, the Jedi is actually reading the differences in surface emotions within grunts and growls and other cues of body language. Note that the character may keep this power "up" if the Jedi needs to continue picking up the emotional state of a creature. For beasts that can be ridden, subtract -2D from their Orneriness code while this power is

in effect. (Obviously, the creature's Orneriness code cannot drop below 0D.)

Predict Natural Disaster

Sense Difficulty: Easy if the Jedi has lived in the area for more than a year; Moderate if the Jedi has lived in the area between six and 12 months; Difficult if the Jedi has lived in the area between one and six months; Very Difficult if the Jedi has lived in the area for less than one month. Modified by severity of disaster (larger disasters are easy to predict) and degree to which the disaster could be predicted (e.g. gamemasters may decide that certain disasters are easier or harder to predict based on a multitude of factors).

Required Powers: *Danger sense, life detection, weather sense*

Time to Use: 15 minutes. May be reduced in five-minute increments by increasing difficulty one level per five-minute increment (minimum time to use of one-minute).

Effect: This power allows the Jedi to sense local meteorological and geological conditions and predict imminent disasters, such as quakes, volcanic eruptions, floods, landslides, avalanches, cave-ins, mine subsidences, large scale conflagrations (such as forest fires) and even dangerous storms, tornadoes and hurricanes (which can also be predicted with *weathersense*). By opening his or her senses to the environment, the Jedi can predict these disturbances, such as animals can seemingly sense a quake hours or even days before it happens.

Like *weather sense*, this power does not lend itself to quick predictions. It customarily takes weeks for a Jedi to acclimate to local weather patterns and topography.

The prediction is effective for 12 hours. The difficulty increases by one level for each additional 12-hour period by which the Jedi wishes to extend the prediction.

Sense Force Potential

"Luke closed his eyes and sent a tendril of thought to the back of Kyp's mind where the deep primal memories hid, leaving little room for conscious thought. Luke touched inward to the isolated nub in his subconscious. He pushed — and suddenly found himself hurled backward, tossed aside like a piece of fluff in a Beshpin wind storm. He landed flat on his back on the other side of the room, gasping."

Sense Difficulty: Moderate for friendly, non-resisting targets. Moderate plus target's *Perception* or *control* roll (whichever is higher) to determine the difficulty of the probe on an unwilling subject.

Required Powers: *Life detection, life sense, receptive telepathy, sense Force*

Time to use: Six rounds.

Effect: This power allows a Jedi to probe the mind of a target, and determine whether that person has the potential to be strong in the Force.

The deep subconscious of a Force-sensitive person is shielded by a protective barrier which prevents another Force wielder from penetrating his or her inner mind. This shield pushes violently back at an intruder, sending him or her stumbling back. This "shield" is an involuntary defense mechanism maintained by every Force-sensitive person. It is one reliable way to determine which people might have the potential to become Jedi.

The magnitude of the backlash generated by the shield depends on the character's strength in the Force. A person who is merely Force-sensitive will shove the intruder back several feet. Someone with actual Force skills will produce a more intense reaction. Those with little training will send the intruder reeling back across the room. Someone who is well-trained, or who has a great deal of raw talent in the Force, might actually hurl an intruder across the room.

Shift Sense

Sense Difficulty: Moderate for simple phenomena (such as heat or simple scents); Difficult for more uncommon phenomena (such as comm frequencies, infrared radiation); Very Difficult for specific, complex phenomena (such as setting olfactory nerves to detect the presence of tibanna gas).

This power may be kept "up."

Required Power: *Magnify senses*

Time to use: One minute. May be reduced in 10-second increments by increasing difficulty by one level per 10-second increment (minimum time to use of 30 seconds).

Effect: The character may shift his or her senses as to detect phenomena of a different type than normal; shifting eyesight to the infrared spectrum, setting olfactory nerves to detect specific chemical combinations, or hearing frequencies above or below normal range for his or her species. This power counts as a "skill use" for determining die code penalties.

Please note that this power is exceptionally useful in some aspects, but fairly limited in others. For example, a Jedi may detect comm frequencies, but that does not mean the Jedi can listen in on the transmission. The Jedi will be able to detect that a transmission is present, but may not necessarily be able to locate the signal's

source, and certainly will not be able to decode the information carried by the transmission.

Translation

Sense Difficulty: Moderate for humans or aliens, Difficult for high-density languages used by droids. If the target is being purposely cryptic, add +5 to the difficulty, +20 if the language is written down.

Required Powers: *Receptive telepathy, projective telepathy*

This power may be kept "up."

Time to use: One minute.

Effect: This power allows the character to translate a language and speak it in kind. The Jedi may decipher body language, explore the spoken word, or translate ancient Sith texts. In order for this power to work, the character must first hear the target speak, or see the words in written form (such as an ancient text or document). This power has many advantages. First, it takes only one application of this power to "understand" a language. As long as they all speak the same language and the power is kept up, the character need not roll for each individual talking. Also, because they also "speak" using beeps and whistles, droids may be communicated with using this power. Finally, the Jedi can translate ancient texts, even if the language has long since vanished from the galaxy.

Note that the character does not really *know* the language. Once this power is no longer in use, the Jedi is once again unable to decipher the target language.

Weather Sense

Sense Difficulty: Easy if the Jedi has lived in the area for more than a year; Moderate if the Jedi has lived in the area between six and 12 months; Difficult if the Jedi has lived in the area between one and six months; Very Difficult if the Jedi has lived in the area less than one month. Modified for proximity and local meteorological conditions.

Required Powers: *Magnify senses*

This power may be kept "up."

Time to use: One minute.

Effect: This power allows the Jedi to attune himself to the workings of local weather patterns. By sensing the movements of clouds, winds, tides, and solar bodies, someone using this power can discern patterns in the weather, and so make limited predictions regarding the behavior of atmospheric phenomenon.

The power does not lend itself to quick predictions, however. It usually takes weeks for a Jedi to become accustomed to local weather

patterns and become familiar with unique features of the local topography that it is possible to obtain accurate readings.

The prediction is effective for four hours. The difficulty increases if the Jedi wishes to make more extended forecasts.

Control and Alter Powers

Detoxify Poison in Another

Control Difficulty: Very Easy, modified by relationship.

Alter Difficulty: Very Easy for very mild poison (such as alcohol); Easy for a mild poison; Moderate for an average poison; Difficult for a virulent poison; Very Difficult to Heroic for a neurotoxin.

Required Powers: *Accelerate healing, accelerate another's healing, control pain, control another's pain, detoxify poison*

Time to Use: 5 minutes

Effect: This power allows a Jedi to remove or detoxify poison from a patient's body faster than is normally possible. While using this power, the Jedi must remain in physical contact with the patient. As long as the Jedi is in contact with the target, that person is considered immune to the effects of the poison. Failure to make the required *control* and *alter* difficulty checks or breaking physical contact during the use of the power wounds the patient.

Remove Another's Fatigue

Control Difficulty: Easy.

Alter Difficulty: Moderate. Modified by proximity and relationship.

Required Powers: *Accelerate healing, accelerate another's healing, control pain, control another's pain, remove fatigue.*

Effect: This power allows the Jedi to remove the effects of fatigue in another. However, unlike the basic power, the Jedi must wait until the target is actually fatigued, before offering assistance. Hence the penalties for failing a *stamina* check can be counteracted, but must be addressed as they occur.

Sense and Alter Powers

Lesser Force Shield

"A second after he hit the ground, a wall of steam and superheated water belched from the geyser. Luke shielded his exposed flesh from the scalding droplets and waited for the blast to dwindle."

Sense Difficulty: Easy

Alter Difficulty: Moderate

Required Powers: *Absorb/dissipate energy, concentration, magnify senses, telekinesis*

This power may be kept "up."

Time to use: One round

Effect: This power allows the Jedi to surround his body with a Force-generated shield. The shield can be used to repel energy and physical matter away from the Jedi's body, down to the molecular level.

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

Control, Sense and Alter Powers

Projected Fighting

Control Difficulty: Difficult.

Sense Difficulty: Difficult

Alter Difficulty: Moderate, modified by proximity.

Required Powers: *Concentration, telekinesis*

The target must be in within the Jedi's line of sight.

Time to use: One round

Effect: *Projected fighting* allows a Jedi to strike at an opponent, inflicting damage without physically touching the target. Use of this power is more than a little risky; in many cases *projected fighting* is quite simply using the Force to attack. However, the Jedi attempting to use *projected fighting* can elect to cause stun damage only, and even then should only attempt to use this power if it is to protect an innocent in immediate danger. A Jedi who uses *projective fighting* for any other reason, or causes anything more serious than stun damage, receives a Dark Side Point.

After successfully using the power, the Jedi makes a *brawling* skill roll. If attacking a Force-sensitive, the target may use the *control* or *brawling parry* skill to avoid the attack. Otherwise, the target cannot deflect the Jedi's blows. If the target is not Force-sensitive, a *Difficult brawling parry* roll is necessary to block the Jedi attack. If the *brawling* roll is successful, the Jedi rolls his or her full *Strength* versus the target's *Strength*. The Jedi may target a specific portion of the body (which adds +1D to damage), but must subtract an additional -1D from his *brawling* skill (see *Star Wars, Second Edition*, page 63). Be sure to add any armor bonuses that the target may have.

This power can be kept up as long as the



Storm Cook

distance between the Jedi and the target remains the same. Should the target move significantly or the Jedi wish to select a new target, the power must be rerolled.

Example: *Harlan declares she is going to make a projected fighting attempt aimed specifically at a guard's head. She makes her control, sense and alter plus proximity rolls each with a -3D multiple action penalty (she is doing four things: using her control, sense, alter, and brawling skills, plus targeting the head). If she successfully rolls the first two, she then must make an Easy brawling roll, this time with a -3D modifier, due to her preference in hit location. Because the target is not Force-sensitive, no brawling parry attempt can be made. Harlan makes her brawling roll and then rolls her Strength dice against the guard's Strength. Because she aimed for the head, Harlan gains an additional +1D to her damage roll.*

Chapter Four

Echoes of the Sith

The Seduction of Exar Kun

For many millennia, the dark Sith Lords studied the Force in their towers and palaces, amassing great power and knowledge of the mysteries of the dark side. Many dynasties of Sith Lords ruled over the Sith people before the Jedi Knights of old united with the armed forces of the Old Republic to drive them from their marble palaces and murky libraries.

The Sith were driven to near-extinction, and the Jedi destroyed as many of their fortresses, artifacts, and Sith holocrons as they could find. Only a few isolated Sith strongholds were permitted to stand, so that selected Jedi Masters could carefully study the Sith teachings to devise defenses should the Sith ever rise again.

Four thousand years ago, 1,000 years after the Sith Empire had fallen, Exar Kun, a disciple of Vodo-Siosk Baas, discovered fragments of Sith teachings. Drawn by a thirst for forbidden knowledge, Exar Kun delved into the study of Sith philosophy.

Disregarding his master's warnings that only very advanced and experienced Jedi Masters could safely study the Sith teachings without going to the dark side, Kun traveled to one of the preserved strongholds on Onderon. There he located the tomb of Freedon Nadd, a great Sith initiate who had brought the dark side to Onderon and retired there.

The shade of Nadd, still lingering in the musty halls, revealed itself to Kun and promised him great power if he would consent to become Nadd's disciple. Kun agreed, sure that he could use Nadd without himself being used. However, even as Kun prided himself on his strength and ability to learn from Nadd without surrendering to the dark side, Nadd brought him further under his sway.

In time, Nadd brought Kun to Yavin Four, where a fallen rival Sith Lord had once worked shadowy miracles with darkside alchemy. There, Exar Kun fully embraced the dark side and destroyed Freedon Nadd.

While building his empire on Yavin Four, Kun formed his own synthesis of Jedi and Sith teachings to form a new philosophy and school of Force manipulation. With this knowledge Exar Kun established a vast and powerful brotherhood and claimed the title of the first Dark Lord of the Sith.

The Great Sith War

Exar Kun did not long content himself with ruling over the Massassi people of Yavin Four. He had greater ambitions. Joining forces with another powerful Jedi, Ulic Qel-Droma, Kun worked his invisible threads into the fabric of the Old Republic, bringing the Jedi Order to the brink of ruin through treachery and his distorted abilities with the Force.

There is no telling what Kun and his Brotherhood of the Sith might have accomplished if Qel-Droma had not in the end betrayed Kun and given him over to the Jedi Knights. When the Jedi combined their might and came to Kun's retreat on Yavin Four to fight him, they unleashed such power that Kun had to drain every last one of his Massassi slaves just to trap his spirit within his temples — to survive so that one day he could come back. There he rested in uneasy slumber for thousands of years, stirring fitfully from time to time, awaiting the day when beings strong in the Force would again visit his temples and provide him the energy he needed to revive himself and escape his prison.

Meanwhile, in the greater galaxy, generations passed, and the memory of the Great Sith War passed from public knowledge. Ashamed of the conflict caused by one of their own, the Jedi themselves did nothing to keep the memory alive.

Of the great Brotherhood of the Sith, only a very few survived to pass their dark knowledge down to small bands of disciples. In the time between the fall of Kun and the rise of the

Empire, the Dark Lords of the Sith were secretive and elusive. Only with the rise of the Empire would the Sith name again gain the power to strike terror in the hearts of millions ...

The Return of Exar Kun

Exar Kun passed the millennia in uneasy slumber. For a moment, and only for a moment, he was roused partially from his stupor by the bright presence of a man strong in the Force. Slowly extending feelers in the direction of the mysterious man, Kun discovered that one of his great temples was inhabited by a small band of armed humans. But before he could gather enough strength to reach out to tap this energy source, the Force-user and his fellows departed, and Kun again lapsed into sleep.

A few scant years later, Kun is brought sharply awake by the arrival of not one or two, but a dozen humans blazing with the power he needed to live again. Eagerly but cautiously, Kun observes each arrival, probing for weaknesses and the power he needs to restore his lost reserves of energy. For a time, he is able to subside by feeding on their residual energy, but soon he will need worshippers if he is to grow more active. With a nucleus of followers to provide him energy-providing anger and fear, Kun will have enough power to escape his exile and take on human form.

To his surprise, Kun recognizes the leader to be the same man who had visited Yavin Four years earlier, now much more powerful in the Force. Too powerful, for the moment, for Kun to tackle.

Kun finds Gantoris, strong-willed and impatient to learn, to be a more promising first candidate. He easily seduces Gantoris in the same manner that Nadd had seduced him — by promising forbidden knowledge and the truly powerful Jedi secrets Gantoris cannot wait to learn.

Carefully building up and feeding on the anger of his first apprentice, Kun grows in power. Soon he feels confident to make an attempt to subvert Luke, knowing that if he can sway the teacher, the students will all follow. Kun, posing as Anakin Skywalker, appears to Luke and attempts to pull him toward the forbidden Sith teachings by tempting him to use Sith power to seize control of the New Republic and destroy the Empire. Realizing that this shade is not that of his father, Luke rejects the offer.

Enraged and drained, Kun returns to Gantoris. Desperate for more energy, he goads Gantoris to new heights of anger by showing him the Eol Sha colonists dying on Dantooine. Gantoris is pushed too far, however, and turns on his Sith

master. Realizing that Gantoris is no longer his, Kun utterly drains him to provide himself a reserve of energy to last until he can subvert more students.

Kun has just begun edging in on Streen when Kyp Durrion arrives at the Jedi academy. Kun immediately senses in the young man his ideal subject. Like Gantoris, Kyp is strong-willed and impatient to learn. Moreover, he is far more powerful than the Eol Sha leader, and young enough to be overconfident and naive.

Over a number of weeks, Kun slowly bends Kyp to his will, and begins to augment his power. He grows very powerful on Kyp's hate, and soon his hold on Kyp is so complete that he can send Kyp beyond the planet to do his will and still retain control over his subject.

Ultimately, he has Kyp return to Yavin Four and helps him reclaim the Sun Crusher. He also bolsters Kyp's talents to allow him to defeat Luke and place him in a coma.

He reveals himself to Luke in his coma-like state, to taunt him. He tells Luke of his plans to revive the Lords of the Sith, using his disciples as his first generation of students. He boasts that he already owns Kyp and Streen, and destroyed Gantoris.

Still not ready to take on Luke directly, Kun makes several attempts on Luke's body. Each attack is thwarted by the Jedi students and Leia. Thanks to the Solo twins (who can speak with Luke) and Kirana Ti (who has studied Exar Kun in the Holocron), the students learn the identity of their foe and how to defeat him.

The students corner Kun in the great chamber where Luke's body is resting. He seeks to tempt and taunt each, but they close in on him. At the very end, his master Vodo appears among them, along with Luke. Kirana Ti and Streen jointly deliver the final blow, using the lightsabers of Luke and Gantoris to destroy Exar Kun.

Sith Powers

The Sith philosophy is very different from the Jedi Code. Whereas a Jedi uses the Force for knowledge and defense, a Sith uses the Force to bend the universe to his will. The Jedi manipulates the Force passively, while in a state of calm and control. The Sith gives himself over to his passions, and channels the Force by harnessing the power of anger, hate, love, and jealousy. To use any Sith power is to relinquish any claim to call oneself a Jedi. Even the minor powers of the Sith are extremely dangerous for Jedi to use, since they lead to the dark side.

The Sith teachings have largely vanished from the universe by the time of the New Republic.

Even 4,000 years ago, when the Jedi Exar Kun first sought the forbidden teachings, they were virtually impossible to find. The true power of the Sith has largely passed from the universe. Many now regard the once-feared Sith as little more than silly superstition.

The following powers are some of the remnant powers Exar Kun taught his disciples Gantoris and Kyp Durrion. Exar Kun himself possessed a great many other dark powers that he was unable to harness without the energy he needed to fuel his disembodied will. Some of these powers he was able to channel through Kyp, Gantoris, and Streen to achieve his ends. How he was able to do such things is a Sith mystery which has not been revealed for many centuries.

Note: The dark knowledge of the Sith teachings died with Kun; it is extremely unlikely that any records survive, either on Yavin Four, or elsewhere (keep in mind that even Lord Vader, himself a Dark Lord of the Sith, did not know all there is to know of the Sith powers). Under no circumstances should a Jedi use any of these powers, even for the best intentions.

Control and Alter

Aura of Uneasiness

"Insects and small biting creatures buzzed and scuttled around them, but none bothered Kyp. He consciously exuded a shadow of uneasiness around him so that lower creatures had no incentive to come nearer. Exar Kun had taught him that trick too."

Control Difficulty: Easy. Modified by proximity, but limited to line of sight.

Alter Difficulty: Easy.

This power may be kept "up."

Warning: A character who uses this power against a sentient being immediately gets a Dark Side Point.

Effect: This power allows a Sith to project a field of vague discomfort and unease around him, which causes nonsentient creatures to avoid him. Sentient creatures sense a vague "uneasiness" about the person.

Aura of uneasiness effectively acts as the *intimidation* skill. When used against a sentient being, the Sith rolls *alter*+3D against the target's *willpower* or *Perception*. (See sample modifiers and skill description on page 76 of *Star Wars, Second Edition*.)

When used against predatory animals, the Sith rolls *alter*+5D against the target's *willpower* or *Perception*.

Electronic Manipulation

"In outrage Kyp found the power to send a burst of controlling thought through the integrated circuits in the Sun Crusher's computer. He flushed the alien programming, wiping pathways clean and rebuilding them in an instant. He remapped the functions with a sudden mental pinpoint that made the Sun Crusher whole again."

Control Difficulty: Easy for non-sentient machines; Moderate for sentient machines; Difficult for sentient machines hostile to Sith. Modified by proximity.

Alter Difficulty: Easy for slight alterations; Moderate for significant changes in programming; Difficult for major reprogramming.

Required Powers: *Absorb/dissipate energy, affect mind*

Time to use: One round

Warning: A character who uses this power immediately gains a Dark Side Point.

Effect: This power allows a Sith to channel his anger into the electronic circuits of a computer, droid, or machine, and reprogram it by manipulating its physical and electrical components. The reprogramming can only restore original programming which has been altered, not actually rewrite a computer's programming.

Since this Sith power can only be evoked in a state of rage, the Jedi have long avoided using it.

Sense and Alter

Force Wind

Sense Difficulty: Moderate

Alter Difficulty: Moderate to affect 5 meters; Difficult to affect 10 meters, Very Difficult to affect 15 meters.

Required Powers: *Magnify senses, shift sense, telekinesis*

This power may be kept "up."

Warning: A character who uses this power immediately gets a Dark Side Point.

Effect: This power allows the Sith to manipulate and channel air currents to form powerful and destructive tornadoes which can lift people bodily up into the air and fling them about. The cyclone does the Sith's *alter* code in damage to all within its range.

Control, Sense, and Alter

Drain Life Energy

Control Difficulty: Easy.

Sense Difficulty: Easy. Modified by proximity.

Alter Difficulty: Easy.

Required Powers: *Affect mind, control pain, control another's pain, dim other's senses, hibernation trance, life detection, life sense, receptive telepathy, sense Force, transfer Force*

This power may be kept "up."

Warning: A Jedi who uses this power gains a Dark Side Point.

Effect: This power allows a Sith to draw power from nearby nonsentient beings to boost his ability to go without sleep. As long as this power is kept up, the Sith will not fatigue or require sleep. Use of the power depends on a ready supply of nearby insects, small rodents, birds, and so on to draw energy from. This power may not be used to draw energy from sentient beings.

Memory Wipe

Control Difficulty: Moderate.

Sense Difficulty: Target's *willpower, Percep-*

tion or control roll. Modified by relationship.

Alter Difficulty: Target's *willpower, Perception or control roll.* Modified by relationship.

Required Powers: *Control pain, hibernation trance, life detection, life sense, magnify senses, receptive telepathy, sense Force, telekinesis, far-seeing, projective telepathy, affect mind, control mind, dim other's senses*

Warning: A character who uses this power immediately gets a Dark Side Point.

Time to use: Five minutes.

Effect: This dreadful power allows a Sith to sift through another person's mind, and destroy all knowledge of specific events or learned skills. Use of the skill requires direct contact with the target, and only one specified objective can be pursued per session.

Chapter Five

Forces of the Empire

The Imperial Core Systems

Though many Core worlds readily embraced the New Republic when the provisional government established itself on Coruscant, the vast majority resisted integration into the new government, primarily because they feared the consequences of allying themselves with the former Rebellion when there was still a very good chance that the Empire might rise again to eclipse the New Republic.

The arrival of Grand Admiral Thrawn exacerbated these fears, and it was very difficult for New Republic diplomats, led by Mon Mothma and Leia Organa Solo, to woo worlds into the New Republic fold even after his defeat at Bilbringi. Worse, the Emperor's reappearance and subsequent attacks occurred shortly after Thrawn's campaign. During the Emperor's latest campaigns, the New Republic suffered mightily, reduced once again to a band of Rebels. It has been a long, difficult struggle, but the restored New Republic is finally beginning to make some progress in establishing itself as a legitimate form of government, in the wake of Palpatine's latest defeat.

Recently, the Council decided to direct more resources into winning over neutral worlds than in clashing with the remnant armies and navies of the Empire.

Many Core worlds refused to enter the New Republic under any circumstances, out of loyalty to the Imperial systems. These "Imperial Core Worlds" fared very well under Palpatine, and many owed the Empire for their influence and power. Their leaders and people preferred aiding the remaining Imperial forces, in the hopes that they would have an exalted place in a restored Empire.

The various Imperial warlords, both those who desired to restore the Empire, and those who merely wanted to establish one of their own, retreated into these Imperial Core systems

to regroup, vie and bicker for resources, and await a leader that would reunite them. Their greatest hope rose and died in the form of the resurrected Emperor. Bereft of a great leader, the Imperial Core has pulled in on itself, leaving the New Republic to lick its wounds for a few years of uncertain peace.

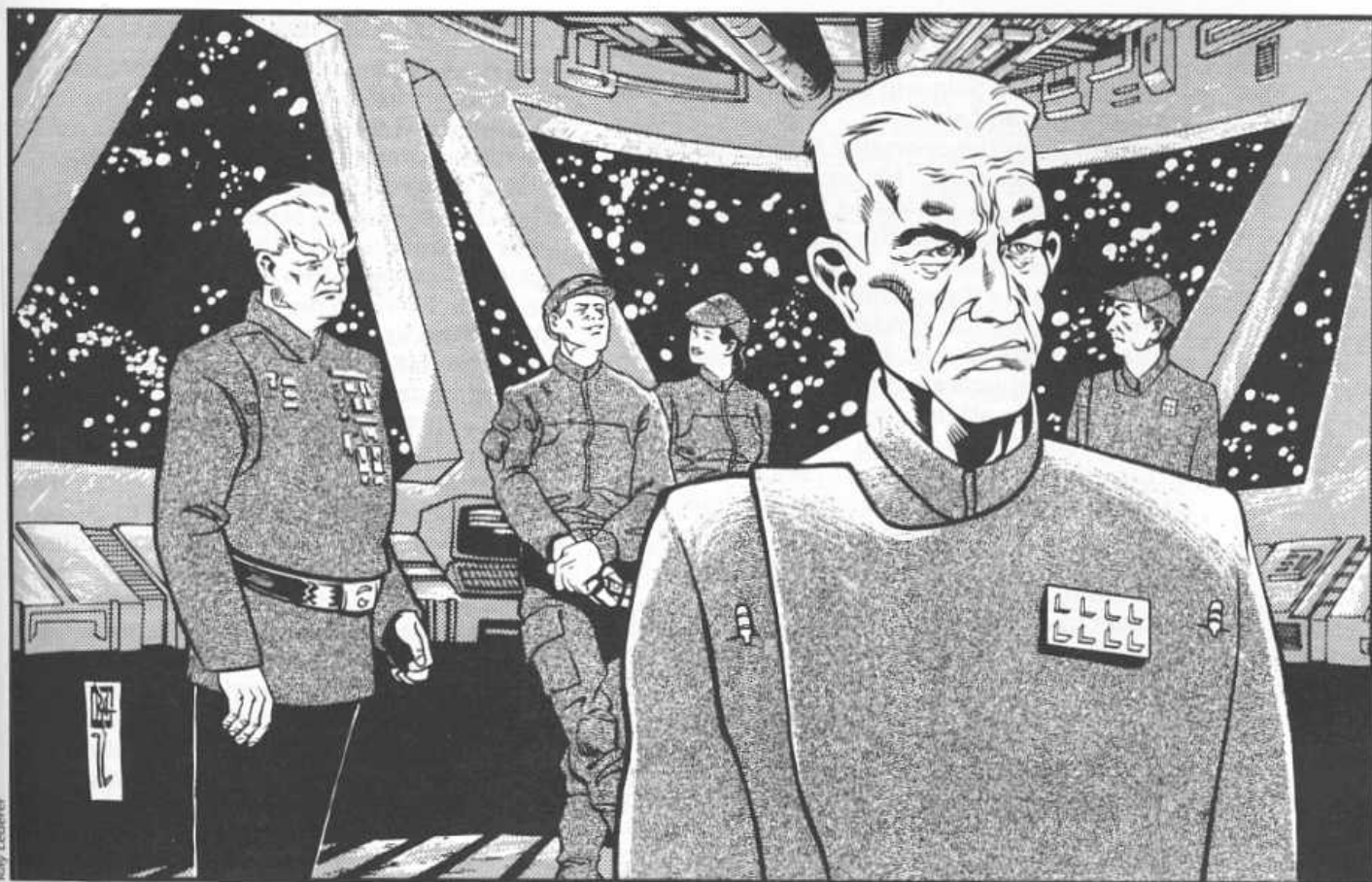
For a time at least, the New Republic is free to pursue more peaceful pursuits, confident that the Imperial threat is safely bottled up in the Imperial Core. Little do its citizens realize that another threat lies in the Maw just beyond Kessel, waiting to be unleashed. Or that a still greater threat to its leaders lurks plotting in the marble halls of Carida ...

Ambassador Furgan

Ambassador Furgan, the pompous ambassador and nominal ruler of the Imperial training world of Carida, is a short, barrel-chested man with spindly arms and legs. He sports thick eyebrows on his squarish face, which flare upwards like birds' wings.

His pseudo-Imperial uniform is bedecked with more badges, ribbons, insignia, and achievement studs than any one person could possibly have earned in a lifetime. These accolades could certainly not have been earned by Furgan, who has no combat training or experience, and only a vague idea of what it means to command men's lives responsibly.

A loyal servant of the Empire, Furgan is enraged to see many of the warlords in the Imperial Core systems waste their considerable resources wrestling for dominance among the remnants of the Imperial fleet rather than fighting against their real enemy, the New Republic. Furgan himself has the will but not the means to restore unity to the feuding factions; while Carida has some of the most sophisticated weaponry and soldiers in the entire galaxy, she lacks a fleet. All the troops on the planet mean nothing



without the means to transport them. Furgan has been unsuccessful in obtaining capital ships from other warlords, because his fellow Imperials jealously guard the ships which Thrawn and the reborn Emperor did not claim as their own and remove from their fleets.

Furgan has nonetheless been productive. If he cannot strike a blow against the New Republic with direct military forces, he must use what resources he does have more creatively. What he has is diplomatic status, elite troopers, a large staff of brilliant military scientists, and a well-placed spy on Coruscant.

From these resources, Furgan conceives a daring plan which will deprive the New Republic of its key leaders, and place the Jedi children of Leia Organa Solo in his hands. He envisions himself as the man who will forge a new Empire from the ashes of the old, with a grandson or granddaughter of Darth Vader on the throne and himself as foster parent and "helpful" regent.

The first segment of the plot involves assassinating Mon Mothma, Leia Organa Solo, and Admiral Ackbar, the three best-known leaders in the New Republic government. To arrange the accidental deaths of Leia and Ackbar, Furgan

uses his key spy on Coruscant, the Mon Calamari starship mechanic Terpfen, who has been biochemically brainwashed to obey his every command. At the same time, he instructs his research staff to concoct a traceless nano virus which will destroy Mon Mothma's body from within.

Terpfen successfully sabotages Ackbar's B-wing, and though Ackbar and Leia survive the subsequent accident, Terpfen convinces Furgan that the disgrace Ackbar has suffered is far more effective in lowering New Republic morale than his death would be. Furgan himself travels to Coruscant to inoculate Mothma with the nano virus by throwing a drink containing the contaminant into her face at a diplomatic function.

With the Chief of State doomed to die of a mysterious wasting sickness, Ackbar gone, and Leia's coalition in the Inner Council severely weakened, Furgan turns to the second stage of his plan — discovering the location of the Jedi children. Again he uses Terpfen, who plants a beacon in Ackbar's ship in the hopes that Ackbar will eventually travel to the mysterious world. Eventually, Ackbar does so, and Furgan discovers that the Solo children are hidden on Anoth.

No matter that the two older twins are no longer on the planetoid — all Furgan needs is one token Jedi, and Anakin Solo will do just as well as his older brother and sister.

Furgan plans the operation to kidnap Anakin with extreme care. He selects the best stormtroopers on Carida to form his assault force, and incorporates the new Mountain Terrain Armored Transport (MT-AT) into the attack. He entrusts the mission to the best ship in his meager fleet, the *Vendetta*.

His plans are almost ruined at the last moment by the appearance of Kyp Durrone in the Sun Crusher. In attempting to capture the Sun Crusher, Furgan goads Kyp into launching one of his system-destroying torpedoes into the Caridan sun. When it becomes obvious that Furgan cannot save Carida, he gives the evacuation orders, and barely escapes with only his attack ship *Vendetta* and its crew.

Eager to claim Anakin at the earliest possible moment, Furgan accompanies the eight spider walkers which raid Anoth. Furgan successfully captures Anakin, but is forced to sacrifice all his men to do so. New Republic forces arrive, led by Leia and Ackbar.

For a moment, an impasse holds, until young Anakin causes a power droid to distract Furgan long enough for Terpfen to snatch the baby away. Displaying amazing speed, Furgan manages to flee into the depths of the base, the Calamarians in hot pursuit. Furgan attempts to flee in one of the spider walkers, but is destroyed by Terpfen before he can escape the area.

■ Ambassador Furgan

Type: Imperial Diplomat

DEXTERITY 2D

Blaster 3D, dodge 4D+2, running 2D+2

KNOWLEDGE 4D

Alien species 5D, bureaucracy 5D, bureaucracy: Carida 10D, bureaucracy: Imperial Army 7D+2, business 6D+1, cultures 4D+2, intimidation 5D+2, languages 5D, law enforcement: Carida 7D+1, planetary systems 5D, tactics 4D+1, willpower 6D

MECHANICAL 3D+1

Communications 4D+2, hover vehicle operation 4D, repulsorlift operation 4D+2, sensors 4D+1, walker operation 3D+2

PERCEPTION 3D+2

Bargain 5D, command 7D, con 5D+2, hide 4D, investigation 4D, persuasion 6D, persuasion: oration 8D+1, search 4D+1, sneak 4D

STRENGTH 2D

Brawling 3D+1, climbing/jumping 3D, stamina 3D

TECHNICAL 3D

Computer programming/repair 5D, droid programming 4D+1, first aid 4D, security 6D+2

Force Points: 5

Dark Side Points: 12

Character Points: 22

Move: 9

Equipment: Ornate custom Imperial uniform, comlink, datapad

Colonel Ardax

Colonel Ardax, a middle-aged Chandrila native, is as accustomed to commanding men on the bridge of a starship as he is to commanding men on the ground. He has spent the last decade serving aboard various Army-controlled ships in the Carida system, from small patrol craft to larger cruisers.

A few years ago, he took command of the Dreadnaught *Vendetta*, one of the few capital ships in the Carida system. Ardax has honed his crew into a finely-tuned machine capable of responding to changing tactical situations in seconds. He is a tough but fair taskmaster who always puts his crew first, and his crew is extremely loyal in return.

The *Vendetta* is chosen by Furgan to transport his assault team to Anoth. Furgan evacuates the doomed Carida aboard the *Vendetta* just as the system is destroyed, and takes nominal command of the ship. Ardax, however, is an independent captain who is more concerned with commanding his ship properly than humoring a bureaucrat who has no real military experience.

When the New Republic shows up during the raid on Anoth, Ardax abandons Furgan's assault team and prepares to flee the system. He flies between the two largest portions of the shattered world in an attempt to lose the New Republic ship in the sensor-blind area as he prepares for a leap to hyperspace. The immense static discharges generated by the planetary fragments discharge directly on the hull of his ship, destroying it.

■ Colonel Ardax

Type: Imperial Army Officer

DEXTERITY 3D

Blaster 5D, dodge 4D+2, grenade 4D, vehicle blasters 4D+2

KNOWLEDGE 2D+1

Bureaucracy 3D, bureaucracy: Imperial Army 6D+2, cultures 3D+2, intimidation 3D, law enforcement: Imperial law 5D, planetary systems 4D+1, survival 4D, tactics: capital ships 5D, tactics: ground assault 7D, willpower 3D+1

MECHANICAL 3D+2

Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 5D+2, capital ship shields 4D+2, communications 5D, hover vehicle operation 4D+2, repulsorlift operation 5D, sensors 5D, space transports 4D+2, starship gunnery 4D, starship shields 4D+1, walker operation 4D+1

PERCEPTION 2D+2

Bargain 3D, command: *Vendetta* crew 8D+1, hide 3D+2, investigation 4D, persuasion 4D, search 4D+1

STRENGTH 4D

Brawling 6D, stamina 5D

TECHNICAL 2D+1

Capital ship repair 3D, capital ship weapon repair 3D+2, computer programming/repair 4D, droid programming 3D+2, first aid 4D, repulsorlift repair 3D, security 4D+1

Character Points: 12

Move: 10

Equipment: Imperial Army uniform, comlink, datapad

Lieutenant Dauren

Lieutenant Dauren is an ambitious young officer who spent much of his early military career staying just one step ahead of the New Republic. He graduated with honors from Raithal academy only months before the New Republic reclaimed the campus. He spent a few months in advanced communications training at Corulag, before that world was abandoned by the retreating Empire.

After completing his training, Dauren was sent into the field under a variety of commanders, including at various times Grand Admiral Thrawn and the resurrected Emperor. He spent several years being tossed about by the unstable winds of war before he managed to obtain a transfer to Carida, where he looked forward to a few years behind a desk while he worked on finding a political patron.

Dauren is quite young to be one of Carida's main comm officers, but he is talented and already has enough friends in the upper echelons to ensure a favorable assignment. He has made considerable headway in winning friends in Ambassador Furgan's command structure, and is confident that within a year or two he might come to the attention of the Ambassador himself.

Dauren actually comes to Furgan's attention a bit sooner than he plans, but not under ideal circumstances: Carida is about to be incinerated by its collapsing sun. Dauren is charged with locating Kyp Durrone's brother, Zeth (now a stormtrooper). He succeeds and hopes that he can use the man to get himself off the doomed planet. Unfortunately, in his panic, Dauren injures Zeth and is in turn slain by the stormtrooper.

■ Lieutenant Dauren

Type: Imperial Army Officer

DEXTERITY 3D

Blaster 4D+2, dodge 5D+1, grenade 4D

KNOWLEDGE 2D

Bureaucracy 4D, planetary systems 5D, value 4D+1

MECHANICAL 3D+1

Communications 6D+2, repulsorlift operation 4D, sensors 5D+1, space transports 4D, walker operation 4D+1

PERCEPTION 2D

Bargain 4D, command 3D+2, con 4D, investigation 3D, persuasion 4D+2, search 3D+1

STRENGTH 2D

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

TECHNICAL 2D

Computer programming/repair 4D, droid programming 3D+2, droid repair 3D, first aid 4D+1, security 5D

Character Points: 8

Move: 10

Equipment: Imperial Army uniform, comlink, datapad, hold-out blaster (3D+2)

Trooper 2112 (Zeth Durrone)

Zeth Durrone was raised on the colony world of Deyer along with his little brother Kyp. Zeth was an active boy, and spent many hours out on the lakes of his colony, fishing, swimming, and working. He was a very bright student as well, and had plans to attend Deyer's civil engineering school so he could take a hand in guiding the growth of the colony.

When the Imperials came to arrest his household for sedition, Zeth was separated from his family. While they were sent to the spice mines of Kessel, Zeth was deemed "salvageable" (from an Imperial point of view).

He spent over a year in a strict boot camp for politically deviant youths, where his personality and loyalties were challenged and assaulted at every level. At first Zeth resisted, but soon learned that the only way to survive was to bury his own will and let events take control. He became a model student, and impressed his supervisors with his athletic and academic talents.

Eventually, they sent him to Carida to enroll in a special stormtrooper training camp. Over half of the recruits died in training (many simply failed loyalty tests and were shot), but Zeth survived, and was inducted in a regular stormtrooper unit as trooper 2112.

Trooper 2112 has spent the last few years in endless training cycles, awaiting the day he will be called upon to do his duty for the Empire. Unexpectedly, the call to duty he receives is not from his superior officer, but from his brother Kyp.

When Kyp gestures to him from the Sun Crusher, he, for the first time in years, thinks of something other than his duty to the Empire. Unfortunately, as he attempts to escape doomed Carida with Kyp, Dauren stuns him with a blow to the head. He manages to shoot Dauren, but is too injured to make it aboard the Sun Crusher. Kyp grabs him with the tractor beam, and is on the verge of opening the cockpit and getting Zeth himself, when the sun explodes, destroying Carida and Zeth.

Much later, in the temple of Exar Kun on Yavin IV, Zeth appears before Kyp to thank his brother for freeing him from the Imperials.

■ Zeth Durrone

Type: Imperial Stormtrooper

DEXTERITY 2D

Blaster 5D, blaster artillery 4D, dodge 4D+2, grenade 3D+2, melee combat 4D, melee parry 4D, vehicle blasters 4D+1

KNOWLEDGE 2D

Intimidation 3D, survival 5D, tactics 3D+1

MECHANICAL 2D+2

Repulsorlift operation 4D, walker operation 4D

PERCEPTION 2D

Command 3D+2, hide 3D, investigation 2D+1, search 3D, sneak 4D+1

STRENGTH 2D

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

TECHNICAL 2D

Armor repair 2D+2, blaster repair 2D+1, demolitions 2D+2, first aid 3D, security 4D, walker repair 2D+2

Character Points: 6

Move: 10

Equipment: Stormtrooper armor (-2D physical, -1D energy, -1D to *Dexterity* and related skills), blaster rifle (5D), blaster pistol (4D)

Admiral Daala

Admiral Daala has spent her entire life moving at full speed. As a cadet, she pushed herself to her physical and mental limits, and occasionally beyond. She excelled in every curriculum, and used her strategic skills to wipe out entire navies in wargames.

She soon developed a reputation as a brilliant tactician, and might have gone on to an equally brilliant career in the fleet, but for one seemingly insurmountable problem — the anti-female prejudices present through every layer of the Imperial Navy, all the way up to the Emperor himself. Daala found herself in a dead-end career, watching less qualified men pass her by on their way to their own commands.

Out of frustration and a desperate desire to be heard and respected by her peers, Daala created a false persona in the computer networks to serve as her mouthpiece. This fictional person rapidly made a name for “himself” by proposing radical but effective tactics and ideas, and drew the attention of Moff Tarkin. He traveled to Carida to find this brilliant new tactician and found Daala instead.

More innovative and open-minded than the Emperor (or perhaps simply more willing to make use of all resources available to him), Tarkin quietly took Daala under his wing, reassigning her to his personal staff in the Outer Rim, and set her to work. She absorbed every lesson Tarkin taught her, and came to analyze every scenario and situation in light of how he might respond to it. She became his prize protegee and lover. Under his supervision, she became a commander, and then a captain.

To keep her hidden from other Imperial leaders — and perhaps because he was tiring of her as a lover — Tarkin ultimately gave her four Star Destroyers and charged her with protecting his precious Maw Installation. He promoted her to admiral, making her one of the only females to reach that rank in the Imperial Navy.

Though Admiral Daala has spent over 10 years isolated and cut off in the Maw, she has

kept herself and her troops at peak performance, honed to a fine point through constant drilling and wargames. She prides herself on keeping her men primed for action at a moment's notice.

The news that the Empire lies broken, along with Tarkin and his mighty Death Star, shakes her to her core. She resolves to hit the New Republic as hard as she can, with her arsenal of experimental weapons.

Unfortunately, things go wrong for her almost immediately. Daala soon learns that an aptitude for theory is no substitute for experience. Her inability to alter her plans to take into account the unexpected is instrumental in her eventual downfall. Han Solo, Kyp, and Chewbacca escape with her prize superweapon, the Sun Crusher, and destroy the *Hydra*, one of her four Star Destroyers.

After battling Moruth Doole's forces at Kessel, Daala retreats to the Cauldron Nebula to recover and plot her next step. Refusing to submit to any of the warlords in the Imperial Core, she settles on a hit-and-run strategy designed to strike terror in the New Republic.

Her plan works for a time, until she decides to hit the orbital dockyards at Calamari. Her plan is tactically flawless, but it reveals her greatest weakness: her tendency to rely on Tarkin's strategies rather than her own instincts. She uses one of Tarkin's classic maneuvers which is recognized by Ackbar, who is also familiar with Tarkin's tactics. He recognizes her feint for what it is, and counter-strikes in a brilliant move which results in the loss of Daala's second destroyer, the *Manticore*.

Daala again reassesses her goals, and determines that she has not been doing much damage to the New Republic. After briefly detaining (and then destroying) a Sullustan trader and learning from his records that the shield generators on Coruscant have not yet been repaired, Daala forms a new attack plan. She resolves to strike at Coruscant itself, ramming the stripped-down Star Destroyer *Basilisk* into Imperial City at full speed, leveling buildings for thousands of kilometers, and causing drastic damage to the crust of the planet.

Alas, her plan is disrupted before it can even get underway — Kyp appears in the staging area piloting the Sun Crusher, and uses it to detonate the nebula her fleet is hiding in. She barely escapes, and the *Basilisk* is vaporized by the expanding explosion. Daala is down to her last ship.

While repairing her ship, she has time to reflect on her mistakes and actions, and realizes that her priorities have been off kilter — her

Admiral Daala's Fleet

Four Star Destroyers are stationed at Maw Installation, guarding the research facilities. The *Gorgon* is Admiral Daala's flagship, and the other ships are the *Manticore*, the *Basilisk* and the *Hydra*. The four ships each have 60 turbolaser batteries, 60 ion cannons and 10 tractor beam projectors. The *Gorgon* alone carries six TIE fighter squadrons, two *Gamma*-class assault shuttles, 20 AT-AT walkers, and 30 AT-ST scout walkers. The four capital ships represent an awesome concentration of firepower, and at the height of Imperial power were considered more than enough to handle any non-Imperial force which might stumble into the Maw.

The Star Destroyers are manned by skeleton crews. They are the best Tarkin and Daala could find, and many are people without families and connections to the outside. There are 180,000 people in the crew, not counting the installation personnel.

One of Daala's biggest concerns as Maw Commander is that she is commanding a closed population of soldiers and navy men. Promotions are scarce, and the men have long ago outgrown the jobs they have held for the last 12 years.

A typical career soldier or navy man in the greater Imperial military changes jobs and is promoted several times in such a long period. The military men in the Maw face a unique situation; there is nowhere to be promoted to, from the top down.

The result is that the men have remained at the same level for over a decade, regardless of how qualified they are to advance.

This lack of advancement, along with years of isolation and no down-time, are taking their toll. The troops have exhausted the entertainment libraries, and are restless, bored and angry at being placed on standby for so long without word from the outside.

This situation has created intense morale problems which have taken all the wit and ingenuity of Daala and her senior officers to counter. Daala keeps the troops and crews highly trained and drilled, but that only can accomplish so much.

The largest problem by far is that her men are aging. Typically, the vast majority of enlisted men at the controls of a Star Destroyer's guns, sensors and so on are quite young; most are in their late teens or early twenties. This is the age when reflexes are sharpest, the body is at its peak of efficiency and effectiveness, and the man himself is at the start of his career.

The military personnel stationed at the Maw are over 10 years past the ideal ages for their jobs. The lightning-quick reflexes of a 21-year-old TIE pilot slow slightly (but significantly) by age 33, and the 35-year-old stormtrooper is not as effective as his younger counterpart. At the other side of the spectrum, senior enlisted men and officers are beginning to near retirement age.

Daala and General Odosk are very concerned that though their men are as experienced as drills can make them, they have lost the edge that makes the difference between victory and defeat. Only actual combat will answer that question.

duty was to remain in the Maw and protect its assets, not gallivant around the galaxy in a slapdash attempt to scare the New Republic. The New Republic was sure to return to the Maw once it knew of the place.

Daala returns to the Maw resolved to defend it to the death. She catches the New Republic forces in occupation of the installation. During the ensuing battle, she accesses the personal logs of Sivron (the current director at Maw Installation) and downloads all of his research records.

After she destroys the installation, she flees the Maw as quickly as possible. Her ship is barely functional, and she worries that the men under her have lost faith in her. Her new plan is to take Sivron's notes, and ally with one or more of the warlords in the Imperial Core.

■ Admiral Daala

Type: Imperial Navy Officer

DEXTERITY 2D+1

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

KNOWLEDGE 3D+1

Alien species 4D+2, bureaucracy 5D, bureaucracy: Imperial Navy 8D+2, bureaucracy: Maw installation: 10D, business 6D+2, cultures 6D, intimidation 8D+2, languages 7D, law enforcement: Imperial law 11D, planetary systems 6D+2, survival 5D, tactics 7D, tactics: capital ships 7D+2, tactics: fleets 8D+1, tactics: ground assault tactics 7D+1, tactics: starfighters 8D+2, value 8D, willpower 7D+2

MECHANICAL 3D+2

Astrogation 6D, capital ship gunnery 6D+2, capital ship piloting 6D+2, capital ship piloting: Imperial Star Destroyer 9D, capital ship shields 7D, communications 7D+1, repulsorlift operation 4D+2, sensors 6D, space transports 5D+1, starfighter piloting 4D, starship gunnery 4D+2, starship shields 4D+1, walker operation 4D

PERCEPTION 3D+1

Bargain 8D, command 6D+2, command: Imperial Navy officers 11D, command: Maw fleet personnel 8D+2, con 9D, hide 7D+2, investigation 8D, persuasion 8D, search 8D+2, sneak 7D

STRENGTH 2D+1

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

TECHNICAL 3D

Computer programming/repair 10D+2, demolitions 5D, droid programming 7D, first aid 5D, security 8D

Force Points: 3**Dark Side Points: 19****Character Points: 26****Move: 10**

Equipment: Comlink, datapad

Commander Kratas

Commander Kratas is the captain of Admiral Daala's flagship, the *Gorgon*. Initially, Kratas and Daala got on very badly due to a radical difference in command styles, but over the years of isolation the two have learned to work together, and Kratas now serves as her primary advisor and councilor. Though an independent-minded officer, Kratas always follows orders to the letter.

Kratas was born on Derilyn in the Elrood sector. With nothing to look forward to but a life in the ore mines, he eagerly accepted a SAGEducation scholarship to attend Calamar University on Esseles. He excelled in history and politics, and was chosen for officer training school on Carida.

His flair for command came to the fore while on Carida, and when he graduated, he found himself under Tarkin's command. He distinguished himself sufficiently in ensuing years to be chosen as one of the guardians of Maw installation.

A short man, Kratas has dark hair trimmed to regulation length, wide watery eyes set under beetling brows, and a jutting chin that hangs below almost nonexistent lips.

■ Commander Kratas

Type: Imperial Navy Officer

DEXTERITY 2D+2

Blaster 5D+2, dodge 5D, grenade 4D+1, melee combat 5D, melee parry 4D+2, vehicle blasters 4D

KNOWLEDGE 3D

Alien species 5D, bureaucracy 4D, bureaucracy: Imperial Navy 6D+1, bureaucracy: Maw installation: 6D+2, business 4D+2, cultures 5D, languages 5D, law enforcement: Imperial law 6D, planetary systems 7D, survival 4D, tactics 5D+2, tactics: capital ships 7D, tactics: ground assault tactics 5D+1

MECHANICAL 3D+2

Astrogation 5D, capital ship gunnery 7D+2, capital ship piloting 6D, capital ship piloting: Imperial Star Destroyer 7D+2, capital ship shields 6D, communications 7D, repulsorlift operation 5D, sensors 5D, space transports 5D+1, starship shields 5D, swoop operation 5D, walker operation 4D

PERCEPTION 3D+1

Bargain 6D, command 6D+2, command: *Gorgon* officers 8D+2, con 5D+1, gambling 5D, investigation 7D, persuasion 7D+1, search 6D, sneak 6D

STRENGTH 2D+1

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

TECHNICAL 3D

Capital ship repair 5D, capital ship weapon repair 5D, computer programming/repair 6D, demolitions 6D, droid programming 6D, first aid 4D, security 7D+1

Force Points: 1**Dark Side Points: 3****Character Points: 12****Move: 10**

Equipment: Comlink, datapad

Captain Sten Thanas

Captain Sten Thanas is the skipper of the Star Destroyer *Hydra*. When he entered the Maw 12 years ago he served as its first mate, but took over its command last year when the original captain died in a turbolift malfunction. He is relatively young for an Imperial captain, and is still in the process of winning the confidence of his crew and officers. He gets on well with Daala, and trusts her leadership implicitly.

Thanas is from a prominent Coruscant house which has produced many Old Republic and Imperial officers over the centuries. He served in the Outer Rim Territories (principally in Seswenna sector) under Tarkin before volunteering to transfer to Maw installation.

Tall and handsome, Thanas cuts a splendid figure in his crisp uniform. He has ash-blond hair, and blue eyes. Unfortunately, Thanas' promising career is cut short when the escaping Rebels ram his ship with the Sun Crusher. It drifts into a black hole and is destroyed.

■ Captain Sten Thanas

Type: Imperial Navy Officer

DEXTERITY 2D+2

Blaster 5D, blaster: blaster pistol 7D+1, dodge 4D+1, grenade 4D, melee combat 5D+1, melee parry 4D, run 5D

KNOWLEDGE 3D

Alien species 4D, bureaucracy 5D, bureaucracy: Imperial Navy 6D, bureaucracy: Maw installation: 7D, cultures 6D, languages 5D+2, law enforcement: Imperial law 6D+1, planetary systems 5D+2, survival 4D+1, tactics 5D, tactics: capital ships 6D

MECHANICAL 3D+2

Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting 5D, capital ship piloting: Imperial Star Destroyer 6D+1, capital ship shields 5D, communications 5D+2, sensors 5D, space transports 4D, starship shields 4D

PERCEPTION 3D+1

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

STRENGTH 2D+1

Brawling 4D+2, stamina 5D

TECHNICAL 3D

Capital ship repair 5D, capital ship weapon repair 5D, computer programming/repair 5D, demolitions 4D+1, droid programming 5D+2, first aid 4D+1, security 5D

Force Points: 1

Dark Side Points: 1
Character Points: 16
Move: 10
Equipment: Comlink, datapad, hold-out blaster (3D+1)

Captain Brusco

Captain Brusco is the commander of the *Manticore*. He is a tough and demanding leader, able to push his men to amazing heights. Though he is a very competent officer, he is also an insecure vainglorious.

This defect makes him insufferable to the officers under him, who must humor him and endure his frequent tirades and bouts of depression. Many would have moved on to other posts on other ships if they could, but there is no escape in the small universe of Maw installation.

Brusco is a sallow-faced man with thinning blond hair and a weak chin. His ship is lost with all hands during the battle in Calamari's orbit when Admiral Daala's strike at the shipyards fails.

■ Captain Brusco

Type: Imperial Navy Officer

DEXTERITY 2D+2

Blaster 4D, blaster: blaster pistol 6D, dodge 6D, grenade 4D, missile weapons 4D

KNOWLEDGE 3D

Bureaucracy 6D, bureaucracy: Imperial Navy 7D+1, bureaucracy: Maw installation: 7D, intimidation 5D, languages 4D, law enforcement: Imperial law 7D+1, planetary systems 5D, survival 5D, tactics 6D, tactics: capital ships 7D, tactics: fleets 5D+2, willpower 5D

MECHANICAL 3D+2

Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting 5D+2, capital ship piloting: Imperial Star Destroyer 7D, capital ship shields 5D, communications 6D, repulsorlift vehicle 5D, sensors 5D+2, space transports 4D+2, starship shields 4D

PERCEPTION 3D+1

Bargain 5D, command 6D+2, command: *Manticore* officers 7D+2, con 6D, investigation 7D, persuasion 7D+1, search 5D+2

STRENGTH 2D+1

Brawling 6D, stamina 5D+2

TECHNICAL 3D

Computer programming/repair 6D, demolitions 4D, droid programming 6D+2, first aid 5D, security 7D

Force Points: 1

Dark Side Points: 2

Character Points: 7

Move: 10

Equipment: Comlink, datapad

Captain Mullinore

Mullinore is the captain of the *Basilisk*, the fourth Star Destroyer stationed in the Maw under Admiral Daala. He is a pale man with thin blond hair and watery gray eyes.

Of the four captains, he has known Daala the longest—they were classmates on Carida. They were distant acquaintances at the time, but



Storn Cook

unlike many of her other classmates, Mullinore did not slight her because she was a female.

She remembered this years later when she was assembling her officers in preparation for her duties in the Maw. When she asked Mullinore if he'd like to have his own command and serve under her, he jumped at the chance.

Daala and Mullinore have built their common ground into a distant but mutual friendship over the long years. After Kratas, Daala trusts Mullinore more than any of her other officers.

Mullinore is a native of Taanab, and like many people from that planet, is very formal and proper at all times. He is a brave man, and absolutely loyal to Daala. He is willing to do anything she asks in the line of duty. Indeed, he volunteers to command a skeleton crew on a suicide run into the surface of Coruscant. Unfortunately for Mullinore, he is unable to carry out his final order, because his ship is destroyed in a Sun Crusher-induced explosion before Daala's force can approach Coruscant.



■ Captain Mullinore

Type: Imperial Navy Officer

DEXTERITY 2D+2

Blaster 6D+1, blaster artillery 4D, dodge 5D, grenade 4D+2, missile weapons 4D

KNOWLEDGE 3D

Bureaucracy 6D, bureaucracy: Imperial Navy 8D+1, bureaucracy: Maw installation: 5D, languages 4D, law enforcement: Imperial law 7D, planetary systems 6D, survival 4D+2, tactics 6D+2, tactics: capital ships 7D+1, tactics: fleets 5D, tactics: starfighters 4D+2, willpower 5D+1

MECHANICAL 3D+2

Astrogation 6D+1, capital ship gunnery 7D+2, capital ship piloting 5D, capital ship piloting: Imperial Star Destroyer 8D, capital ship shields 7D, communications 6D+2, sensors 7D+2, space transports 5D+2, starship shields 4D+2

PERCEPTION 3D+1

Bargain 6D, command 7D, command: *Basilisk* officers 10D+2, con 7D, investigation 6D+2, persuasion 7D, search 6D+2

STRENGTH 2D+1

Brawling 6D+1, stamina 5D

TECHNICAL 3D

Computer programming/repair 5D+1, demolitions 5D, droid programming 5D+2, first aid 4D+1, security 7D+2

Force Points: 1

Dark Side Points: 1

Character Points: 22

Move: 10

Equipment: Comlink, datapad

General Odosk

General Odosk is the commanding officer of the Imperial Army units attached to Daala's fleet. His days are filled with keeping his men fit and ready for action at all times, no easy task for units which haven't seen action for over a decade.

Odosk is an experienced and grizzled soldier who has participated in hundreds of campaigns. He was considering retirement when Tarkin and Daala approached him with the offer to be senior Army officer in a new top secret military installation.

Tempted by the offered promotion to general, he postponed his plans to settle with the family of his youngest daughter, and headed out to the Maw to accept his new command. He thought it would be a pleasant and quiet end to his career. Little did he know that he would be essentially locked away for over a decade.

Now well beyond retirement age, Odosk keeps going by sheer force of will. He doesn't know if his daughter is still alive, and he has almost stopped caring.

Odosk was once a stocky and solidly built man, but he is now beginning to stoop slightly. His hair is snowy-white and he still maintains

the prominent sideburns which were popular among Imperial officers a decade ago.

■ **General Odoak**

Type: Imperial Army Officer

DEXTERITY 2D

Blaster 3D+2, blaster: repeating blaster 6D, blaster artillery 4D+2, blaster artillery: anti-infantry 7D, brawling parry 5D+2, dodge 4D+2, grenade 5D, vehicle blasters 5D

KNOWLEDGE 3D+1

Bureaucracy 4D, bureaucracy: Imperial Army 7D+2, intimidation 5D, law enforcement 4D+1, law enforcement: Imperial law 6D+2, streetwise 5D, survival 7D, tactics 5D, tactics: ground assault 5D, tactics: sieges 6D, value 4D+2, willpower 5D

MECHANICAL 3D+2

Ground vehicle operation 4D, hover vehicle operation 5D, repulsorlift operation 4D+2, sensors 6D, walker op-

eration 4D+2, walker operation: AT-AT 5D, walker operation: AT-ST 5D+2

PERCEPTION 3D

Bargain 5D, command 5D+2, command: Maw troops 8D, con 4D, investigation 4D+2, persuasion 5D+1, search 6D

STRENGTH 3D

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

TECHNICAL 3D

Armor repair 4D, blaster repair 4D+1, demolitions 3D+2, first aid 4D, ground vehicle repair 4D+2, repulsorlift repair 4D+1, security 7D+1, walker repair 4D

Force Points: 2

Dark Side Points: 3

Character Points: 23

Move: 10

Equipment: Comlink, datapad, blaster rifle (5D)

Chapter Six

Maw Installation

The Maw Cluster

The Maw Cluster is a swirling cauldron of warped space and tangled light which is compacted into a space not barely a few light-minutes across, smaller than many solar systems. Within the Maw, a cluster of interlocked black holes tug and tear at one another with titanic gravitational forces. The mighty Maw drifts slowly through space, consuming everything in its path.

The Maw is one of the mysteries of the galaxy, nearly as puzzling as the worlds of Corellia. The very existence of a black hole cluster seems astrophysically impossible, and has puzzled scientists for centuries. Some Old Republic scientists argued that statistically, something like the Maw is bound to form at least once in the galaxy. Other speculators, especially superstitious smugglers, suggested that the Maw was actually manufactured by a vastly powerful ancient species for some unknown purpose, perhaps to open gateways into new dimensions. This debate — like the controversy surrounding the Corellian system — shows no sign of abating.

For many centuries, it was assumed that the Maw is an impassable phenomenon; scientists who came to study the unique arrangements of black holes concluded that the chances of locating a path through the Maw are vanishingly small. The enormous gravity wells of the Maw make a maze of all the hyperspace and normal space routes through the cluster, and most of them are either dead ends or go right down the gullet of a black hole. As early Imperial probes discovered, however, there are indeed safe passages through the Maw — passages which would have been impossible to find without certain technological advances in the navigation field and a great deal of trial and error.

Even more amazingly, the probes discovered a nominally safe island in the middle of the cluster; an eye in the center of an immense

gravitational storm. This discovery, made by military probes sent out by the Outer Rim fleets, was duly logged and processed by Imperial sensor techs. When Moff Tarkin heard of it a day later, he quietly and personally saw to it that all traces of the discovery were erased from government computer files before the probe data was sent on to the Core for processing. He had no immediate use for the region, but he knew that an impenetrable region known only to himself would someday prove useful.

Tarkin sent his own science team to examine the Maw and develop a feasibility study regarding the construction of a mobile base within the phenomenon. The team, over a six-month period, discovered several more passages through the Maw, including one they nicknamed the "BackDoor" because the enormous gravitational stresses placed on ships passing through it makes the passage extremely dangerous.

Most importantly, the team discovered that certain regions in the eye were stable enough to support not only a mobile base, but permanent structures as well. Tarkin thanked his scientists, placed commendations in their permanent records, and then had them killed in an "accidental" shuttle collision to protect his secret.

Tarkin began to think about what he might do with a secret and unapproachable location unknown to anyone else. Eventually, when the Emperor approved his plan to develop and construct a superweapon, he found a use for his hideaway.

Maw Installation

When Tarkin was promoted to Grand Moff and took command of the Death Star project, he at last had the power and authority to put together a super-secret think-tank installation at a location of his choosing. He decided that the Maw was the perfect place to isolate the most



Ross Lockner

Navigating in the Maw

Navigating in the Maw is a near-impossible task if the traveler is not using previously established routes. Those attempting to blaze new trails into the Maw must make frequent stops to recalibrate their sensor systems and plot out their next microjump or realspace route. Altogether, intrepid (and foolish) explorers must make Heroic *capital ship piloting*, *space transports piloting* or *starfighter piloting* rolls for 3D rounds to successfully brave the Maw and get to the eye. Failure at any juncture means instant death.

Obviously, it is advisable to stick to established routes. Unfortunately, obtaining charts indicating these routes is nearly as impossible as braving the Maw itself, since the only known charts are encrypted in Imperial computers — located at the center of the Maw (Tarkin's personal records presumably perished in the destruction of the first Death Star).

Even *with* charts, only the most experi-

enced pilots should attempt the journey, since the two safest passages known to the Empire require three Difficult *astrogation* rolls to navigate successfully. The more dangerous "Back Door" route requires two Difficult *piloting* rolls and one Very Difficult *piloting* roll. Again, any failure means instant death.

Once within the eye, ships may maneuver normally, as long as they stay outside the event horizon surrounding each black hole. Due to the strange fluxes of gravity within the eye, however, movement requires a Moderate roll on the appropriate *piloting* skill. Failure means that the ship veers in an undesirable direction; unless the ship is flying at the very edge of the event horizon, or next to another ship or asteroid, there is little danger in failure.

The Maw is quite small, and may be traversed in normal space in a day or two, once a route is discovered.

brilliant scientists and theoreticians the Empire had to offer and let them create new weapons — it was impossible to approach, impossible to leave, and most importantly to his way of thinking, known only to *himself*. Moreover, the great distortion of the Maw prevented messages in any band or frequency from passing through the Maw. In short, the location was utterly secure.

At Tarkin's direction, a corps of engineers and construction teams designed and built an interlocking complex of asteroids and building modules. Constructors ferried rocks and building materials from local systems (including Kessel) into the Maw, and assembled them on location. The insides of the asteroids were hollowed out into habitation chambers, laboratory areas, prototype assembly bays, and meeting halls.

While the base was being built, Tarkin sent Bevel Lemelisk, Tol Sivron, and other representatives to gather his research and development staff. They found the people they wanted, and reeled them in, one way or another.

The recruited staff members all had their reasons for entering exile by coming to the Maw. Some came because they saw it as a promotion; a chance to stand out and get noticed. Others came because they believed in the Empire, and supported its need for new armaments.

Still others were coerced into joining the group of scientists slated to report to Maw

Installation. These were the brilliant misfits who didn't have the sense or political power to avoid notice when Tarkin's recruiters came, and the scientists who had relied on the Empire for their education and specialized training and now found their scholarships and grants were bought at a dear price. Yet others — namely the military representatives — simply came because they were ordered to.

None of them yet knew that, as brilliant as they were, they all had something else in common — they were *expendable*. Tarkin's profile for the scientists he wanted demanded not only individuals with a background of academic excellence in certain key fields, but also a clean past devoid of personal baggage — no mates or close family, no friends that could not be silenced when necessary, and no political patrons who could cause trouble later on if their proteges vanished from sight.

From the very start, Tarkin stressed the need for a totally autonomous facility sealed off from all external influences. Because the Maw staff would be expected to produce working prototypes, often on a major scale, specialists in a wide variety of engineering and construction fields would have to be "acquired" in addition to the scientists and researchers, to allow the Maw teams to build their weapons without outside consultation or materials. These people, as well as the construction docks, foundries and a huge supply of raw materials, were also rounded up and transferred to the Maw.

Tarkin proved to be as ruthless in concealing the existence of Maw Installation after its completion as he was when he first located the eye in the Maw. When the workers and architects who built the place boarded a return ship to move on to other projects, they leapt into the heart of a black hole rather than safely back into Kessel system — Daala herself had recalibrated their navicomputers to deliver them to their dooms rather than back into the Empire where they might speak of their activities.

Because he reported directly to the Emperor, Tarkin was not required to submit progress reports, budget requests and so on to organizations and individuals in the Imperial hierarchy, since funding for the Maw came under the bloated budget for the Death Star project. This allowed him to keep the location of Maw Installation secret even from the upper levels of the government. Tarkin successfully kept knowledge of the installation from other Imperial leaders, having no desire to subject his pet project to their political games and intrigues. He played a far more dangerous game by seeking to hide the specifics of his project from the Emperor. Tarkin and Daala believed that Palpatine never did learn the location of Maw Installation.

After several false starts, Bevel Lemelisk led the team to create a working prototype of a most impressive superweapon, code-named Death Star. Convinced that the project was viable, Tarkin took Lemelisk to the Outer Rim to oversee actual construction of the first production-model Death Star. Primary construction took place in the Horuz system. Lemelisk pioneered several more technological advancements, using a secondary on-site team of engineers to improve power output, targeting and other important facets of the weapon.

Shortly before he left for the final time, Tarkin instructed the Maw scientists to top themselves, and build a weapon still more terrible. The years that have passed since he gave this order have been uneventful, with no contact from the outer galaxy.

At Daala's instructions, Sivron has periodically sent several self-destructing drones through the fiery walls of the Maw, carrying coded updates for Tarkin. None have evoked any reply. Daala would not entertain any notion of sending a crewed ship out of the Maw, since she had very strict orders not to leave the Maw.

Maw Installation Layout

Maw Installation consists of a network of planetoids clustered at the exact center of the gravitational eye of the Maw. Several of the hollowed asteroids are linked by immense girder

assemblies, access tubes and transit rails to form the main installation, while other constructions and skeletal debris hover around the asteroid archipelago, anchored to the base by tractor beams.

The Hub

The Hub is the primary asteroid upon which most of the other asteroids are anchored. Many of the primary offices and labs are located in the Hub, as are the main computer core, the living quarters, cafeterias, and recreational facilities for the scientists and engineers. Some of the more important scientists have personal labs in the Hub, including Sivron, Qwi Xux and Doxin (Doxin also has an auxiliary lab in an orbiting asteroid).

The Hub is the only asteroid with an internal docking bay large enough to accommodate more than two shuttles at a time. There are weapon batteries scattered here and there on the surface of the Hub, though they are not seriously intended to fend off invaders. The Star Destroyers are intended to provide defense should Maw Installation come under attack.

The Lab Modules

The lab modules are where most of the super-weapon projects are developed and built. Lab A was once the primary site for the Death Star project, and has since been taken over by the Metal-Crystal Phase Shifter (MCPS) team. The large dish lens once used to test laser focusing theories has been modified to project an MCPS beam. Doxin's high-energy concepts labs are here, though he also has labs for certain experiments in Lab D.

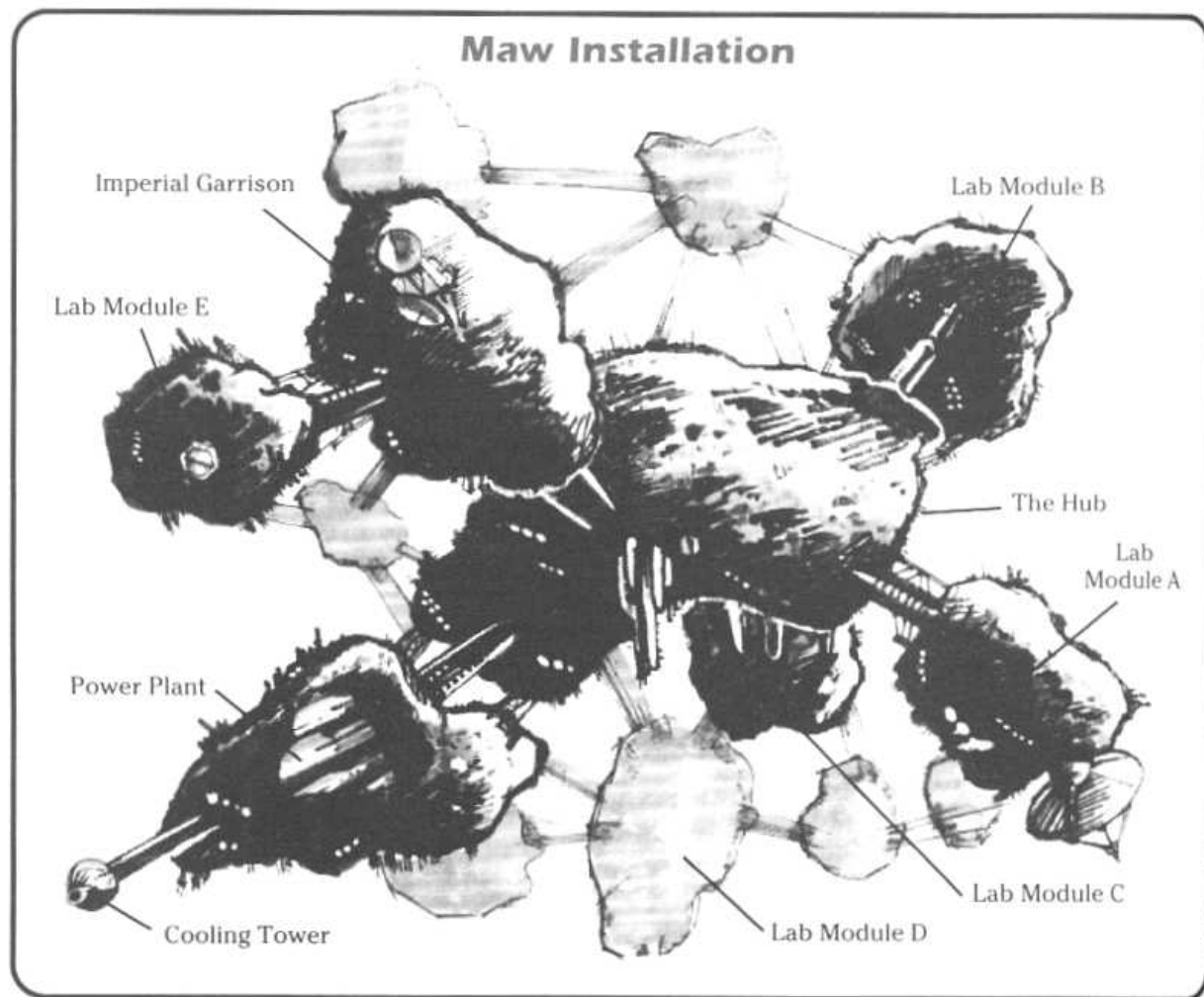
Labs B and C contain various workstations where embryonic projects are developed to the point where they warrant actual facilities of their own. The World Devastator project, which never got beyond the preliminary stages at Maw Installation itself, was located in Lab C.

Lab D is where power-intensive experiments and trials are performed. It contains a backup generator which can, if the main power plant goes offline, power the entire complex for several hours.

Lab E contains the labs and launch bay for the Sun Crusher project. Lab E is often used for extremely high-security projects, since it is connected to the Imperial Garrison rather than directly to the Hub.

Imperial Garrison

The Imperial Garrison is a large asteroid linked to the Hub. The stormtroopers and security personnel assigned to Maw Installation itself



rather than to one of the four orbiting Star Destroyers live in the garrison.

The garrison contains the base's primary communications arrays, its detention center and backup computer core, and various armories, trooper dorms, and security vaults. Emergency supplies are also stored here.

Power Plant

The power plant asteroid provides the installation's often considerable power needs. Twin reactors power the base, each designed to provide enough power for normal operation should the other fail. An additional backup plant is located in Lab Module D.

Offsite Locations

Most of the installation's work is done in the main cluster of asteroids, but there are several offsite labs located in freely orbiting asteroids. These remote labs are often used for volatile experiments, or long-term projects which would pose a danger to the installation if they were located within the base. The ordnance labs, for

example, are located quite a distance from the primary installation.

The major offsite location is the construction dock which drifts not far from the base. The dock is where the Maw mechanics assemble the various prototypes designed by the scientists. There are many ore-rich asteroids drifting in the vicinity, kept in a "corral" by low-power tractor beams. These rocks are tractored into the small industrial foundry attached to the dock and broken down into primary elements when processed metals and such are required.

Sun Crusher

The Sun Crusher is one of the prototype superweapon designs to emerge from Maw installation. Each of its innovative features, from its molecular armor to its resonance torpedoes, cost as much to develop as the original Death Star superlaser. The Sun Crusher project was headed by Qwi Xux, who also contributed some of its design features.

The Sun Crusher superweapon consists of a very fast and heavily armored delivery system

The Prototype Death Star

The prototype Death Star was built as a test-bed for new technologies developed for the Death Star project by Bevel Lemelisk and his team of engineers. In appearance, it is a gigantic wire-frame sphere 120 kilometers in diameter. Circular rings connected at the poles spread out in a network of girders linking the whole into a surprisingly solid construction. Nested in the framework and superstructure hang the enormous reactor core and the planet-destroying superlaser system.

The prototype is rather primitive compared to the finished superweapon and contains only the assemblies necessary to fire the main gun — the core, the superlaser and reactor. The numerous support systems, including hyperdrive systems, storage and living modules, landing bays, turbolaser batteries, and so on were left for outside contractors to design and furnish.

There are only two interior locations in the Death Star linked to life-support systems — the reactor core control room and the navigation center. Other areas of the prototype are open to space.

The reactor core control room is centered near the core reactor itself. The control room directs the power feed to various ship's systems. From here, the Death Star technicians can also calibrate and fire the station's superlaser system.

The navigation center is a jumble of bulky handwired navigational systems. Many of the components and subsystems are in portable, high-impact plastic containers wired together into a relay system. The cramped quarters are neither comfortable nor easy to move about in.

The prototype was not designed for long-range flight, and was only outfitted with sublight engines to allow it to keep its orbit within the Maw stable. Still, it holds together surprisingly well when the Imperials fly it through the Maw and engage in battle in Kessel system. It survives another two trips through the Maw, including one very punishing trip through the Back Door passage, and also survives an attempt to breach its power core by New Republic saboteurs.

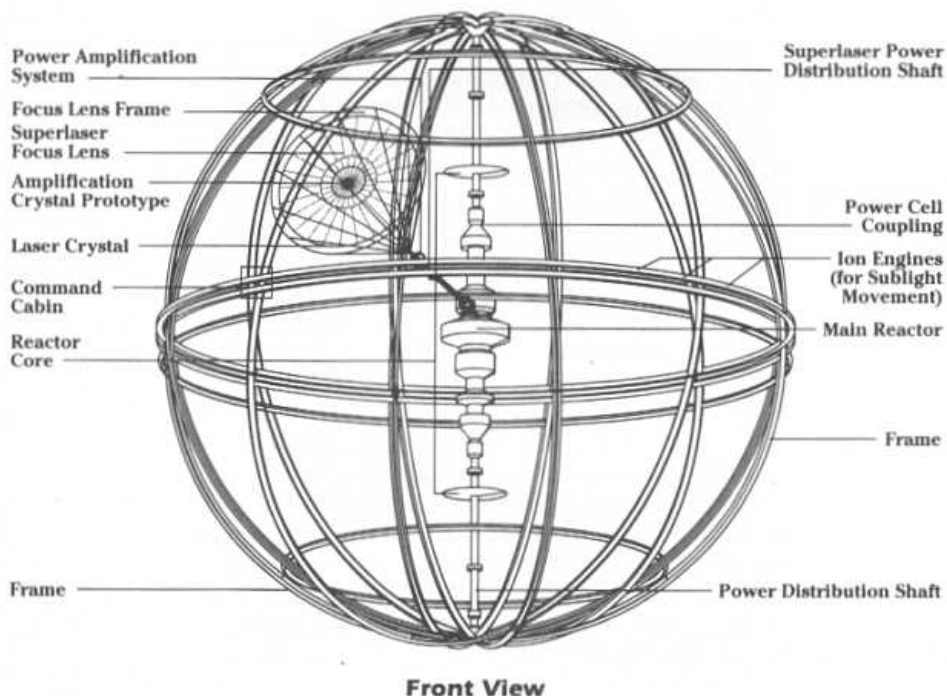
The mighty vessel acquits itself well in battle, despite some flaws in its targeting system (the station inadvertently destroys Kessel's moon). It might have survived its final battle if it had retreated to an Imperial Core

system rather than pursue the Sun Crusher. Alas, Sivron — blinded by a desire to recapture the Sun Crusher — manages to pilot the terror weapon beyond the event horizon and into oblivion.

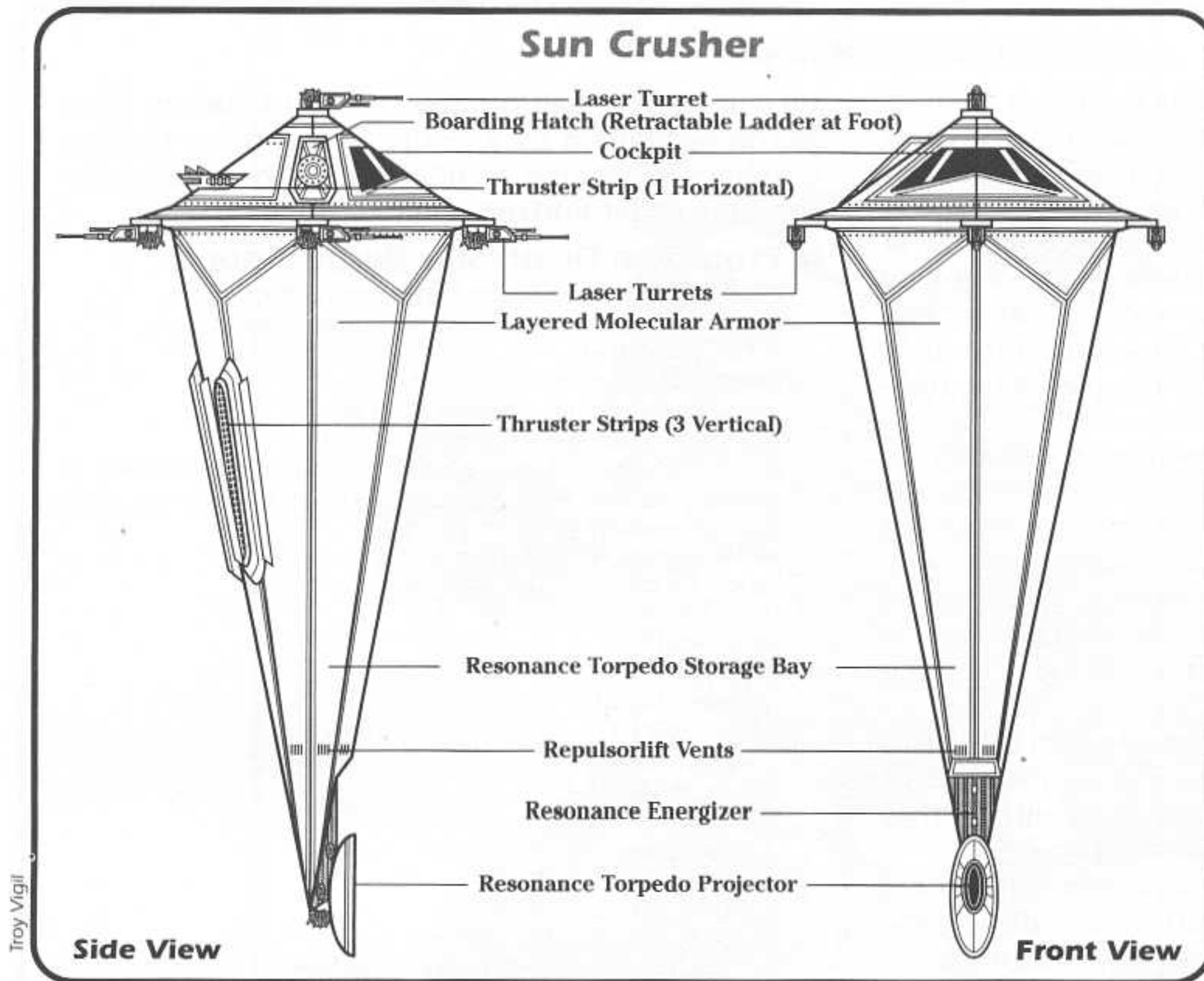
■ Prototype Death Star Battle Station

- Craft:** Custom Deep Space Battle Station Prototype
- Type:** Deep space mobile battle station prototype
- Scale:** Death Star
- Length:** 120 kilometers (diameter)
- Skill:** Battle station piloting: Death Star
- Crew:** 256, gunners: 45, skeleton: 75/+10
- Crew Skill:** Battle station piloting 5D, capital ship gunnery 4D
- Passengers:** 500 (engineers, pilots, gunners, observers, etc.)
- Cargo Capacity:** 500 metric tons
- Consumables:** Two months
- Space:** 1
- Hull:** 3D
- Shields:** 1D
- Sensors:**
 - Passive:* 50/0D
 - Scan:* 200/1D
 - Search:* 500/2D
 - Focus:* 10/2D+1
- Weapons:**
 - Superlaser**
 - Fire Arc:* Forward
 - Crew:* 65, skeleton 45/+5
 - Scale:* Capital ship gunnery
 - Skill:* Capital ship gunnery: superlaser
 - Body:* 8D (capital scale)
 - Space Range:* 1–20/40/90
 - Damage:* 6D*

* The Death Star prototype can generate 2D of damage per hour. Unlike the final production Death Star, the prototype can fire at variable power levels, ranging from 1D to 6D damage.



Troy Vigil



wedded with very powerful ordnance — modulated resonance torpedoes capable of destroying stars. The torpedo detonation triggers a chain reaction in the core of the target sun, igniting a supernova even in low-mass stars. The resulting blast destroys the entire system over a period of several hours.

The Sun Crusher is equipped with nearly impregnable quantum armor so it can fulfill its mission without regard to the fleet that might be arrayed against it. The quantum-crystalline armor is made up of several layers of atoms which are attached as densely as possible, laminated on top of another thin film. This second film is just as tough as the primary armor, but “phase shifted” — an experimental form of armor that affords tremendous protection. The armor is strong enough that the Sun Crusher has a good chance of surviving even if it gets caught in the blast radius of its resonance torpedoes, as long as it is far enough from the exploding star to avoid the worst of the shock wave.

The ship is also highly maneuverable and small enough to escape notice on many standard system-wide scans. It is lightly armed in the event that it encounters resistance — eight small lasers provide 360-degree coverage.

In appearance, the Sun Crusher looks some-

what like the long shard of a firefacet gem. The bottom of the long point carries a strange toroidal dish, which is the resonance-torpedo transmitter. Its quantum armor reflects light in strange directions, making the craft appear to have been polished with slow light.

■ Sun Crusher

Craft: Sun Crusher Prototype
Type: Imperial superweapon prototype
Scale: Starfighter
Length: 13.5 meters
Skill: Starfighter piloting: Sun Crusher
Crew: 1, gunners: 5
Crew Skill: Starfighter piloting 4D, starship gunnery 4D
Cargo Capacity: 65 kilograms
Consumables: 4 days
Cost: Unique (not for sale)
Hyperdrive Multiplier: x1
Nav Computer: Limited to three jumps
Maneuverability: 3D+2
Space: 12
Atmosphere: 450; 1,300 kmh
Hull: 50D
Shields: 1D

Sensors:

Passive: 30/0D
Scan: 40/1D
Search: 60/3D
Focus: 4/3D+2

Weapons:

Eleven Resonance Torpedoes*

Fire Arc: Front
Scale: Capital
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1–15/30/45
Atmosphere Range: 1–15/30/25 km
Damage: 4D+2

Five Laser Cannons

Fire Arc: 1 turret, 1 left/front/right, 1 front/left/back, 1 left/back/right, 1 front/right/back
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1–5/10/25
Atmosphere Range: 100–500/1/2.5 km
Damage: 4D

One Tractor Beam Projector

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1–5/15/30
Atmosphere Range: 2–10/30/60
Damage: 5D

* These stats describe the torpedo as used against a ship or other target. When fired into a star, the torpedo's sophisticated tracking system guarantees impact with a star, and its devastating impact on a star has very little to do with its explosive or kinetic power — it simply triggers a chain reaction which ignites a supernova, destroying the star and anything in the system.

Other Maw Projects

Many projects and designs have been explored and initiated at Maw Installation other than the Death Star and Sun Crusher. The scientists and engineers of the base have spent hundreds of thousands of hours in developing other systems as well.

Many of these projects have concluded as dead-ends; theories in search of applications. Others are simply beyond the capabilities of the installation to realize.

One such design was a proposal to modify existing molecular furnace devices into autonomous "World Devastators" that could strip raw materials from a planet's surface, feed it into huge automated onboard factories, and produce useful machines. Actually building a working prototype was beyond the capabilities and intentions of Maw Installation, so the project head simply transmitted the proposal off to Tarkin shortly after he left with Bevel Lemelisk. Unbeknownst to the Maw scientists, Umak Leth — an ambitious scientist — managed to intercept the plans (since, with Tarkin dead, the findings from Maw Installation actually went through normal channels). Leth managed to convince his superiors that the weapon's design was his own, and presented it to the Emperor during the construction of the second Death Star. The Emperor eventually approved the construction of the World Devastators, which still bear more than a passing resemblance to the original Maw Installation design.

The Metal-Crystal Phase Shifter

A project which is nearing completion when the New Republic invades the Maw is the Metal-Crystal Phase Shifter (MCPS), a project headed by Doxin. The MCPS field alters the crystalline structure of metals, essentially causing metals to break down into fine powder. The MCPS can penetrate conventional shielding and, in theory at least, turn starship hull plates into powder.

Doxin's first working prototype only produces a field capable of working effectively over about one percent of the target surface area. Even so, the field has a devastating effect on ship hulls, because it leaves pinhole structural failures over the entire surface. The resulting hull breach and loss of hull integrity is enough to destroy most ships.

Doxin, ever frugal, has found a use for the dish focusing lens affixed to Lab Module A which was originally built to test laser focusing for the Death Star project — he is using it to project his MCPS field. Because the dish wasn't designed to do anything like this, the field is relatively weak. Eventually, Doxin plans to produce a larger

prototype using a custom-designed lens, which he hopes will result in a full-powered MCPS field generator.

■ Metal-Crystal Phase Shifter

Model: MCPS Quarter Scale Prototype
Type: Imperial superweapon prototype
Scale: Capital
Skill: MCPS Operation
Crew: 12, skeleton: 8/+10
Body: 3D (starfighter scale)
Fire Rate: 1/5
Fire Control: 2D
Range: 3-30/ 50/300
Blast Radius: 300 meters
Damage: 5D

Gamemaster Notes: The damage cannot be blocked by shields. Because the MCPS is a field rather than a beam, any ship within the 300-meter-wide field is equally affected by the devastating effects of the weapon.

Maw Security

Admiral Daala, as Maw Commander, is responsible for maintaining security within the installations, and protecting Imperial assets located within. Tarkin gave her four Star Destroyers to perform this task, and gave her strict orders not to leave the Maw under any circumstances without express orders given by either himself or an officer specifically empowered by the Emperor to order them moved. Daala's flagship is the *Gorgon*, and the others are the *Manticore*, the *Basilisk*, and the *Hydra*.

While the Imperial prototype technology in the labs is some of the most advanced in the galaxy, the Imperial ordnance used by Admiral Daala's forces are quite dated by New Republic standards. The four Star Destroyers have not received upgrades or major refittings in over 10 years, and their weapons, sensors, software packages, and starfighters are all behind the technology curve.

Fortunately for the Imperials, some of the Maw scientists have taken to tinkering with some of the TIEs as a hobby over the years. The result is a few dozen "super TIEs" which contain new powerful engines, and improved targeting capabilities. Daala has designated these starfighters as interceptors. All ships entering the eye of the Maw are intercepted by these customized TIEs, and required to give the proper verbal code sequence or be destroyed.

The Maw Installation itself is policed by the garrison commander, who also commands the stormtrooper divisions stationed on the base. By arrangement with the various captains of the orbiting Star Destroyers, the installation stormtrooper units are rotated up to one of the destroyers for a time, and some of its complement rotated down. This procedure helps keep all the troopers from becoming dulled by rou-

tine. The Maw stormtroopers are sharp and well trained, though they carry older model blasters.

There are normally 53 law-enforcement personnel on the base at any one time. When Daala pulls her fleet out, she orders an additional 70 stormtroopers to stay behind to protect the facilities.

Maw Installation Personnel

Maw Installation houses the most brilliant scientists and engineers Tarkin could obtain when forming his research facility — or at least, those who were not so prominent that they would be missed by their colleagues. They represent a wide cross-section of fields and specializations within both theoretical and applied science, from advanced hypernautics theory to droid and robotics design.

The researchers are supported by a large staff of men and women who breathe life into the horrible visions conjured up by the Maw scientists. These people — draftsmen, naval architects, welders, electrical engineers, mechanics, dry-dock workers, foundry operators, and so on — work for the Prototype Construction and Design Support Division (PCDS). Until fairly recently, the PCDS division was directed by an engineer named Tabbot. Tabbot was killed when an experiment exploded at the construction docks (Wermyn lost his arm in the same accident).

Since that time, Sivron has taken over as acting director of PCDS, until he can find an “appropriate successor.” So far, he hasn’t made much progress in doing so.

Tol Sivron

Tol Sivron is the pasty-faced Twi’lek Director of Maw Installation. He is in charge of the various divisions that make up the installation, and is also currently acting director of the PCDS division.

More a bureaucrat than a scientist, Sivron is impatient, petty, uncreative, and maintains a stifling control over his scientists. He believes that the first task of management is to delegate duty down and outward.

He revels in bureaucracy, and believes that what he cannot generate in actual research he can make up for in forms, contingency plans, feasibility studies, and progress reports. Alas, he very rarely actually *reads* the mounds of paperwork his policies generate, which is painfully obvious to his staff. It certainly doesn’t occur to him that his ceaseless efforts to be prepared prevent him from actually accomplishing anything productive.

Sivron has no respect for life, and is very cavalier at sacrificing others to get ahead. He is extremely threatened by true talent, for example, and back in the real world usually dealt with perceived threats by sabotaging careers and having the offending person removed from his staff. This tactic has failed him spectacularly in the Maw, since just about everyone that works for him is more talented than he is, and there isn’t much he can do to get rid of any of them. About the only thing he *can* do to protect himself (by his way of thinking), is to make sure that his name goes on every research paper produced by the staff of the installation.

Despite his attraction to advanced planning, Sivron fancies himself a quick decision maker when snap decisions are called for. In many ways, he has been adapting to new situations all his life, from his final departure from Ryloth, to his tough ascension in the Imperial academic and research field, to his appointment as the head of the Maw Installation.

Sivron was a pampered young member of a head-clan on his homeworld of Ryloth. He expected to live in luxury for many years, but when one of the five leaders died, the others — Sivron among them — were exiled from the community according to Twi’lek custom. Banished to the merciless desert wastes of the permanently sunlit hemisphere of Ryloth, Sivron killed his three companions to increase his own chances of survival.

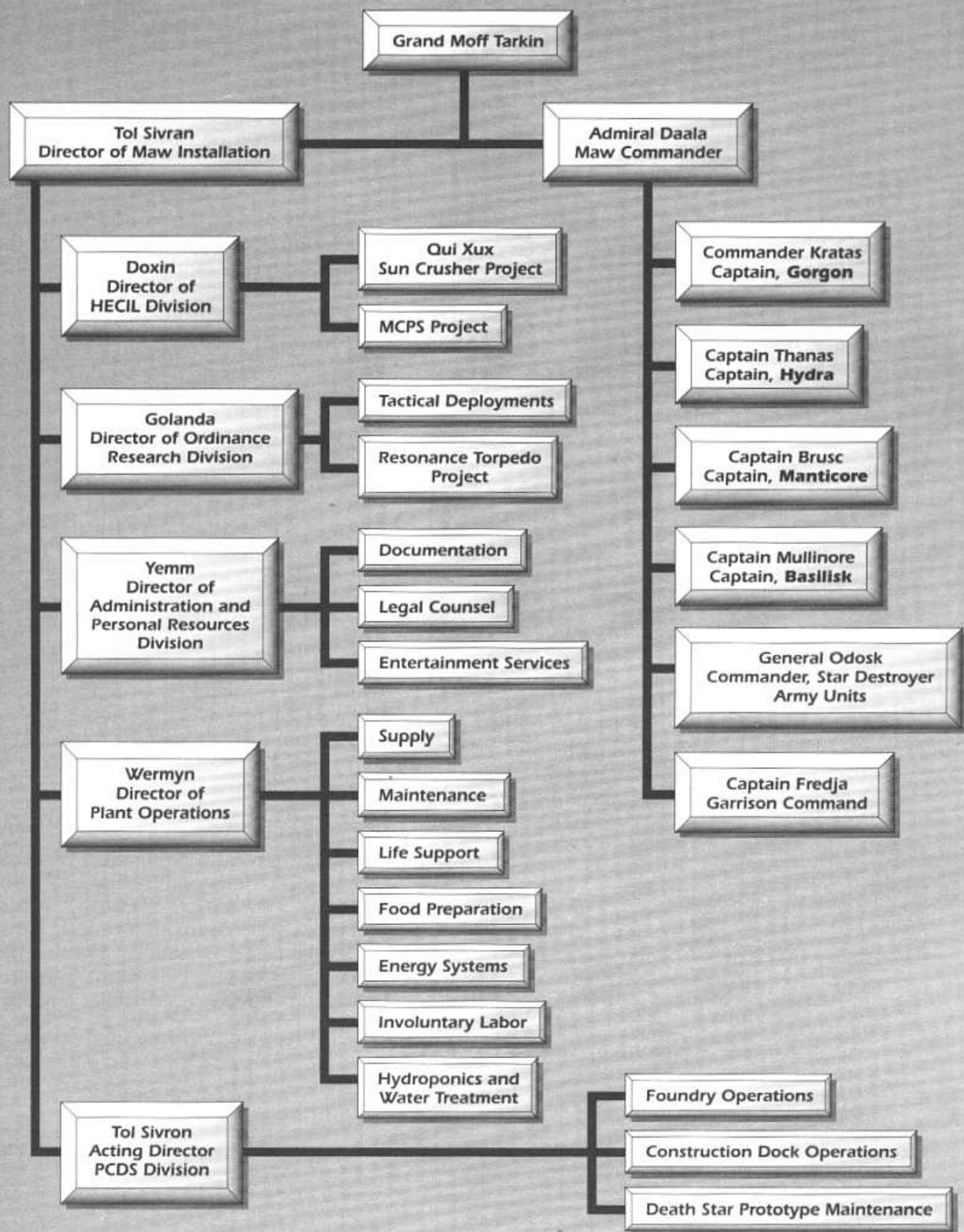
While wandering through the desert, he encountered an Imperial naval training and refueling base. There he met a young commander named Tarkin who was establishing the base as an important refueling depot for his small Outer Rim fleet. Sivron made himself useful to Tarkin, and proved to be an able manager and assistant as Tarkin moved up in the ranks. When Grand Moff Tarkin established the Maw Installation, he tapped Sivron to manage it.

Sivron is resentful that Daala abandoned her post and left him and the Installation unprotected. He doesn’t much like her, because she refuses to accept her subordinate position, but he depends on her to provide security.

Ultimately, when the New Republic invades the Maw, he decides to evacuate in the prototype Death Star, and embarks on a terror spree during which he destroys Kessel’s moon before retreating back into the Maw.

When the Sun Crusher reappears in the Maw and attacks Sivron’s Death Star, he orders the crew to pursue it, against the advice of his sole remaining military advisor, as it flees toward the black holes of the Maw. When the beam of the

The Maw Installation Organizational Chart



Brian Schoenberg



Storm Cook

superweapon fails to hit the Sun Crusher, Sivron takes direct control of the Death Star, despite his lack of experience piloting the craft. In pursuing Kyp in the Sun Crusher, he is lured beyond the event horizon, and is slain along with most of his remaining scientists when the Death Star is sucked down into the black hole.

■ Tol Sivron

Type: Director of Maw Installation

DEXTERITY 2D+1

Blaster 4D, brawling parry 3D+2, dodge 6D

KNOWLEDGE 4D

Alien species 7D+1, bureaucracy 9D, bureaucracy: Empire 10D, bureaucracy: Maw Installation 13D+1, business 5D+2, intimidation 6D, scholar: defense technologies 7D+2, scholar: Imperial science community 6D, streetwise 5D, survival 6D+2, value 6D, willpower 7D

MECHANICAL 2D

Communications 4D+2, repulsorlift operation 4D, sensors 5D+1

PERCEPTION 4D+2

Bargain 7D, command 5D, command: Maw Installation staff 8D, con 7D+1, forgery 5D, hide 5D+2, investigation 6D, persuasion 10D+1, search 5D, sneak 5D+1

STRENGTH 2D

Brawling 4D, stamina 5D

TECHNICAL 3D

Battle station repair 5D+2, (A) capital ship engineering

7D, capital ship repair 5D+1, (A) capital ship weapon engineering 4D+2, capital ship weapon repair 3D+2, computer programming/repair 7D+2, droid programming 4D, security 8D+2

Special Abilities:

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

Force Points: 1

Dark Side Points: 4

Character Points: 14

Move: 10

Equipment: Datapad, lab tunic

Doxin

Doxin is one of the head scientists at Maw Installation. He is director of HECIL, the High-Energy Concepts and Implementations Labs Division, which conceives of and tests new applications for energy and laser technology.

Doxin was one of Bevel Lemelisk's prize students, and followed his mentor from job to job. He was elated to be involved in the Death Star project, and gladly transferred to Maw Installation to work on Lemelisk's team. He was less elated to discover he was trapped there, especially when Lemelisk departed with Tarkin to work on the actual Death Star.

Doxin spent several years developing the laser focusing system for the Death Star superlaser, and several more tinkering with it after Lemelisk had left, even as he worked on other projects. He finally took his beloved prototype focusing lens in Lab Module A offline when he needed to cannibalize it for the MCPS project. He is currently working full-tilt on the MCPS projector, which he hopes to have fully operational within a year. He is planning to woo Sivron for the resources to construct a brand new prototype, since he suspects the limitations of the laser lens he is working with are holding him back.

Wider than he is tall, Doxin is a decidedly rotund man. He is completely bald except for very dark, very narrow eyebrows that look like thin wires burned into his forehead. He has very thick lips. Doxin is slain by Sivron's incompetence when the Twi'lek pilots the prototype Death Star they are aboard into a black hole.

■ Doxin

Type: Maw Scientist

DEXTERITY 1D

Brawling parry 3D, dodge 3D+1

KNOWLEDGE 4D

Alien species 5D, bureaucracy 6D+1, bureaucracy: Maw Installation 9D+2, business 6D, cultures 5D+1, languages 6D, scholar: defense technologies 5D+2, scholar: Imperial science community 4D+2, streetwise 5D, value 6D+2, willpower 5D

MECHANICAL 4D

Capital ship gunnery 4D+2, capital ship shields 5D, communications 4D+2, repulsorlift operation 5D, sensors 7D

PERCEPTION 2D

Bargain 6D, command: research staff 8D+2, con 5D, hide 3D+2, persuasion 7D+2, search 4D, sneak 4D

STRENGTH 1D+2**TECHNICAL 4D**

(A) Battle station engineering 8D, battle station repair 6D, (A) battle station weapon engineering 13D, battle station weapon repair 8D, (A) capital ship weapon engineering 9D, capital ship weapon repair 7D+1, computer programming/repair 7D, droid programming 5D+2, security 6D, (A) starship weapon engineering 12D, starship weapon repair 7D+2

Force Points: 1**Dark Side Points: 1****Character Points: 7****Move: 8**

Equipment: Datapad, lab tunic

Golanda

Golanda, the eldest daughter of a wealthy industrialist, was sent to the finest schools in the Empire. She quickly revealed a talent for mathematics and energy sciences, and went on to study at several exclusive scientific conclaves.

While an intern at one such complex, Golanda fell in with a crowd of young weapons specialists, and, when her internship was over, accepted a position with their team at the Imperial Ordnance Research Facility on Shumogi. She found the science of ordnance design endlessly fascinating, and soon proved to be a brilliant researcher as well as an able manager. Within 10 years, she was running the IORF labs she had entered as a raw intern.

When Tarkin's representative Tol Sivron arrived and offered her a prestigious position in a new project the Grand Moff was developing, Golanda was initially thrilled. However, when she learned that she was to be placed in virtual exile for an indeterminate amount of time, she decided that she'd rather stay in the Core.

Unfortunately for her, Sivron had offered the IORF director a three-million-credit personal donation to ensure she made the "right choice," and when she tried to back out of the deal, she found that not only had her old position been filled, but that other doors in IORF, university research facilities, and defense firms were closing as well. Robbed of a livelihood, and faced with a sudden, mysterious (and highly ominous) Imperial tax audit, she had no choice but to accept Sivron's generous offer of employment.

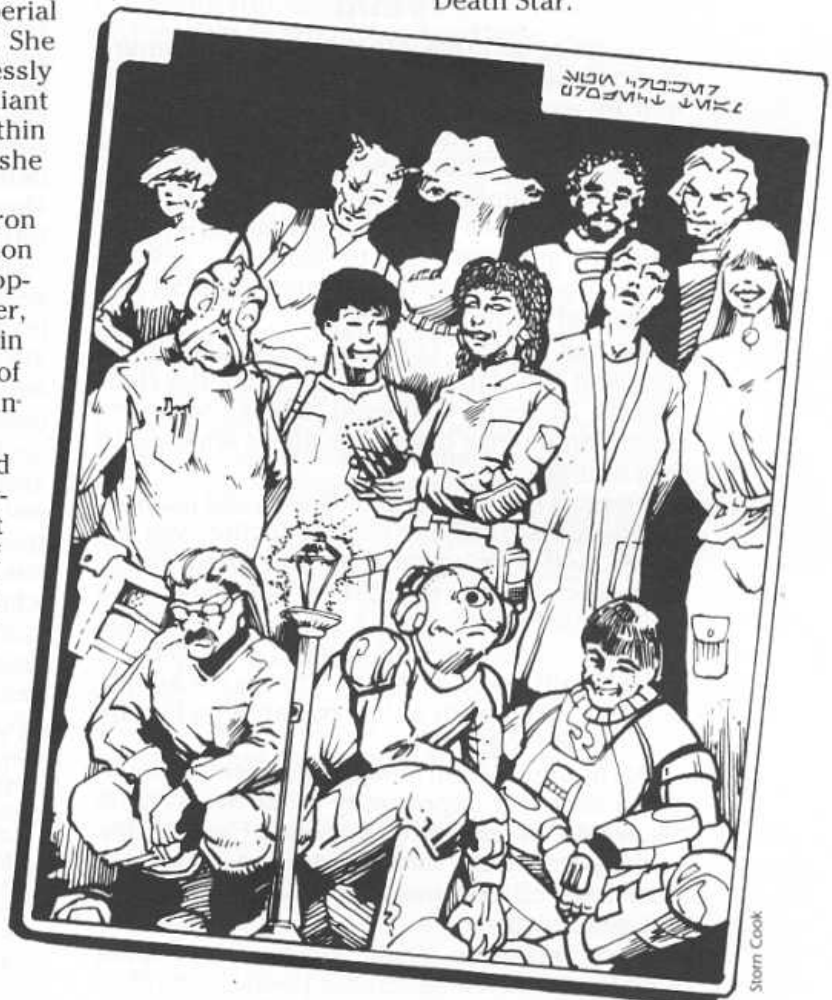
Golanda is not at *all* happy to have been torn from her comfortable research facilities to suffer total exile in the Maw, and has spent the last 11 years seething with resentment. She still finds some

pleasure in her work, however, and as the director of Ordnance Research and Development, she finds plenty to keep her busy.

Golanda's division developed the torpedoes and targeting systems which deliver the Sun Crusher's payload to its target destination, and is currently field-testing a new ion torpedo and has an experimental cluster-resonance shell project in early development. She is also responsible for conducting artillery trials, and constantly makes pointed comments about the wisdom of conducting artillery research in the middle of a black hole cluster, where gravity fluctuations render all research data flawed and useless, but no one listens to her anymore.

Golanda plays sabacc regularly with some of the *Hydra's* officers. She is the only Maw director who has any meaningful non-professional contact with military personnel under Daala's command.

Golanda is tall and hawkish. With an angular face, pointed chin, and aquiline nose that gives her face the general shape of a Star Destroyer, she is not pleasing to look upon. She dies along with the other scientists aboard the prototype Death Star.



■ Golanda

Type: Maw Scientist

DEXTERITY 2D+1

Blaster artillery 6D, dodge 6D, missile weapons 6D+1, vehicle blasters 3D+2

KNOWLEDGE 4D

Alien species 5D, bureaucracy 5D+1, bureaucracy: Maw Installation 7D+2, business 5D, cultures 7D, languages 4D+2, planetary systems 5D

MECHANICAL 2D+2

Capital ship gunnery 4D, communications 4D, repulsorlift operation 5D+1, starship gunnery 6D

PERCEPTION 2D+2

Bargain 4D, command: research staff 6D+2, gambling 5D+1, hide 3D+2, persuasion 6D, search 4D, sneak 4D

STRENGTH 2D+1

Brawling 4D+2, stamina 5D, swimming 3D

TECHNICAL 4D

(A) Artillery engineering 12D+2, (A) battle station weapon engineering 5D, battle station weapon repair 4D+2, (A) capital ship weapon engineering 7D, capital ship weapon repair 5D+2, computer programming/repair 6D, droid programming 5D+2, droid repair 5D, (A) starship weapon engineering 7D, starship weapon repair 5D

Force Points: 1

Character Points: 6

Move: 10

Equipment: Datapad, lab tunic

Yemm

Yemm's goal in life is to go as far in the Empire as a non-human can go, and he has done fairly well by any standard. The young Devaronian was one of the few non-humans in the Outer Rim to obtain a SAGEducation grant to study in the Core. He obtained his business administration and law degrees at the Dansuun Priory on Rhinnal, and went on to work for several megacorporations in the Colonies and CSA as a personnel resources manager.

He has a great talent for saying the right things at the right time, and making the right friends. He found that even humans who professed an intense dislike for aliens warmed to him in time.

Yemm's ability to get along with and manipulate people served him well in moving from job to job, and ever upward, but backfired drastically when he impressed then-Moff Tarkin at a diplomatic function at the capital of Seswenna sector — scant months later, Tarkin (now a Grand Moff) asked Yemm to serve as the administrative director of a new research facility he was putting together.

At the time, Yemm thought the position would be an excellent opportunity to move up again. He would be regularly in contact with high-ranking Imperials, and besides, one does not turn down an offer made by a Grand Moff without good reason.

Upon reflection, Yemm imagines he should have found one. He anticipated being in the Maw for two years — perhaps three — by which time

he was to have created for himself a position somewhere higher in the Imperial hierarchy, possibly on Coruscant itself. He soon discovered he had made a dreadful mistake in coming to Maw Installation. He had expected the security to be tight, but he had not realized that the base would operate in total isolation until it was too late. How was he to develop contacts languishing in forgotten obscurity?

Yemm has spent many long and extremely restless years trapped in the Maw. His natural desire to move on to new environments — a trait common to Devaronians — has been amplified by the knowledge that 20 years of contacts and connections in the political and business worlds are being wastefully neglected. He has moved his department offices 22 times in half as many years, just for the change in scenery. This constant moving drives everyone else crazy (especially those who must move their offices elsewhere to make way for Yemm and his staff), but since he has the power to reassign just about everyone *else's* offices as well, official complaints have been remarkably low-key.

Yemm mainly manages personnel resources (except for the slaves, who are Wermyn's responsibility), and the documentation offices which attempt to keep up with Sivron's huge volume of paperwork. He also manages the legal counsel offices, and entertainment services. The latter, which includes holobroadcasts for the Maw staff and troops, library stacks, and so forth, used to be more popular before they were recycled for the *n*th time. Yemm has tried to keep things interesting by starting sabacc leagues, small chamber orchestras made up of amateur players culled from the personnel files, and locally produced plays, with varying success.

Partially in apology for moving his offices around so much, Yemm has taken it upon himself to keep Sivron amused and off the backs of the scientists as much as possible. For this he has the entire Maw staff in his eternal debt, which is how he likes it.

Yemm vanishes into one of the Maw black holes with everyone else aboard the prototype Death Star.

■ Yemm

Type: Devaronian Director of Administration

DEXTERITY 3D

Archaic guns 4D+2, blaster 4D, dodge 5D+1, running 4D+2

KNOWLEDGE 4D

Alien species 6D+2, bureaucracy 10D+2, bureaucracy: Maw Installation 7D, business 8D, business: business law 6D+2, cultures 6D, languages 5D+2, law enforcement: imperial law 6D, planetary systems 5D, streetwise 5D+2, value 5D

MECHANICAL 2D+1

Astrogation 4D, repulsorlift operation 5D, sensors 4D+2, space transports 5D, starship shields 5D+1

PERCEPTION 3D

Bargain 8D+1, con 9D, investigation 6D, persuasion 10D+2, search 4D, sneak 5D

STRENGTH 3D

Brawling

TECHNICAL 2D+2

Computer programming/repair 6D, droid programming 4D+2, first aid 5D, security 8D

Force Points: 1

Character Points: 12

Move: 10

Equipment: Datapad, comlink

Qwi Xux

Qwi Xux is the brilliant but naive scientist in Maw Installation who heads up the Sun Crusher team. She focuses entirely on her work, never considering the consequences of her actions, nor the needs or feelings of those outside her immediate interests. She does the work she does because she enjoys the challenge of beating a supposedly unsolvable problem. She feels that if outside forces abuse her creations, that is not a reflection on her activities.

Qwi is a member of the Omwati people, a near-human race. Several years ago, then-Moff Tarkin discovered the Omwati children possessed a fantastic ability to retain and process vast amounts of information. She was recruited as a child by Tarkin and placed in a grueling training program designed to break the students — those who failed were forced to watch as their home cities and families were destroyed from orbit. Of the 10 Omwati children who entered the program, only Qwi made it through all the training.

She survived by eliminating everything that might distract her from her work. She knew all too well that should her concentration falter, thousands of her people would die, including her kin. She learned to suppress compassion, and take refuge in the problems and lessons before her. There was the safest path, the only sure path.

At the end of her training, Tarkin brought her to Maw Installation to work in his secret think-tank under Bevel Lemelisk. In the early days, she worked with Lemelisk to design and perfect the Death Star weapons system (she was his primary assistant). When the preliminary design was completed, Lemelisk departed with Tarkin to oversee construction of the actual Death Star, and Qwi moved on to other projects.

She is shocked to learn from Han Solo that the projects she has worked on have been used as military weapons. She was told that the Death Star was to be used to break up dead planets to allow direct mining of the heavy metals trapped

in the core, and that the World Devastators were to be autonomous factories combing asteroids or sterile worlds to produce a wide range of items without polluting inhabited planets. To her, the open sharing of information is imperative and paramount. She becomes outraged when she discovered that Daala had been withholding information and deceiving her.

When Qwi defects to the New Republic, she goes before the New Republic Assembly to champion the destruction of the Sun Crusher. Bereft of all of the crutches that have kept her propped up all these years, and all alone in an alien place, Qwi comes to rely on Wedge Antilles, who has volunteered to be her bodyguard and guide. Only upon meeting Wedge does she realize how empty her life has been, how devoid of personal relationships. Her only joys have come from completing a project or proving her designs and theories correct.

After her address, she and Wedge leave Coruscant for Vortex, to help in the disaster relief efforts. During the trip, Wedge's interest in Qwi grows, and she shyly encourages him. On the return trip, they stop by Ithor to take in the sights. Kyp Durrion finds her there, and using Sith powers, drains her mind of all she knew of the Sun Crusher.

The purge is not extremely focused, however, and many other memories are destroyed as well. Fortunately, most of her basic scientific knowledge is intact, but she has lost a lot of her advanced knowledge.

Since losing her memory, Qwi has been obsessed with replacing her lost knowledge with intensive study. Some memories return with a bit of prodding, but most remain forever lost to her. She intends to fill the gaps as best she can. Even so, she is not sorry to be rid of the knowledge that created the Sun Crusher — she has no intention of regaining that knowledge.

A willowy near-human, Qwi has a blue tint to her skin, and very fine white hair. Her voice is high and reedy, and sounds somewhat like birdsong. Her eyes are wide and deep blue, giving her an expression of perpetual astonishment. She uses a special music keyboard to interface with computers. Those of her species find it much easier to input data via musical chords rather than words and phrases.

■ Qwi Xux

Type: Near-human Sun Crusher Project Director

DEXTERITY 3D

Dodge 4D, running 5D

KNOWLEDGE 4D

Alien species 5D+2, bureaucracy 5D+2, business 5D+2, cultures 6D, languages 5D+2

MECHANICAL 2D

Communications 4D, musical keyboard operation 7D+1,

sensors 5D, space transports 4D, starship gunnery 4D+1, starship piloting 3D+2, starship shields 4D

PERCEPTION 2D

Command: Sun Crusher team 6D, hide 4D+2, persuasion 5D, search: electronic 7D+2

STRENGTH 2D

Climbing/Jumping 4D

TECHNICAL 5D

(A) Battle station engineering 9D, battle station repair 7D+2, (A) capital ship engineering 4D, capital ship repair 5D, (A) capital ship weapon engineering 6D+2, capital ship weapon repair 6D, computer programming/repair 8D+1, droid programming 8D, droid repair 6D, security 9D+1, (A) starfighter engineering 12D+2, starfighter repair 7D+1, (A) starship weapon engineering 11D, starship weapon repair 6D+2

Special Abilities:

Enhanced Learning Capability: Thanks to their advanced minds, Omwati children, if properly trained, can absorb and process a great deal of information at a young age. Omwati who were so trained may have a *Technical* attribute as high as 5D.

This character is Force-sensitive

Force Points: 1

Dark Side Points: 2

Character Points: 12

Move: 10

Equipment: datapad, lab tunic, musical keyboard

Wermyn

Wermyn is the director of plant operations in Maw Installation. He supervises the work crews who keep the base going, and is himself very hands-on when it comes to maintaining the facility. He can often be seen climbing over piping in the water treatment plant, floating over the pitted face of the Hub in a vacc suit making minor repairs to girders and local communications arrays, or running safety tests in Life Support Systems.

Wermyn lost his right arm two years ago when an experimental beam projector blew up during a zero-G test firing. The doctors and medical droids present in the installation were not properly equipped to handle bionic replacements, and rather than make do with a cruder artificial arm, he opted to go without. The lack of an arm hasn't hindered Wermyn too much; when he has solo work to do which requires two hands, he takes along a humanoid droid.

Many people, on first sight of Wermyn's purplish-green skin, assume he is a member of one of the many races of near-humans scattered throughout the greater Empire. In reality, Wermyn is a normal human — his strange skin color is a combination of permanent dye and micro-tattooing, applied to young Wermyn in a rite of passage ceremony on his homeworld of Aquella.

Wermyn is charged with sabotaging Maw Installation while the Imperials evacuate the Maw. He succeeds, but is abandoned by Sivron and is forced to surrender to Wedge's soldiers to escape the doomed asteroid complex.

Wermyn

Type: Plant Supervisor

DEXTERITY 2D+1

Dodge 4D, running 3D

KNOWLEDGE 2D+2

Alien species 3D, bureaucracy 4D, bureaucracy: Maw Installation 6D+2, business 3D, cultures 3D+2, planetary systems 5D, streetwise 6D, value 8D

MECHANICAL 4D

Astrogation 5D, communications 6D, repulsorlift operation 5D, rocket pack operation 5D, sensors 7D, space transports 6D, starship shields 6D+1

PERCEPTION 2D+2

Bargain 5D, command: work crews 8D, con 7D+2, gambling 5D, investigation 6D, persuasion 4D+2, search 6D

STRENGTH 2D+1

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

TECHNICAL 4D

Battle station repair 6D, computer programming/repair 7D, droid programming 5D+2, droid repair 6D+1, first aid 5D, repulsorlift repair 7D, security 7D

Force Points: 1

Dark Side Points: 1

Character Points: 8

Move: 10

Equipment: datapad, tool belt, comlink, Maw Installation

Captain Fredja

Stormtrooper Captain Fredja, as the garrison commander on Maw Installation, is caught between two superiors. Officially, he reports to Admiral Daala, who is the Maw Commander. In day-to-day affairs, however, he sees more of Tol Sivron, who has the distressing habit of confusing Fredja for a stormtrooper corporal or sergeant rather than the elite officer he is.

Under normal circumstances, Fredja extends to Sivron the customary unquestioning obedience expected of all stormtroopers. However, when Sivron steps over the line and begins to interfere with the duties of the stormtrooper garrison, Fredja puts a stop to it, usually by quoting Sivron's own rules back to him. (Fredja has discovered to his dismay that this is the only sure way to get Sivron to back down — the captain doesn't much like being a rules lawyer.)

When Daala moves out of the Maw with her Star Destroyers, Captain Fredja becomes the highest-ranking military man left on the site, which technically places him in command of every military asset in Maw Installation. He uses this authority to destroy the main computer core of the base when the New Republic occupation force arrives.

Unfortunately for every person who evacuates to the prototype Death Star to escape the occupation force, his authority only extends to the outermost asteroid of Maw Installation itself. Once aboard the Death Star, he has no choice but to obey Sivron's every command, though he does his best to sway Sivron in the

right direction by offering timely and reasonable suggestions. This works reasonably well until Kyp Durron taunts Sivron past rational thought and lures the Death Star and its passengers to their doom.

■ **Captain Fredja**

Type: Stormtrooper Garrison Commander

DEXTERITY 2D+2

Blaster 6D, blaster artillery 5D+1, brawling parry 5D, dodge 6D, grenade 5D, missile weapons 5D+1, vehicle blasters 4D

KNOWLEDGE 3D

Bureaucracy: Maw Installation 5D+2, intimidation 4D, law enforcement: Imperial law 5D+1, planetary systems 5D+2, survival 5D, tactics: ground assault 7D, tactics: Maw Installation defense 9D, willpower 7D+2

MECHANICAL 3D+2

Battle station piloting: Death Star 5D+1, capital ship gunnery: superlaser 5D, communications 5D+2, powersuit operation: spacetrooper armor 7D, repulsorlift operation 6D, sensors 5D+2, space transports 6D, starship gunnery 5D+2, starship gunnery: proton torpedoes 6D

PERCEPTION 3D+1

Bargain 4D, command: stormtroopers 8D+1, hide 6D, investigation 7D+1, persuasion 6D+2, search 7D, sneak 6D+1

STRENGTH 2D+1

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

TECHNICAL 3D

Armor repair 4D+2, blaster repair 4D, computer programming/repair 5D, demolitions 6D, droid programming 4D+2, first aid 5D, powersuit repair 5D+1, repulsorlift repair 4D, security 7D+2

Force Points: 1

Dark Side Points: 2

Character Points: 15

Move: 10

Equipment: Stormtrooper armor (+2D physical, +1D energy, -1D to *Dexterity* and related skills), blaster rifle (5D), blaster pistol (4D)

Grodon Lakky

Lakky is the brutal and sadistic man who oversees the slave labor pool of Wookiees used by the Maw teams for construction and technical maintenance (in the base records, they are designated "involuntary labor"). He is a fat, repulsive-looking man with a face that looks like pale wet clay roughly twisted and formed into the shape of a man's face.

Lakky truly enjoys breaking Wookiees, and having had over a decade to devote to his current batch, is the proud overseer of the most broken and pitiful work gang of Wookiees the Maw has ever seen. He enforces his will with a power-lash, which delivers a powerful and painful shock when he uses it to beat his slaves.

Absolutely no one in the Maw likes Lakky. Even those who favor the enslavement of certain alien species think him a monster. (The Wookiee Nawruun certainly feels this way; when freed by Chewbacca and the New Republic occupation force, Nawruun goes berserk and slays his former master.)

■ **Grodon Lakky**

Type: Wookiee Keeper

DEXTERITY 3D

Blaster 4D+2, brawling parry 6D+2, dodge 5D, melee combat 6D, melee parry 6D+1, power-lash 7D, thrown weapons 5D

KNOWLEDGE 2D

Alien species 4D, bureaucracy 3D, intimidation 8D, willpower 5D+2

MECHANICAL 2D

Repulsorlift operation 5D

PERCEPTION 2D

Bargain 4D+1, command: Wookiee slaves 6D, con 4D+2, forgery 3D+1, gambling 5D, persuasion 3D+1, search 6D+1

STRENGTH 2D+2

Brawling 8D, climbing/jumping 4D+1, lifting 6D, stamina 4D+2

TECHNICAL 3D

Droid programming 5D, power-lash repair 4D, repulsorlift repair 4D+2, security 6D, space transports repair 5D, starfighter repair 4D+2

Dark Side Points: 8

Character Points: 6

Move: 10

Equipment: Power-lash (STR+2D or STR+2D stun damage, depending on setting)



Roy Liederer



The Wookiee Slaves

The Wookiees of Nysshyyk clan were proud warriors and traditionally some of the best clockmakers on their homeworld of Kashyyyk. When the Empire came, the Nysshyyk clan was particularly hard-hit when over half its males were rounded up and shipped to slave labor camps all over the Empire because of their high technical aptitude.

Over 100 Wookiees of the Nysshyyk clan were shipped to Maw Installation when it was under construction. Within a month, 12 of the warriors chose death rather than work under the “loving eye” of Lakky—eight repeatedly sabotaged their work until slain, and the other four simply opened their vacc suits while in space.

The remaining Wookiees stayed on in the Maw when the base was completed, and did a lot of the heavy zero-G work in constructing and assembling the mighty girders of the prototype Death Star. This was grueling and dangerous work, and more than 50 of the Wookiees lost their lives before it was completed.

Broken by a decade of harsh labor and abuse, the remaining Wookiees are a sorry lot. They walk with a hopeless stoop, and their fur is matted, tangled and patchy. When there is not heavy construction or repair work to be done, they are kept busy doing maintenance work to the base’s small fleet of shuttles.

Nawruun

Nawruun is the oldest surviving Wookiee of the Nysshyyk clan in the Maw. Gray-furred, and slightly deformed after years of hard labor, physical abuse, and malnutrition, he is a pitiful sight, and few who see him could identify him as the strong warrior who was brought to the Maw over a decade ago.

Nawruun’s natural optimism has been smothered by years of abuse and despair, but the arrival of the Wookiee Chewbacca gives him renewed hope of escaping the Maw and the hated Imperials. When Chewbacca returns with the New Republic, the tiny ember of defiance and desire for freedom blazes into a raging fire. It is Nawruun who turns on Lakky, and slays the Wookiee keeper with his own power-lash.

■ Nawruun

Type: Enslaved Wookiee Mechanic

DEXTERITY 3D*

Bowcaster 4D, brawling parry 4D+1, dodge 4D, melee combat 5D, melee parry 4D+2, thrown weapons 4D

KNOWLEDGE 2D+2

Alien species 4D+1, languages 5D, planetary systems 3D+2, survival 5D

MECHANICAL 2D

Sensors 4D, space transports 6D

PERCEPTION 2D+1

Hide 4D, search 4D+2, sneak 3D+1

STRENGTH 3D*

Brawling 5D, climbing/jumping 4D+2, lifting 3D+2

TECHNICAL 4D

Battle station repair 6D, bowcaster repair 5D, capital ship repair 5D+2, capital ship repair: *Gamma-class assault shuttle* 7D, computer programming/repair 5D+1, droid programming 6D+1, droid repair 5D, repulsorlift repair 5D+2, space transports repair 6D, starfighter repair 6D, walker repair 4D+2

Special Abilities:

Berserker Rage: +2D to *Strength* or *brawling* in *berserker rage*. See page 137 of *Star Wars: The Roleplaying Game*,

Second Edition and page 125 of *Star Wars Gamemaster Handbook*.

Climbing Claws: +2D to *climbing*.

Force Points: 1

Dark Side Points: 1

Character Points: 6

Move: 10

Equipment: Tool belt

* Nawruun has weakened since being enslaved due to malnutrition and mistreatment. All skills under *Dexterity* and *Strength* have suffered.

Chapter Seven

The Fringe

The Fringe

The fringe isn't a place or organization so much as it is a socio-economic condition. It thrives on backwater worlds where the Empire and New Republic are less diligent in enforcing laws, and where law enforcement can be bought or subdued.

It consists of pirate bands, smuggler fleets, cities where anything can be had for a price, small governments which will launder anyone's credits, gambling casinos beyond the reach of galactic law, space stations where bounty hunters and slavers gather, and factories where illegal products — from ryll spice to assassin droids — are made. The fringe is anywhere where society has been sufficiently weakened to allow people to bend or break galactic laws on a major scale.

The Smugglers' Alliance

One segment of the fringe which has coalesced into a semi-formal organization in the aftermath of Thrawn's campaign is the Smuggler's Alliance (SA). The SA is a tenuous coalition of smugglers — a merchant league of sorts — who have banded together to provide a common defense, select leaders who can represent their interests before the New Republic, and regulate competition and trade between their various interests to allow all to flourish.

The SA has a small fleet of military craft contributed or lent by member groups and organizations. These ships, many of them former Rebel privateers, come in all shapes, sizes, colors, and configurations, but are all well cared for. The combined fleet is more than enough to face any pirate fleet known to exist, or fight off a rogue Imperial force preying on New Republic traffic.

Some have argued that "Smugglers' Alliance" is not the best name for a group trying to achieve legitimacy as an established organization. There

are those in the SA who would agree, but other smuggler groups see the name as a tie to their past — and a suitable reminder not to be fully co-opted by any government, however benevolent.

The symbol of the SA's affiliation is an elegant crosshatched insignia, which is prominently displayed on ship hulls, uniforms and documents produced by the SA leadership.

Mara Jade

When she was appointed by the Smugglers' Alliance as an SA representative, Mara Jade thought she'd found a job that would employ her skills as a negotiator and businesswoman rather than as some sort of armed trouble-shooter. However, it seems that Mara is destined to keep in the thick of things one way or another.

She travels to Coruscant to warn the New Republic through Han Solo that Admiral Daala has been putting out feelers in the fringe, trying to hire spies and saboteurs. While there, she catches Lando's eye.

Mara attends Luke's Jedi academy for a time, but does not stay long; Kyp's stealing of her ship sours her on the experience, and she begins to worry how the SA is getting on without her. She asks Lando to come pick her up.

When Lando returns her to Coruscant, he fills her in on a plan he's devised to take over the Kessel mining program if she can assure him that the SA can pick up distribution of the glitterstim. She tells him it might be workable if he can keep the supply up.

She meets Han and Lando on Kessel's moon, where representatives from the Smugglers' Alliance have already secured the moon with their own defensive fleet. When the prototype Death Star appears in the system, she accompanies Han and Lando aboard the *Falcon* to take a closer look.



To: Smugglers' Alliance Leadership, c/o Representative Betha Tangrill
From: Representative Mara Jade
Regarding: SA investment in Kessel Assets

As I have indicated in previous reports, the prospect of investing in the mining infrastructure on Kessel continues to look promising, even factoring in the loss of the moon garrison base and the damage sustained in the seizure of the base itself.

Our negotiating team here on Coruscant has arrived at an agreement with the New Republic government regarding our occupation of Kessel. There are still plenty of details to work out, but in short, the New Republic has declared the current criminal "government" of Kessel to be dissolved, and we have been cleared to proceed with a legitimate occupation.

The Coruscant team is moving into the second phase of our operation, and Bettle and Jaxa are now developing preliminary distribution plans for the glitterstim market. They will have a proposal before the SA leadership by early next month.

Lando Calrissian is heading up the advance team on Kessel. He has begun working to set up a labor solution with Sullustan concerns and various droid manufacturers to replace the departed slave laborers.

He assures us that he can have glitterstim production to 20 percent of previous levels of production within six weeks once he acquires a minimal labor pool. Calrissian also reports that his staff will have startup and initial operating expense estimates ready within three weeks.

I understand that several representatives have expressed concerns regarding Calrissian's capability to establish a profitable long-term mining venture. In Calrissian's defense, I would like to point out that while it

is true that he has lost several major mining installations in the past, the loss of these assets came out of gross Imperial intervention rather than incompetence or mismanagement.

It is a point in Calrissian's favor that he has solid experience in managing major-scale mining operations, each of which generated record profits during his tenure. I will again point out that Calrissian has very solid ties with the New Republic government which we may exploit in gaining trade concessions and advantageous distribution deals with government institutions with a use for glitterstim spice.

Regarding your own rather *pointed* remark that I might have a "personal interest" in working with Calrissian, I can assure you that my interest in him is purely professional. It is true that he has initiated some rather appallingly public romantic overtures toward me, but this should not be construed as a result of any encouragement by me.

Do not be particularly concerned if I am seen to return in some minor way his affection. If Calrissian refuses to be discouraged by my obvious lack of interest in him, I see no reason not to take advantage of this to obtain terms favorable for the SA as we hammer out our final distribution agreements.

Some might regard this as callous, but business is business. Calrissian can not claim that I did not do my best to discourage him.

If you have any lingering doubts about my ability to remain objective in the current negotiations, I refer you to Talon Karrde, who will vouch for me.





Stern Cook

When the “closer look” turns into a wild and rough piggyback ride within the girders of the Death Star, she suggests that she and Lando plant limpet mines on the power core of the Death Star while Han repairs the *Falcon*'s hyperdrive. The ruse ultimately fails, but the *Falcon* does get away unscathed before the Death Star plunges into the black holes of the Maw.

Mara, once a hardened and angry lone wolf, is softening as time takes her farther from her experience as the Emperor's Hand. She still has a rough-edged hardness about her, but she has emerged from the shadow of the dark side. She still has a slightly manipulative streak in her, though, which she occasionally lets out when people annoy her.

■ Mara Jade

Type: Smugglers Alliance Representative

DEXTERITY 3D+2

Blaster 9D+1, blaster: hold-out blaster 11D, brawling parry 7D+2, dodge 9D, lightsaber 4D+2, melee combat 8D+1, melee parry 7D+2, missile weapons 6D+2, pick pocket 8D+2, running 6D+2, thrown weapons 6D+2

KNOWLEDGE 2D+2

Alien species 8D+2, bureaucracy 7D+2, bureaucracy: New Republic 5D, business 7D+2, business: Smugglers' Alliance 6D+1, intimidation 7D+2, languages 8D+2, planetary systems 5D+2, streetwise 6D+2, streetwise: Talon

Karrde's organization 7D+2, survival 7D, value 5D+2, willpower 7D

MECHANICAL 2D+2

Astrogation 8D+2, beast riding 5D+2, communications 7D+1, ground vehicle operation 6D+2, repulsorlift operation 6D, sensors 5D+2, space transports 10D, starfighter piloting 10D, starship gunnery 9D+2, starship shields 8D+1, swoop operation 7D+2

PERCEPTION 2D+1

Bargain 6D, command 8D, con 6D+2, gambling 4D+2, hide 8D-1, investigation 5D+2, persuasion 6D+2, search 7D+2, sneak 8D+1

STRENGTH 3D+2

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

TECHNICAL 3D

Blaster repair 6D, computer programming/repair 8D, demolitions 6D+2, droid programming 4D, droid repair 3D+2, first aid 5D, ground vehicle repair 6D, lightsaber repair 3D+2, repulsorlift repair 5D, security 9D, space transports repair 6D+1, starship weapon repair 5D+1

Special Abilities:

Force Skills: Control 3D, sense 3D, alter 2D+1

These are only some of the powers that Mara Jade has demonstrated.

Control: Absorb/dissipate energy, accelerate healing, concentration*, control pain, emptiness, enhance attribute**, hibernation trance, remain conscious, resist stun

Sense: Combat sense**, danger sense**, life detection, life sense, magnify senses, receptive telepathy, sense Force

Alter: Injure/Kill, telekinesis

Control and Sense: Projective telepathy, lightsaber combat

Control and Alter: Inflict pain

Control, Sense, and Alter: Telekinetic kill**

* Described in the *Movie Trilogy Sourcebook*

** Described in the *The Thrawn Trilogy Sourcebook*

This character is Force-sensitive

Force Points: 5

Dark Side Points: 1

Character Points: 22

Move: 10

Equipment: Hold-out blaster (3D), comlink, lightsaber (5D)

Ghent

Ghent is one of Talon Karrde's ace slicers, possibly one of the best in the fringe. When not working for Karrde, Ghent freelances for members of the Smugglers' Alliance, slicing into various databases, running down information on competitors' clients, cracking codes, and setting up secure computer systems (though he relishes the challenge of breaking into systems designed by other slicers more than keeping other slicers out of his).

Ghent know just about everything there is to know about computers, but doesn't have much in the way of social skills. He tends to express his opinions without first considering how they might be received.

When Mara Jade and Lando Calrissian arrive on Kessel to take possession of their new property, Ghent uses his skills to breach Doole's fortress when the amphibian seals himself inside.

■ Ghent

Type: Slicer

DEXTERITY 2D+2

Blaster 3D, dodge 4D+2

KNOWLEDGE 3D+1

Alien species 5D+1, bureaucracy 4D+1, languages 5D+1, planetary systems 5D+1, value 7D+2

MECHANICAL 4D

Repulsorlift operation 5D, starship shields 6D

PERCEPTION 2D

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

STRENGTH 2D

Climbing/jumping 3D+1, stamina 4D, swimming 3D

TECHNICAL 4D

Computer programming/repair 10D, droid programming 8D+1, droid repair 8D, encryption 8D, repulsorlift repair 4D+1, security 10D+1

Character Points: 7

Move: 10

Equipment: Datapad (containing a number of code-breaking programs), hold-out blaster (3D)

T'nun Bdu

A dapper Sullustan merchant, T'nun Bdu has worked all his life to move up in the shipping business. He got his start on his uncle's ship, and after a few years had carefully saved enough credits to make a down payment on his own tiny vessel.

By taking on jobs nobody else wanted, and buying only the lowest quality fuel, ship parts, and supplies, and working long hard hours for years on end, Bdu managed to pay off his ship. Once he was making an actual profit, he began to improve his ship to the point that by selling it and pooling the proceeds with money he had saved, he was able to make the downpayment on a battered but servicable Corellian corvette.

Bdu has captained this vessel for four years now. This time, he is making enough on runs to pay for a quality crew, keep his ship in tip-top shape, and even have enough to set aside after making his ship payments.

Now that Bdu has established regular cargo runs, he has decided to settle down on Sullust and let his first mate make the runs. Having already met the woman he wants to marry, he agrees to make an extra run to Dantooine for the New Republic so he can afford the traditional suitor fees without dipping into his regular income.

Alas, while enroute to Dantooine, Bdu is waylaid by Admiral Daala's fleet. His ship is captured with all hands by Daala, and he himself is interrogated. To his immense relief, Daala lets his ship go, after confiscating his cargo and duplicating his computer files (for updated star charts and political information).

After allowing Bdu to get off a message to the New Republic, Daala promptly destroys his ship. Clearly, the Admiral intended to send a message of her own.

■ T'nun Bdu

Type: Sullustan Trader

DEXTERITY 3D

Blaster 4D, blaster: hold-out blaster 5D, dodge 5D+2

KNOWLEDGE 2D+2

Alien species 5D, bureaucracy 4D+2, business 7D, cultures 4D+2, languages 3D+2, planetary systems 5D, streetwise 6D+2, value 5D

MECHANICAL 3D+1

Astrogration 4D, capital ship piloting: Corellian corvette 4D, capital ship shields: Corellian corvette 4D+1, communications 5D, repulsorlift operation 4D, sensors 5D, space transports 5D, starship shields 5D

PERCEPTION 2D+2

Bargain 6D+2, command: crew 4D+1, con 5D, persuasion 6D+2

STRENGTH 2D+1

Stamina 4D

TECHNICAL 3D

Capital ship repair: Corellian corvette 3D+2, computer programming/repair 5D, droid programming 4D+2, first aid 4D, repulsorlift repair 4D+1, security 5D+2, space transports repair 6D

Special Abilities:

Enhanced Senses: Sullustans have advanced sense of hearing and vision. Whenever they make *Perception* or *search* checks involving hearing or vision in low-light conditions, they receive a +2D bonus

Location Sense: Once a Sullustan has visited an area, he always remembers how to return to the area — he



Ray Ledner

cannot get lost in a place that he has visited before. This is automatic and requires no die roll. When using the *astrogation* skill to jump to a place a Sullustan has been, the astrogator receives a bonus of +1D bonus to his die roll.

Force Points: 1

Character Points: 5

Move: 10

Equipment: Comlink, datapad, hold-out blaster (3D)

CBX-9

CBX-9 is an aged and battered protocol droid with a platinum chrome finish, programmed with a female persona and voice. A hybrid droid — head by Merendata, body by Cybot — CBX-9 moves with an awkward gait, her ratcheting motivators jerking as if her brain can no longer control all of her systems at once. This is the price CBX-9 pays for being a hybrid droid with two incompatible droid systems wired together into a functioning whole — she is more sturdy and more agile than a standard protocol droid, but perhaps not as altogether there.

Bdu uses CBX-9 as his interface with the humans he does business with; though he understands Basic just fine, he cannot speak it.

Neither CBX-9 nor Bdu will relate the conditions of their partnership, though it seems clear

to observers that CBX-9 has a voice in the affairs of the business. She certainly cares for her boss, insofar as a droid can feel loyalty and affection.

■ CBX-9 Protocol Droid

Type: Hybrid Human-Cyborg Relations Droid

DEXTERITY 2D

Dodge 3D+2

KNOWLEDGE 3D

Alien species 5D, business 6D+2, cultures 6D, languages 10D

MECHANICAL 2D

Repulsorlift operation 5D, spacetransports 4D+1, starship shields 4D

PERCEPTION 2D

Bargain 7D, con 6D

STRENGTH 2D

TECHNICAL 3D

First aid 4D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and two audial sensors — human range
- Vocabulator speech/sound system. CBX-9's vocabulator speech/sound system makes her capable of reproducing virtually any sound she hears or is programmed to reproduce.
- AA-1 VerboBrain
- TranLang III Communications module with over seven million languages

Move: 9

Size: 1.5 meters tall

Cost: Not for sale

Chapter Eight

Kessel

Kessel System

The Kessel system is located far out in the Outer Rim Territories. Made infamous for its brutal spice mines, Kessel is known throughout the Empire, though few know even approximately where it is, and still fewer can describe anything about it. The few who are familiar with Kessel, mostly smugglers and gangsters, sel-

dom feel a need to speak of the system, or the inhospitable worlds it harbors.

Certainly, the Kessel system does not have a promising future. Whatever dubious attractions its second world of the same name might offer, the system will never grow in prominence and influence. Not when everyone knows that the entire system is doomed to extinction.

The Maw Cluster, a conglomeration of black

The Kessel Run

The infamous Kessel Run has become a part of galactic folklore: many people know of Kessel, and tall tales concerning the horrors that lurk within the planet's spice mines can be heard in virtually any spacers' cantina.

In addition, the Kessel Run has become something of a rite of passage among smugglers and other "fringe" elements. Virtually every smuggler talks of daring feats and miraculous exploits they performed while smuggling spice from Kessel.

Often, smuggling ships deliver their cargoes to pre-assigned cargo ships a few dozen parsecs away from Kessel. Many smugglers tell of a relatively small portion of space that is only lightly patrolled by military and customs ships, allowing smugglers to drop off their cargo and avoid Imperial interdiction.

In game terms, a "typical" Kessel Run is as follows:

- A basic Kessel Run is roughly 18 parsecs in distance. Base difficulty to successfully navigate the region is five successful Very Difficult *astrogation* rolls. The difficulty of these rolls cannot be lowered. Travelling any farther out (or failing any of the five *astrogation* rolls) means that a ship attempting a run through Kessel will be detected by patrol ships and sensor drones and — in all probability — destroyed.

- A Kessel Run can be shortened (as Han Solo is fond of boasting). By moving closer to the Maw, it is possible to save distance and time, but it is *considerably* more dangerous. For each parsec a smuggler moves closer to the Maw (down to 15), there is an additional Very Difficult *astrogation* roll. (For example, reducing travel distance from 18 to 15 parsecs requires eight Very Difficult *astrogation* rolls).

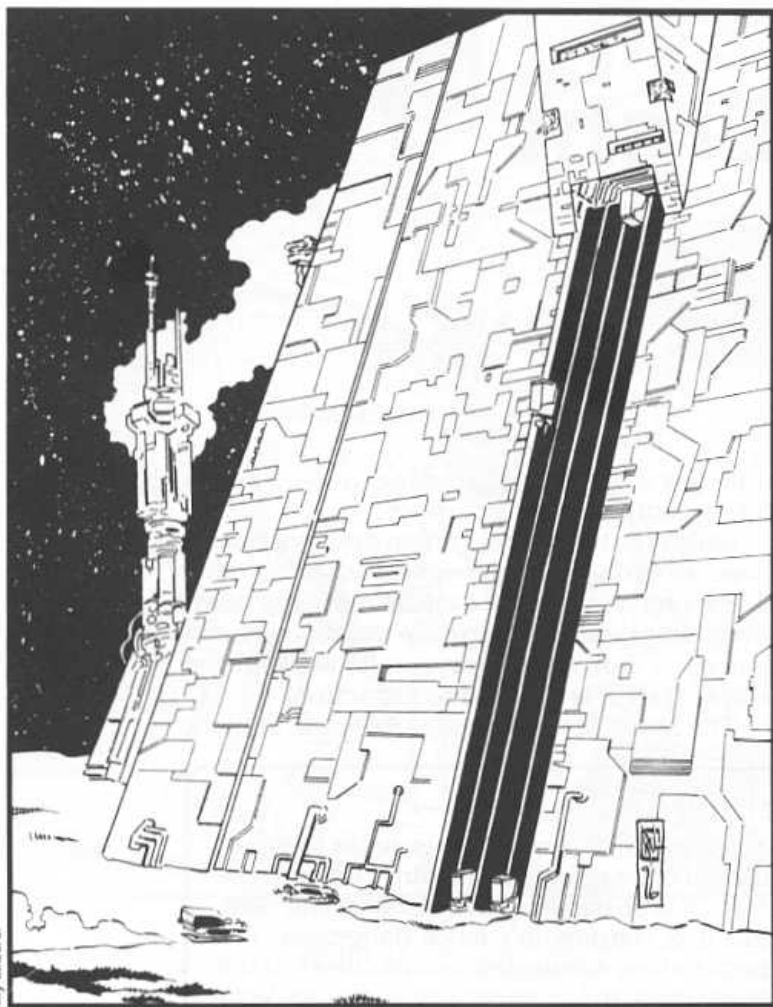
- An additional Heroic *astrogation* roll is required for each *half*-parsec below 15 (down to 13 parsecs) that travel distance is reduced. For example, reducing travel distance to 13 parsecs requires eight Very Difficult *astrogation* rolls and four Heroic *astrogation* rolls.

- If the pilot attempts to shorten travel distance even further, an additional Heroic *astrogation* roll is required. In addition, the pilot must add +10 to the difficulty of this roll for each half-parsec below 13.

Failure of any of these *astrogation* rolls indicates that the smuggler miscalculated the jump coordinates and vanishes into the Maw.

Han Solo once claimed he made the Kessel Run in less than 12 parsecs (indicating 11.5 parsecs). To successfully navigate this run, Han would have made eight Very Difficult *astrogation* rolls, four Heroic *astrogation* rolls, and one Heroic+30 *astrogation* roll.

Obviously, making a Kessel Run is not a task for beginners.



Ray Lenderer

holes and gas clouds, creeps nearer and nearer the system every century, and astronomers predict that the Maw will tear apart and consume the Kessel system within a thousand years or so. Aside from glitterstim miners, shippers, and buyers, few will note its passing.

There are only three worlds orbiting the blue-white star Kessa, none of which offer much to developers or miners. Senna, the planet closest to Kessa, is little more than a smoldering rock, awash with molten metal seas and frequent volcanic eruptions.

The second planet of the system, Kessel, is a crippled planet. Vaguely potato-shaped, it is incapable of retaining its own atmosphere, and is a veritable wasteland.

Karedda, the icy outermost world of the system, is far removed from its brothers, maintaining an orbit in the system's furthestmost regions. Karedda is already showing signs of reacting to the Maw's gravitational forces; over the past few centuries, its orbit has picked up a slight wobble when the planet passes closest to the Maw.

Powerful and lethal radiation pours from the Maw, making spacewalks in all but the most heavily shielded vacsuits deadly, and life on its planets unlivable without advanced technological shielding. There wouldn't seem to be much to recommend Kessel to settlers and entrepreneurs. But for one single resource, Kessel would undoubtedly be a deserted system today.

Glitterstim Spice

Glitterstim is a particularly rare form of spice; rare because it is only found on the planet Kessel, far underground. It was first discovered in the early days of the Empire, though how, no one knows. (An oft-repeated spacers' tale relates how the Emperor himself emerged from his meditation chamber one day and immediately ordered a colony built on the remote planet.)

What makes glitterstim spice so valuable is that it temporarily boosts the consumer's latent empathic sensitivity, allowing him or her to read the surface thoughts of others. The effect only lasts a few moments, but that is long enough to make glitterstim spice a greatly valued drug in businesses, law-enforcement agencies and so on.

The brief telepathic boost offered by glitterstim spice makes the substance a valuable commodity tightly controlled by the Empire. In the days of Palpatine, the Empire kept an iron fist around Kessel's spice production, reserving the glitterstim for espionage and interrogation purposes, as well as checks on loyalty and the granting of security clearances.

But there has always been a vast demand for glitterstim on the black market: lovers wanting to share an ephemeral telepathic link, creative artists seeking inspiration, investors trying to obtain inside information, scam operators wanting to dupe rich clients, and so forth. It is also in high demand in the psychological and medical fields, where its properties can be used to aid patients.

And as long as there has been a tremendous demand for glitterstim, there have been smugglers willing to risk life and limb to deliver it, whatever the Imperials might say. Smuggling spice from Kessel has become a specialty for some spacers, and the Kessel Run, a dangerous race along the edges of the Maw to escape detection by the Imperial sensor nets, a thing of legend.

Glitterstim distribution has not much changed since the Empire fell. Moruth Doole, the overlord of Kessel, is no more approving of competition than were his predecessors. He has gone through a great deal of trouble to build up a formi-

Using Glitterstim in the Game

Glitterstim is very, very illegal outside certain narrowly proscribed, government-controlled situations (espionage, medical research and such). It is also in very high demand. As a result, glitterstim is extremely difficult to obtain, dangerous to possess and outrageously expensive.

Gamemasters are encouraged to make even inquiring about glitterstim exceedingly dangerous. The following option is provided to gamemasters who do not want their player characters to acquire glitterstim, or are looking for a new, and dangerous, complication to add to an existing adventure.

If a character questioning his underworld contacts for a glitterstim connection rolls a one on the wild die when making his *streetwise* roll, someone else has gotten wind of the questioning and resolves to do something about it. This might be law-enforcement agents or other underworld figures who want the spice for themselves.

Either group will shadow the characters and apprehend them when and if they manage to obtain some glitterstim spice. Either

situation is dangerous. The criminals, of course, will probably attempt to kill the characters for their spice. The police will arrest the characters and attempt to use them to follow the spice pipeline back towards its source. If the characters are perceived by the gangsters distributing the spice as cooperating with the investigation, they may wind up with a bounty on their heads. It is hard to fend off talented assassins when you are locked in jail.

The spice costs a great deal of money. A single dose can cost up to 10,000 credits in some markets, and almost never drops below 6,000 credits per dose.

Characters imbibing glitterstim are considered Force-sensitive for 10 rounds. During this time, they can read the surface thoughts of a target person. This functions just like the Force skill *receptive telepathy*, except that the user is restricted to using his or her Perception to make the difficulty roll.

Those who are already have the *receptive telepathy* power derive no benefit from using glitterstim.

dable defense navy to discourage unauthorized incursions into his space.

Glitterstim is mined in the tunnels of Kessel. The spice is photoactive, so the mining is done in total darkness. In the upper tunnels, where the spice fibers have been exposed to air for long periods of time, the spice is old and powdery. In the deeper tunnels, which are freshly opened up, the glitterstim is fresh and fibrous. The spice veins are laid in criss-cross patterns along the walls of the tunnel, and do not run deep into the rock.

The mined glitterstim is taken to processing centers, also in utter darkness, where it is sorted, cleaned, measured into equal doses, and sealed in slim black cylinders. To activate the spice, one pulls back the opaque outer wrapper, exposing the inert glassy fibers of the spice to the light. As the spice reacts to the light, scintillating and glowing from within, it ripens. When the transparent fibers glow a pearlescent blue, they are ready to consume. The consumer takes the spice orally, which dissolve in his or her mouth with a crackling and faint show of tiny sparks.

Glitterstim spice should not be confused with other forms of spice — such as ryll — which generally do not boost telepathic ability.

The Garrison Moon

Kessel has but one moon, a large barren rock which once harbored the Imperial defense fleet. Over the course of a decade, the Imperials hollowed out portions of the moon to make room for a huge multi-level internal hangar and the enormous generators and transmitters that create the energy shield which surrounded Kessel and blocked unauthorized access to the planet.

The energy shield was not effective in protecting Kessel in the end, since those who ultimately seized the planet were already on it. However, the retreating Imperials destroyed the shield generators to make the retaking of Kessel easier when Imperial forces returned. Kessel never was retaken, as it turns out, and the shield, after years of painstaking work, is restored to working condition only shortly before Doole's pitiful empire comes crashing down.

Because the planetary shield is down for much of Doole's tenure, he places a great emphasis on his defensive fleet. Ever since taking control of Kessel, he has insisted on using a large portion of his annual budget to build up his navy.

He had a good start in establishing a fleet because his men had seized a large number of Imperial ships during the uprising. Many of

Doole's Defense Fleet

Doole manages to build up a fairly impressive navy over ten years. Together with the planetary shielding, he is in a good tactical and strategic position.

Alas, nearly 90 percent of his defense navy is lost in the clash with Daala's fleet, including all of the capital ships. Most of the remaining craft flee the system after the battle, leaving Kessel basically undefended.

Starfighters

- 76 TIE/In fighters
- 54 Z-95s
- 34 Y-wing fighters
- 29 converted pleasure cruisers
- 22 TIE interceptors
- 19 X-wing fighters
- 14 Hornet interceptors
- 8 Imperial system patrol crafts
- 6 *Gamma*-class assault shuttles
- 4 TIE bombers
- 3 Skipray blastboats
- 1 B-wing fighter

Capital Ships

- 3 Carrack cruisers
- 3 Lancer frigates
- 2 Corellian corvettes
- 1 Loronar strike cruiser

these were damaged in the fighting, and in need of repair.

One of his first acts was to hire a crack team of experienced mechanics from the Corellian sector of Nar Shaddaa to maintain his fleet. They pieced back together the Imperial ships, and restored and maintained others brought in by Doole's arms dealers and pirate contacts.

The garrison moon hangar is a large cavernous area, with a magnetic atmosphere-containment field to hold back the vacuum of space. Parked in the hangars, arranged in seemingly random order, is Doole's ragtag fleet of starfighters and light capital ships. A number of larger ships orbit Kessel and its moon, or range out on system-wide patrols.

Both in the Imperial era and in Doole's time, the moon serves as the transfer point for the shipping of spice out of system. There are numerous cargo bays aside from the main hangar, used to sort and store the spice for routing to other destinations. The smugglers who dealt with Doole in the days of the Empire once landed directly on the surface of Kessel to make pick-

ups. Now, they come to the garrison moon.

The garrison moon is destroyed when the prototype Death Star targets Kessel and misses.

■ Garrison Moon

- Type:** Satellite
- Temperature:** Cool
- Atmosphere:** None
- Hydrosphere:** Arid
- Gravity:** Light
- Terrain:** Crater field
- Length of Day:** 13 standard hours
- Length of Year:** 644 local days
- Sapient Species:** Mixed
- Starport:** Stellar
- Population:** 9,000
- Planet Function:** Garrison base
- Tech Level:** Space

Kessel

Kessel is an asymmetrical, ovoid world, maned with the tendrils of escaping atmosphere. It is orbited by a large moon. In the background, one can see the fiery gases of the Maw cluster.

Kessel is a major planet for spice production and the site of heavy smuggling activities, as well as the site for one of the toughest prisons in the galaxy. For many years, the Empire had controlled spice production except for what smugglers managed to steal from under Imperial noses.

But with the fall of the Emperor, the smugglers and the prisoners in the Imperial Correction Facility took over the planet. Kessel has laid low during Grand Admiral Thrawn's campaign and the recent resurrection of the Emperor, keeping quiet and trying hard not to be noticed, and answering no one's request for help.

The surface of Kessel is whitish and powdery where the atmosphere stacks have deposited micro-silt over the years, and baked and cracked everywhere else. Kessel is largely a barren planet. There are no animals on land or in the small, salt-heavy seas, and the planet's surface would be entirely lifeless except for a few species of hardy grass and lichen which sprout here and there.

The air is extremely thin, because Kessel is too small to retain its own atmosphere. Huge generating factories constantly process the raw rocks to release oxygen and carbon dioxide, making it possible to survive outside with simple breath masks instead of total environmental suits.

A good portion of the manufactured atmosphere escapes into space, trailing along behind Kessel itself. According to Imperial studies, there is only enough raw material in Kessel's crust to keep the atmosphere in equilibrium for a century or two.



The lack of breathable air is not the only danger in walking on Kessel's outer surface. Hard radiation pouring from the Maw beats down on Kessel, shortening the lives of those who expose themselves to it for extended periods of time. Fortunately, powerful orbital radiation shields block a large percentage of the deadly X-rays and gamma rays, greatly reducing risk. Doole only keeps the portions of Kessel in use by his people shielded, to discourage unauthorized wandering and mining.

■ Kessel

Type: Terrestrial
Temperature: Cool
Atmosphere: Type III (breath mask required)
Hydrosphere: Dry
Gravity: Light
Terrain: Barren, mountains
Length of Day: 26 standard hours
Length of Year: 322 local days
Sapient Species: Varied
Starport: Standard class
Population: 122,000
Planet Function: Spice mining
Government: Dictatorship
Tech Level: Space
Major Exports: Glitterstim spice
Major Imports: High tech, foodstuffs, luxury items

Moruth Doole

Moruth Doole is the overlord of Kessel. He is a careful planner who always has future events plotted out several years in advance. He is also very keen on maintaining control of his environment, and has ruthlessly kept other players off Kessel, even when they might have made him richer. He enjoys feeling the fear of others because it makes him feel stronger and more in control.

Doole is a Rybet, a soft-skinned, squat amphibian. His skin is bright-green, and highlighted by faint ochre stripes which wander up and down his cheeks, arms and shoulders. His fingers are long and splayed at the tips, displaying vestigial suction cups, and his eyes are bulbous with vertical slits.

One of his eyes is now milky-white, and Doole wears a primitive-looking mechanical focusing device over his other eye, strapped over his smooth head with brown leather straps. Lenses of varying power can be clicked into place and focused. He favors an old-fashioned lizard-skin waistcoat and wears a bright yellow cravat, which indicates to others of his species that he is in mating-readiness.

Doole has spent the years since coming to

Doole's Rise to Power

Moruth Doole began his career on Kessel as a minor bureaucrat in the Prison Correction Facility. He was responsible for assigning prisoners to spice mine details. By giving certain prisoners preferred assignments, Doole began to build up a network of informers and contacts within the prison population who owed him favors.

From this pool of miscreants, Doole quickly learned how to circumvent Imperial measures designed to control spice production. By providing his men the means to smuggle spice out, he soon had a profitable illegal pipeline going.

It was a small-time operation, but it gave Doole the seed-money to start something bigger. Eventually, by blackmailing or paying off key prison guards, Doole managed to set himself up as a kingpin of spice smuggling right under the Empire's nose.

He sold maps and access codes for Kessel's energy shield and sensor net to smugglers, and helped small-time investors set up covert mines on isolated parts of the planet. The entrepreneurs worked their new mines and sold the spice to Doole.

Once a mine's spice veins began to play out, Doole, acting the part of the loyal prison official, "discovered" the illicit operation and reported it to his Imperial supervisors. When the Imperial troops raided these illegal mines, Doole's hand-picked guards made certain that anyone who could point a finger at Doole never survived capture. The other laborers were put to work in the primary mines, this time as prisoners.

Doole funneled the spice out to gangsters via a network of smugglers and there was never a shortage of smugglers willing to make

the very profitable Kessel Run. Every now and then, Doole would set one up to take a fall, when he decided the hapless spacer was more useful as a trophy to be turned over to the authorities than as a shipper of his product.

At one point he decided to set up Han Solo. (This was shortly before Han took on a cargo of an old man, a farm boy and a pair of droids.) Unfortunately, he made the mistake of doing it when Han was carrying a cargo for Jabba the Hutt. When word got back to Jabba that he had lost a spice shipment thanks to Doole, he sent his enforcers out to have the Rybet killed (he had been planning to take over Doole's operation anyway). While Jabba's assassins amused themselves by destroying one of Doole's eyes, Skynxnex snuck up on them and killed them.

Jabba's move forced Doole's hand, and he staged a prison revolt. In the ensuing chaos, Doole played the guards loyal to the Empire against the prisoners and guards loyal to Jabba, and set his own men up to take out the primary rivals who managed to survive.

When the dust settled, Moruth Doole controlled the spaceport, mines and Imperial facilities on Kessel. He appointed Skynxnex as his right-hand man and quickly moved to seize all of Kessel, ousting a number of petty slave lords who have set up shop on the other side of the planet. Fortunately for Doole, the Emperor fell before the Empire could send a force out to Kessel to reclaim it, and the Empire suddenly had better things to do with its navies. The minor bureaucrat had effectively conquered an entire planet with an army of prisoners.

power stockpiling spice and building up a defense fleet. When he has a defensive fleet and a planetary shield online, Kessel will be as impregnable as it can be made to be, and Doole can raise glitterstim prices to the skies and fear no retribution.

Doole has spent a lot of time and effort building up Kessel as an independent state, and he has no desire to share his hard-won power and independence with anyone — especially a government like the New Republic. He values his independence more than anything else — though his defense build-up has cost a considerable amount of money, he refuses to open up Kessel

to smaller operators and charging them for access, which would yield him a great deal of easy credits. He occasionally entertains the idea of bringing in outside investors — after all, once the shield goes up, they will have a hard time getting their money back.

Unfortunately, all of Doole's best-laid plans go awry with the arrival of Han Solo and Chewbacca. Perhaps, if he had killed the ex-smugglers immediately and destroyed their ship, he might have avoided a great deal of grief. Instead, he sends them into the spice mines, which sets into motion a series of events which leads to an Imperial fleet boiling out of the Maw

and decimating his carefully built-up defenses.

After Daala's debilitating attack robs Doole of his fleet, and most of his guards and slaves, he seals himself in his Correctional Facility and takes refuge in a high-security cell on the lower-most floor. He would rather escape Kessel altogether, but his underlings fled the planet with every available ship while he was consorting with his females.

When Han and the others return to claim Kessel and storm his barricades, Doole faces a rebellion led by the females he imprisoned (and some of his children). Attacked from all sides, he flees into the mine tunnels and is quickly hunted down and devoured by rampaging spice spiders.

■ **Moruth Doole**

Type: Rybet Kessel Overlord

DEXTERITY 4D

Blaster 6D+1, brawling parry 5D, dodge 7D, running 5D+1

KNOWLEDGE 2D+1

Alien species 4D, bureaucracy 5D, bureaucracy: Kessel 8D, business: spice mining 10D, intimidation 4D, languages 4D+2, law enforcement: Kessel 6D+2, planetary systems 5D, streetwise 7D, value 6D+2

MECHANICAL 3D+1

Astrogation 4D, communications 5D, hover vehicle operation 4D, repulsorlift operation 4D+1, sensors 5D, space transports 3D+2, starship shields 3D+2

PERCEPTION 3D+2

Bargain 6D, command: Doole's organization 11D+1, con 6D+2, forgery 5D+2, gambling 5D, hide 6D, investigation 5D, persuasion 8D, search 4D+2, sneak 5D

STRENGTH 2D

Brawling 4D, climbing/jumping 5D, swimming 6D

TECHNICAL 2D+2

Computer programming/repair 6D, droid programming 4D, first aid 3D, security 7D+1

Force Points: 1

Dark Side Points: 3

Character Points: 12

Move: 10

Equipment: datapad, comlink, mechanical eye (allows Doole to see in infrared, but does not always function properly), hold-out blaster (3D)

Skynxnex

When Skynxnex was a young man, he was arrested by Imperial forces for theft and sentenced to the spice mines of Kessel, barely escaping a death sentence (and only because he was young and healthy). While toiling in the mines, Skynxnex joined Doole's fledgling network, and as the organization grew, moved up within it. He became Doole's primary "go-between man" who dealt with the smugglers.

By the time of the uprising, Skynxnex was Doole's most trusted lieutenant, and cemented his relationship with the Rybet by saving him from Jabba's assassins. Doole has rewarded Skynxnex's loyalty and good service by making him his right-hand man.

Skynxnex is a skeletal man who favors loose-fitting, military-style clothing. He wears armbands from the Imperial prison and carries an illegal modified double-blaster — a tremendously powerful weapon.

While Doole is a careful schemer who insists on long-term planning, Skynxnex is less cautious than his boss and more prone to making snap decisions based on the passion of the moment. Usually this difference in the two men favors Doole, but if Skynxnex had been permitted to kill Han Solo and Chewbacca as soon as they arrived on Kessel, Doole might yet be in charge of the planet.

Skynxnex meets his doom as he travels into the spice tunnels to terminate Solo and encounters a spice spider instead.

■ **Skynxnex**

Type: Doole's Lieutenant

DEXTERITY 3D+1

Blaster 4D, blaster: double blaster 6D+1, brawling parry 5D+2, dodge 6D, pick pockets 4D, vehicle blasters 4D+2

KNOWLEDGE 4D

Bureaucracy: Kessel 7D+2, business: spice mining 5D+1, intimidation 9D, languages 5D, law enforcement: Kessel 6D+2, streetwise 5D, survival 4D+2

MECHANICAL 2D+2

Communications 4D, ground vehicle operation 4D+2, hover vehicle operation 4D, repulsorlift operation 5D+2, sensors 4D, space transports 4D+2

PERCEPTION 4D

Bargain 5D, command: Doole's organization 8D, hide 5D, investigation 7D, persuasion 5D+1, search 6D, sneak 5D

STRENGTH 2D

Brawling 5D, climbing/jumping 3D+1, lifting 2D+2

TECHNICAL 2D

Computer programming/repair 5D, demolitions 3D+2, droid programming 3D, repulsorlift repair 4D, security 6D+1

Dark Side Points: 2

Character Points: 5

Move: 10

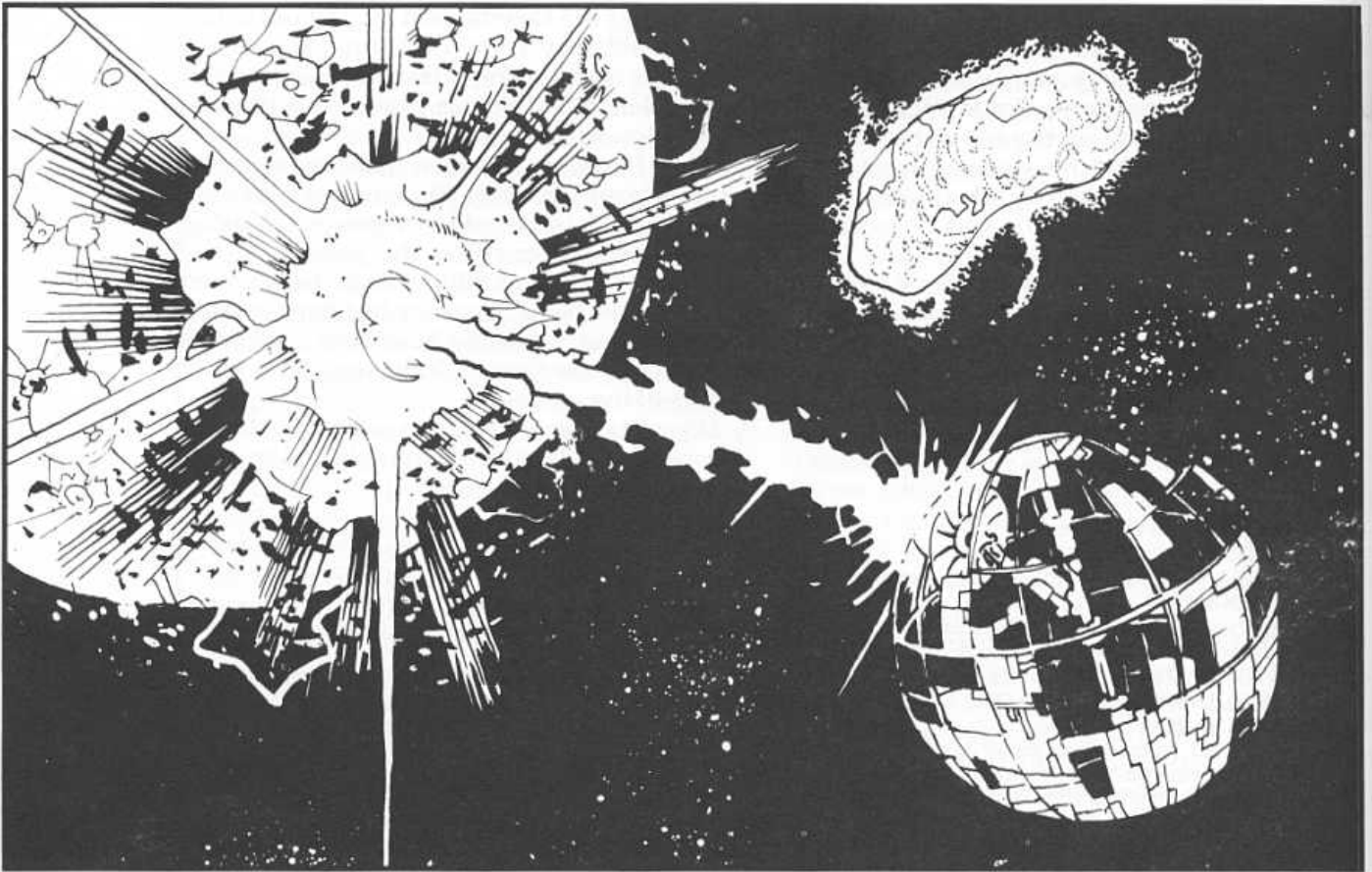
Equipment: Double blaster (6D+1 damage, +3D difficulty to aim), comlink, stun cuffs

Boss Roke

Boss Roke is the overseer of the prisoners sentenced to work in the spice mines. He is a burly man, with a lumpy face, a lumpy chin covered with bristly black stubble, and lumpy arms, as if his massive muscles have all been attached at the wrong places.

Roke is a greedy bully who overworks his prisoners in order to up his quota. He intentionally goads and taunts his charges in the hopes of provoking an attack he can brutally put down. He constantly complains to Doole and other supervisors that he is understaffed, and that no one heeds his warning that workers are disappearing in the tunnels at an alarming rate.

Eventually, when enough teams have disappeared, he personally leads the investigation



Storm Cook

team down into the new tunnels where the disappearances have been thickest, accompanied by Han Solo, Chewbacca and Kyp Durrone. The trip ends in disaster for Roke — he is slain by one of the spice spiders haunting the dark tunnels of the spice mines.

■ Boss Roke

Type: Kessel Mines Overseer

DEXTERITY 3D+2

Blaster 4D, brawling parry 6D, dodge 7D+1, running 4D, thrown weapons 4D+2

KNOWLEDGE 2D+1

Alien species 4D, bureaucracy: Kessel 5D, intimidation 6D+2, languages 4D, law enforcement 3D+2, survival 4D

MECHANICAL 3D

Ground vehicle operation 4D, hover vehicle operation 4D, repulsorlift operation 5D+1

PERCEPTION 2D+1

Bargain 4D, command: mine guards 5D, gambling 3D+2, hide 4D, investigation, persuasion 3D, search 4D, sneak 4D-1

STRENGTH 4D

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

TECHNICAL 2D+2

Computer programming/repair 4D, first aid 3D+1, security 5D

Dark Side Points: 4

Character Points: 7

Move: 10

Equipment: Comlink, datapad, hold-out blaster (3D).

Imperial Correction Facility

When the Imperials established a mining facility on Kessel, they operated on the credo that the cheapest labor was free. They used a lot of droid labor in the early days (giving frustrated masters everywhere something concrete to threaten stubborn droids with). This was an excellent idea in theory — droids did not have to be fed or housed, could be easily commanded, and could see in the dark.

In practice, they were a disaster. The heavy moisture in the mines shorted out droids regularly, even those certified as being water-resistant. Clumsy droid fingers ruined the spice even as they sorted it.

In the end, the Imperials fell back on old-fashioned slave labor. This meant the additional expense of erecting a prison facility, but it was cheaper than using droids.

The Imperial Correction Facility was built and stocked full of political prisoners. It has housed prisoners ever since, though since Doole took over, most of the prisoners have been shifted into the mines themselves, to be closer to their work.

The prison facility is a veritable fortress — a massive grayish-tan edifice made of plasteel

and synthetic rock. Its sheer walls slope backward at a 45-degree angle, and turbolasers mounted on turbolift turrets rotate watchfully along each of the corners. There is only one main entrance, located behind a fenced area and next to a guard house.

Administration

A glassed and mirrored substructure protrudes from the upper levels of the slanted face, housing the administration offices and prison personnel. Transparisteel elevators run up the sloped wall, from a guard box at the bottom to the administration building. This is the only other entrance to the facility.

In the days of the Empire, the administrative offices housed just the people concerned with the running of the prison and the mining details. Doole has established his entire "government" in this complex. From here he manages his mining empire — overseeing mine operations, supervising spice processing and keeping an eye on his employees on the garrison moon.

The interior of the administration area is somewhat chaotic. Even years after the uprising, many of the administration offices still bear the scars of the conflict; some are riddled with blaster burns, while others are simply ransacked. The lighting is somewhat unreliable, and hall lights flicker on and off randomly from time to time.

The offices nearer Doole's office complex are a bit more orderly and show signs of recent use. Clerks, bureaucrats and seedy-looking functionaries bustle about, clutching datapads and looking harried. Some have the colorless look of bureaucrats everywhere, while others have a rougher demeanor; former prisoners who are grateful for a plush, easy job.

A gang of "guards" usually hangs around the outer offices of Doole's complex, ready to run errands, entertain their boss and generally disrupt the proceedings of the offices. Like all the guards in the complex and the mines, these thugs wear a mishmash of discarded and salvaged uniforms and combat clothing, and bits of armor modified from prison-guard and stormtrooper plating.

Doole's, which was once the warden's office, is a fittingly huge and impressive affair, with a panoramic view of the wastes of Kessel and several nearby atmosphere towers. There is a hand-lettered sign mounted on the wall that says "Doole's Place."

To the right of Doole's desk is the frozen visage of the warden himself, frozen in carbonite — a trophy of Doole's and a warning as to what befalls his enemies. Doole captured the warden and sent him down into his own mines to toil in

darkness until he was broken. When Doole tired of this, he planted spice grubs in the warden's body and let the grubs slowly consume the writhing warden from within. At the height of agony, Doole had the man encased in carbonite.

The Prison Blocks

In its heyday, the prison was something of a cross between a zoo and correctional facility, because the life-forms came from a wide variety of species with varying levels of sentience. The prison cell block levels are largely empty these days, since Doole began shipping most of his prisoners to live down in the spice mines.

The doors leading to the blocks are heavy and huge, and lift up when the control panel is pressed. At one time it was necessary to enter a security code to gain access to the area, but when the prisons were emptied, it became too much of a hassle to remember, so the staffers simply stopped programming them in.

The turbolifts leading from level to level are transparisteel, to expose the occupants to the scrutiny of the guards. Numerous cameras and motion detectors, some of which still work, blanket the hallways, platforms and rooms. One area of the cell blocks which is still secured houses a carbonite chamber, which the Imperials used to neutralize particularly dangerous prisoners for transport.

Doole's Private Wing

Doole has his own private wing of the facility, which he converted from one of the prison blocks. Despite his best efforts of camouflaging the area with tacky riches and tarnished splendor, it still looks like a prison cell block.

Doole is the only person privy to the access code of the doors leading to this wing. He keeps females of his species imprisoned in the maze-like interior, fearfully awaiting his pleasure. In other cells, he has stockpiled boxes and boxes of glitterstim.

Spice Processing Rooms

In the center of the prison, behind double-sealed doors, lies an area of the complex which is kept in total darkness: the spice-processing room. The processing room is a huge cavernous warehouse devoted to packaging glitterstim into shipping containers.

Once the processing rooms were staffed by prisoners wearing infrared goggles, but Doole has found an even cheaper source of labor than that — his own children. The blind, grub-like larvae are equipped with four slender hands, which makes them ideal workers for the job. They are quite docile until they near maturity, at

which point Doole has them killed.

The grubs wrap the fibrous segments of spice in opaque paper and load them into special protective cases, which are ferried up to Kessel's moon for smugglers to pick up. As heartless as Doole's staffing solution is, the productivity of the processing rooms is much higher than it was in the days of the Empire.

Doole forces the impregnated females to deposit their egg sacks in a humid side room, where he tends to the young himself, centering their existence on spice and rearing them to revere him as a god. This does not endear him to the female Rybets, who ultimately turn their children on their heartless father.

Atmosphere Towers

Immense atmosphere towers dot the landscape of Kessel, producing air to replace that which escapes the planet. The work of the atmosphere towers allow people to survive outside in mere breath masks rather full environmental suits. Running full tilt, they produce enough air to allow people to go without breath masks as well, but Doole decided that running the stacks all out was wasteful. Now they run at 68 percent capacity.

Deep within the towers, giant generating factories catalyze raw rocks into gases, releasing gouts of oxygen, nitrogen and carbon dioxide into the pinkish sky. These factories are largely automated, but turbolifts and catwalks run down into the stacks to allow maintenance crews access to the inner machinery. Next to each atmosphere tower there is a small landing field, where maintenance workers and guards land their space tugs and landskimmers.

The towers, as vital parts of the Kessel infrastructure, are protected by Kessel's security forces. A squad of guards is stationed at each tower, and regularly patrols the perimeter. As an additional precaution, the atmosphere stacks are armed with turbolaser batteries.

Ironically, Admiral Daala knocks many of them out during her attack on Kessel, not because she means to destroy Kessel's atmosphere-producing plants, but because she thinks them to be extensions of a Rebel base.

The Spice Mines of Kessel

The spice mines of Kessel are scattered across the face of the planet, predominantly along the equator, where the glitterstim deposits seem to be most frequent. The landscape is littered with



the huge shafts of played-out mines, deserted now. Other mines are still in full production, and show a bit more life about them.

Mine Shafts

Mine shafts are bored into the crust of the planet by the giant atmosphere factories, which chew through the rocks and dissolve out oxygen and carbon dioxide to replenish the constantly fading air. After the huge factory extracts what it can, its machine components are dismantled and moved elsewhere, leaving behind a drilled mine shaft giving access to an entire network of underground tunnels for spice mining.

The pit is framed in rusted girders and support structures, the outer framework of the atmosphere stack which once stood over it. At the rim of the crater is a large industrial elevator cage which runs down into the darkness.

The mining crews start near the surface, digging side tunnels out from the main shaft, in search of spice. When the upper level tunnels are played out, they move further down the shaft and repeat the procedure. The miners' job is made easier in that the crust of the planet is riddled with natural tunnels and caverns — opening up a new side tunnel is usually simply a matter of digging from the shaft to the nearest one, which is found via electronic soundings.

All of the tunnel openings are sealed with metal doors and airlocks. The metal doors serve both to keep air in the tunnels and light out.

The Mustering Rooms

Each of the tunnels has been modified to house the prisoners who mine it. Passing through the airlock delivers travelers back into an oxygen-rich environment — the mustering rooms.

The mustering room was Doole's innovation to prevent anyone else staging a mining revolt like his — the prisoners are kept isolated in small groups of a hundred or so in their tunnels, instead of traveling back to a central prison where they are free to plot and plan. Escape from the mines and the planet are made more difficult because the escapee must traverse kilometers of barren landscape in an atmosphere which won't support him. As an extra precaution, the breathing masks used by the guards and prisoners only function for 10 hours before they must be recharged — most of the mines are more than 12 hours on foot from another source of good air.

The typical mustering room (each tunnel has two — one for each shift) is a large room blasted out of the rock, where 50 workers sleep, eat and gather to prepare for another day in the spice mines. Tall banks of bunks run down the walls,

and the central area is taken up with long tables where the workers consume their meals.

Each prisoner is assigned a number, and must muster on the colored and numbered square in the central area for roll call. Holocams are mounted high on the walls and guards in hodge-podge stormtrooper uniforms monitor the workers from behind transparisteel observation cubicles which look out into the room.

At night, the bunks are bathed in a sleep-generating field which forces the workers into a nightmare-plagued slumber. This is another innovation of Doole's which reduces the opportunity for prisoners to plot or make escape attempts.

Spice Mine Tunnels

Beyond the mustering rooms is another metal door, which opens up into an illuminated chamber a hundred meters long. Centipede-like mining trams are stored here. The tram cars are linked by magnetic couplers, and run down to doors at the far end of the room.

After the workers and guards take their seats, the lights go out and the tram moves into the pitch-black tunnels. Once beyond the end doors, the miners are once again dependent on their breathing masks, since the interior of the tunnels are not kept stocked with air.

The tram moves very fast through the tunnels and periodically passes through more of the metal doors. Numerous side-tunnels wind away from the main tunnel. As workers reach their assigned areas, each guard splits his tram car off and moves down various side tunnels (the worker teams usually consist of one guard and five prisoners — only the guard is issued the infra-red goggles necessary for navigating the tunnels). Once the miners reach the side tunnels, they disembark, and continue on foot to their assigned work sites.

Often, this necessitates traveling down another mine shaft, especially if the man-made tunnel opens up on a pre-existing natural tunnel.

The natural tunnels are different in character than the man-made ones. An actual ecology exists deep underground, mostly consisting of small grubs, slugs and other vaguely unpleasant and mostly harmless worm-like creatures which dwell in and around the subterranean lakes and pools which are frequently found in the natural tunnels.

At the mining site, the guard uses an acoustic disrupter to slough a layer of rock off the wall of the tunnel, exposing another layer of glitterstim. The workers pick through the rubble and harvest the spice, placing it in belt pouches.

Chapter Nine

The Independent Class

The Independent Class

The vast number of people in the galaxy live their entire lives without leaving their planet of birth. As common and easy as space travel is, few have any occasion to travel to other worlds.

The Independent class is made up of people who can move from planet to planet with relative freedom, either for business or pleasure. They are not only the nobles and elite politicians of the ruling classes, but also well-to-do merchants, owners and managers of successful import/export businesses, and those who offer professional services on a variety of worlds, such as gifted artisans, economists and lawyers, and governmental consultants.

In the days of the Empire, those with money and influence either served the Empire in pursuit of greater wealth, or paid just enough lip service to Imperial interests to get by with a minimum of Imperial interference in their affairs. There was no third category; few people of note could escape government interference or regulation altogether. Those who attempted to remain independent, or refused to pay bribes to local Imperial officials, usually found their lands, businesses, and properties nationalized.

With the rise of the New Republic, many people of the Independent class have quickly moved away from the close government relationship they were forced to support in the Imperial era. This is a natural reaction, and some will likely move back into a comfortable relationship with the New Republic in time. For now, though, distrust for any sort of authority backed with guns runs very high.

Lando Calrissian

Lando Calrissian has plenty of reasons to distrust authority, having had his livelihood and accumulated wealth taken from him several times by the Empire. However, his natural distrust for authority is tempered by his close

relationship with leaders of the New Republic (particularly since he retook his general's commission during the revived Emperor's last attacks). Besides, he is not exactly flush with funds when he arrives on Coruscant — his luck has not turned since losing his mining colony on Nkllon, and Lando hopes some of his friends and associates can help him sniff out some new business opportunities.

While on Coruscant, he agrees to run an errand for Leia — tracking down a lead on a potential Jedi candidate named Tymmo whom Artoo has discovered in the Imperial datacore. It is well for Lando that he does, for the ensuing adventure leads to the funds he needs to get back into big-time investing.

Lando travels to Umgul, the world of the curious but popular blob races, to check out a man named Tymmo who has done very well for himself at the blob races — too well for random chance. Lando has little trouble locating Tymmo once on Umgul, and soon learns that the scruffy-looking human is not using the Force to win at the races, but a high-tech form of cheating which even the eagle-eyed racing authorities of Umgul have not detected.

Lando corners Tymmo in the Fondine blob stables, and after a brief firefight, has him rounded up by the authorities. When he learns who Tymmo really is (and that there is a huge reward for his return), Lando talks Slish Fondine, owner of the stables, into suspending the traditional death penalty sentence so that the errant consort could be returned to his wife. In return, he agrees to split the million credit reward offered by Duchess Mistal.

Han and Lando enter into an ongoing gambling competition over who is the rightful master of the *Millennium Falcon*. After several games (each supposedly the final one), Lando wins final ownership of the *Falcon*, but gives her back to Han as a grand gesture designed to impress Mara Jade, who he has taken a fancy for.



Ray Lederer

He comes to regret the gesture when it dawns on him that he is reduced to begging rides from Han until he can recover his own ship. He is so obsessed with recovering the *Lady Luck* that it never occurs to him that he could buy any ship he likes with a million credits in his pocket. (Given Calrissian's nature, it is likely that the challenge of recovering his ship was more attractive to him than the purchase of a new vessel).

While helping Luke locate Han on Kessel, Lando poses as a potential investor in Doole's operation. The trip gets him thinking about getting back into the mining business, and when he learns that Duchess Mistal is so grateful to get her consort back that she gives Lando the full million credit reward, he decides that his luck is finally changing.

Lando begins to pursue the acquisition of Kessel and Mara Jade at about the same time. It is unclear to observers which pursuit comes first in Lando's heart, and he isn't all that sure himself. It is likely that Lando sees Mara as a charming "decoration," as well as a worthy business partner.

Working with Mara and the Smugglers' Alliance, he begins to work out a deal in which he

will take over Kessel, upgrade it with the reward money he got from the Duchess of Dargul, and then give the SA exclusive distribution rights.

When Lando finally meets Mara out at Kessel to look over the place, he is dismayed at the extent of the damage Daala has done the place since he last saw it. He is even less thrilled at learning that Doole has sealed himself up in the former Correction Facility, the only intact building of real value left on the planet.

Lando overcomes this obstacle with little trouble, and his natural optimism begins to kick in as he makes grand plans for the restoration of Kessel. His good mood is ruined when the Maw scientists blow up his newly acquired garrison moon with their prototype Death Star.

■ Lando Calrissian

Type: Gambler
DEXTERITY 3D+2

Blaster 9D, blaster: hold-out blaster 8D, brawling parry 6D+2, dodge 7D+2, grenade 5D, melee combat 5D+1, melee parry 5D+2, thrown weapons 4D, thrown weapons: knives 6D

KNOWLEDGE 3D

Alien species 5D+1, bureaucracy 8D, bureaucracy: Imperial Navy procedures 9D+1, business 8D+1, business: mining 12D, business administration 8D+1, cultures 7D+1, languages 6D, planetary systems 5D+2, streetwise 9D, survival 6D+2, survival: urban 8D, tactics: capital ships

5D, tactics: starfighters 6D, value 7D, willpower 6D+1

MECHANICAL 2D+1

Archaic starship piloting 5D+1, astrogation 7D, communications 6D, ground vehicle operation 5D+1, hover vehicle operation 5D+1, repulsorlift operation 5D+2, sensors 5D+2, space transports 9D, starfighter piloting 9D, starship gunnery 8D, starship shields 8D+1, swoop operation 5D+1

PERCEPTION 4D

Bargain 9D, bargain: minerals 10D+2, bargain: tibanna gas 11D+2, command 8D+2, con 10D+1, forgery 7D, gambling 10D+2, hide 7D+2, persuasion 7D+2, search 5D, sneak 7D+2

STRENGTH 2D+2

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

TECHNICAL 2D+2

Computer programming/repair 5D+2, demolitions 4D, droid programming 4D+1, droid repair 4D+1, first aid 4D+1, repulsorlift repair 5D+2, security 7D+1, space transports repair 8D, starship weapon repair 6D+2

Force Points: 2

Character Points: 18

Move: 10

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

Slish Fondine

Slish Fondine, a hirsute and bulky man, is the owner of Umgul City's largest blob racing stadium. An entrepreneur of the first order, Fondine built the place up out of a collapsed sinkhole, taking advantage of the new topography and cheap property values.

His blob stadium has become a huge success, because of his round-the-clock races, and the innovative and entertaining courses he concocts for his betting audiences. His blobstake courses are routinely copied by other stadiums, and many have become classics in the blobstake racing repertoire.

Grateful for the return of her consort, Dack, Duchess Mistal offers to build Fondine a subsidiary blobstake course if he will name it after her beloved. Fondine is pleased at the idea, and has since begin plans to build an even grander racing stadium than his first.

■ Slish Fondine

Type: Blob Stadium Owner

DEXTERITY 3D

Brawling parry 4D, dodge 3D+2, running 4D

KNOWLEDGE 3D+2

Alien species 6D, bureaucracy 7D+1, business: blob racing 8D+1, cultures 5D+2, streetwise: Umgul 8D, value 6D+1

MECHANICAL 2D

Beast riding 3D, ground vehicle operation 4D, repulsorlift operation 4D+2

PERCEPTION 3D

Bargain 6D, command 4D+2, gambling 6D, persuasion 7D, search 5D+1

STRENGTH 2D+2

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

TECHNICAL 2D

Computer programming/repair 4D, first aid 3D, repulsorlift repair 4D

Character Points: 8

Move: 10

Equipment: Datapad, comlink

Duchess Mistal

No one has ever accused Duchess Mistal of Dargul of being a woman who doesn't know what she wants. Even as a young girl, she tried the patience of members of her house with her various interests and hobbies, which she pursued with a single-minded obsession which bordered on madness. None of the many pets she acquired lived more than a few weeks — every one of them died of enthusiastic overattention.

When she reached the age of marriage for Dargullan nobles at 25, Mistal began looking for a mate. Despite her great beauty, not one male noble of her homeworld stepped forth to court her. Nonplused, Mistal decided to find the perfect consort instead.

She advertised far across the galaxy, and received millions of applicants. The Duchess was rich and beautiful, and the consort merely had to agree to live in total opulence and be doted upon by the Duchess.

A young man named Dack won by rigging the computer sorter, and Mistal proceeded to smothered him in affection, just as she had all of her many pets. Rather than dying like her other pets, Dack ran away.

Distressed, Mistal places a million-credit award for the capture and return of her consort. When Lando accidentally finds him on Umgul, she is so grateful to have him restored to her, she gives Lando the reward and offers to build a new blobstake course for Fondine.

■ Duchess Mistal

Type: Duchess of Dargul

DEXTERITY 2D

Blaster 4D+1, dodge 5D, melee combat 4D, melee parry 4D, running 4D+1

KNOWLEDGE 2D

Alien species 4D+2, cultures 5D, languages 4D+2, planetary systems 5D, willpower 6D+2

MECHANICAL 2D

Astrogation 3D+1, beast riding 3D+2, repulsorlift operation 4D, sensors 4D, space transports 3D+1

PERCEPTION 2D

Command 4D, gambling 4D+1, persuasion 5D

STRENGTH 2D

Climbing/jumping 4D, swimming 3D+2

TECHNICAL 2D

Computer programming/repair 4D, first aid 3D, security 3D

Character Points: 6

Move: 10

Equipment: Comlink, datapad, ornamental robe

Dack (Tymmo)

Dack has always viewed the galaxy as "easy pickings." An extremely talented young man, Dack learned how to get all he ever wanted by relying on his charms and tapping into datanets for credits and properties.

Dack knew to stop short of excess, but when he heard that the lovely and very, very rich Duchess Mistal was looking for a consort, it presented an irresistible challenge. As a slicer, he had no problem hacking into the central computer at Palace Dargul which was handling the selection process, and modifying the selection algorithm in such a way that his name was selected.

Dack's cocky attitude of triumph changed to horror when he discovered what he had "won." After a few months, he had endured enough of Mistal's constant attempts to be near him, and managed to escape.

Hiding on Umgul as "Tymmo," Dack gratefully reverted to his old ways. Using his knowledge of electronics and slicing, he devised an implant micro-motivator which would drive a blob to victory, by sending out a powerful internal stimulus which provoked a frantic flight response in the blob. After a race, he destroyed the micro-motivator by remote, leaving only trace elements behind.

In this way, he was able to qui-

etly amass a fortune, placing the implant in blobs not favored to win, and betting on them. Driven by the terror generated by the implant, his blob always won. Dack was always careful not to bet too often, lest he attract the attention of the Umgullan racing authorities. He was not so careful that he did not attract the attention of Artoo Deetoo on far-off Coruscant, however.

Dack is young and handsome, but has a fidgety, furtive look. He is now once again at the side of Duchess Mistal, a victim of his own machinations.

■ Dack (Tymmo)

Type: Consort

DEXTERITY 3D

Blaster 5D, brawling parry 4D+1, dodge 4D+2, pick pocket 6D+2, running 5D

KNOWLEDGE 2D

Alien species 3D+1, business 4D, cultures 4D+2, languages 4D, planetary systems 2D+2, streetwise 5D, value 4D+2

MECHANICAL 3D

Astrogation 4D, beast riding 3D+2, communications 4D+1, hover vehicle operation 3D+2, repulsorlift operation 5D+2, sensors 4D, space transports 4D+2, starship gunnery 4D, starship shields 3D+2, swoop operation 4D+2

PERCEPTION 4D

Bargain 4D+2, con 6D+2, forgery 7D, gambling 6D+2, hide 5D, persuasion 7D+1, search 5D, sneak 4D+2

STRENGTH 2D

Brawling 3D+1, climbing/jumping 5D, swimming 4D

TECHNICAL 4D

Computer programming/repair 8D+1, demolitions 5D, droid programming 7D, droid repair 4D+2, encryption 6D+1, security 7D

Character Points: 4

Move: 10

Equipment: comlink, datapad, hold-out blaster (3D)



Chapter Ten

Planets

Anoth

Long ago, the Anoth system suffered some cataclysmic disaster, and its single world was shattered into thousands of pieces. The entire system is unstable and in a few short decades will collapse in on itself.

The three largest fragments of the planet orbit a common center of mass. The two largest pieces hover in extreme proximity, and occasionally grind together, generating horrendous quakes. Together, they generate enough gravity to retain a poisonous and stormy atmosphere.

The third and more distant fragment, Anoth, orbits in a precarious, almost-safe position which is far enough from the other two to escape the violent clashes and the worst of the electrical storms. Skittering electrostatic discharges dance between the two great fragments. The resulting ionizing fury bathes Anoth in electrical storms that even the powerful sensors used by the military cannot penetrate.

Ships entering Anoth's atmosphere draw a great deal of static energy. Most of these electrical bolts are harmless, but occasionally, a strong bolt can ionize the controls of a spaceship, sending it spinning out of control.

The small white sun of the Anoth system is weak, bathing the world in a pale twilight which is frequently supplemented by stark flashes of interplanetary lightning discharges. The surface of Anoth is a craggy forest of rocky spires, sharp ledges and clawlike peaks that are riddled with caves left behind when volatile incursions in the rocks evaporated over the centuries, leaving only glasslike rock.

■ Anoth

Type: Planetary fragment
Temperature: Frigid
Atmosphere: Type III (break mask required)
Hydrosphere: None
Gravity: Light
Terrain: Barren
Length of Day: 14 standard hours*

Length of Year: 286 local days*

Starport: Limited services

Population: 3-150

Planet Function: Hidden base

Tech Level: Space

* Anoth Base is kept on Coruscant standard time.

Anoth Base

Anoth Base is not simply a remote dwelling for a guardian and a few babies. It is a compact but fully equipped military retreat capable of supporting over a hundred technicians, pilots, soldiers, and government officials, along with two dozen space transports.

The main level contains the main hangar, the operations center, briefing rooms, and a series of barracks and VIP living suites. There are other levels too, containing additional barracks, mess halls, entertainment and exercise areas, intelligence analysis centers, maintenance rooms, auditoriums, laboratories, hangars, and so on.

The lowermost level houses the generator room and central computer core. The generator room is a dim room filled with a chaotic array of power generators, coolant tanks, plasteel piping, cooling ducts, and life support systems.

The computer core is in the center of the room, a pillar which runs from the ceiling through the floor. The core glows with oblong green lights which flicker downward in a soothing waterfall-like pattern. Wires and cables spill out of the sides of the station, leading into a tangled morass of computer stations, portable diagnostic machines, computer components, and generators positioned along the walls.

The room is an impressive display of technological wonder, but most of it is just stage dressing for the actual purpose of the room: to kill intruders. This room was designed by Ackbar and Winter as a final, last-ditch defense should the base be penetrated by intruders (this defense will likely be dismantled when the base is transferred to government control).

Establishment of Anoth Base

When Leia Organa Solo gave birth to twins who were strong in the Force, she and Luke Skywalker immediately appreciated the need to protect them from harm — the Empire was far from defeated, and the capture of a young Jedi child by one of Palpatine's remaining Dark Adepts might prove disastrous to the future of the New Republic.

It was a difficult decision for the young mother, but Leia decided that they would not be safe anywhere near her. In consultation with Winter, Luke and Admiral Ackbar, she decided to send them into exile, secluded on an unknown planet far from prying Imperial eyes or dark-side influences that might corrupt their fragile Force-sensitive minds.

Working together, Luke and Ackbar ultimately selected Anoth as the perfect location for a secret hideaway. It was a world unrecorded on any chart, but habitable and protected; the electrical storms blanketing the world served as a protective shield ship sensors could not penetrate.

When it came time to establish a base on Anoth, Leia ran into a problem. Though the Senate was sympathetic to the need to protect her children, it was not willing to underwrite the vast expense of constructing a new remote base in a secret location for only two

babies, a nanny, and occasional visitors.

In the end, the base was secretly funded and built as a fully secure retreat which could be used for secret diplomatic talks, as an NRI safehouse, or, in the event of renewed conflict with the Imperials in the sector, a secret military base. The Organa Solos are free to make use of the facility until their children are old enough to leave, after which the base will be claimed by the government.

The location of Anoth Base is known only to Luke, Anakin and Winter (even Han and Leia do not know where their children are hidden). Every one of the construction shuttles was piloted into and out of the system by one of the three to ensure that no one else could discover the location of the system (certainly, no one else was told *why* the base was being constructed).

When time permits, Leia and Han make trips out to Anoth to visit their children, in a sealed shuttle piloted by one of the three (usually Winter). When Leia first began making these mysterious trips, the New Republic Senate was appalled — what if an emergency arose requiring the immediate attention of the Minister of State? Ackbar eventually silenced their objections.

When the room's sensor nets detect intruders in the room (i.e., those not entered in its database), an order is issued to twelve battle droids concealed in the walls which are camouflaged to conceal them. The droids are programmed to engage the intruders and slay them, and protect those in the room who are entered in the database.

Bespin

Bespin is best known for Cloud City, the luxurious, airborne mining installation which also attracts numerous tourists, gamblers and traders. Cloud City was the first tibanna gas mining facility on Bespin, but it is not the only one.

Numerous airborne mining installations ride Bespin's wind currents in various positions above the mighty gas giant — floating automated refineries, storage tanks bobbing above the clouds, and facilities which scoop tibanna gas from the cloud banks.

Currently, Bespin has maintained its neutrality, refusing to side with either the New Republic

or the Empire. (This neutrality is easy to understand, given the tumultuous history of the mining colony.)

■ Bespin

Type: Gas giant
Temperature: Temperate (in the Life Zone)
Atmosphere: Type I (breathable) in the Life Zone
Hydrosphere: Moist (in the Life Zone)
Gravity: Standard (in the Life Zone)
Terrain: Gas giant
Length of Day: 12 standard hours
Length of Year: 14 standard years
Sapient Species: Human, Ugnaughts
Starport: Standard
Population: 8 million
Planet Function: Tibanna gas mining, gambling resort
Government: Guild
Tech Level: Space
Major Exports: Tibanna gas, tourism, cloud cars
Major Imports: Foodstuffs, mid tech, high tech

Tibannoplis

Not all of these mining colonies prove profitable and several have been deserted. Tibannoplis is one such colony, a creaking ghost town hanging in the sky, buoyed by generators which might last, at most, another five years. Already,

Anoth Base Floorplan

The Main Level

The main level is the only level used by Winter and the children in the normal course of day-to-day activities. The lighting in the halls on other levels is kept dim to conserve energy.

Some of the areas in the main level, such as the ready room and commandant's offices, do not see use at all — they will be used when Winter and the Jedi children leave Anoth for the last time, and the base becomes fully operational. The descriptions below describe areas of interest on the main level as they might be used when the base is fully operational.

Ledge and Docking Bay. The docking bay opens onto the face of a sheer cliff. Massive shield doors can close to seal the entrance to the hangar bay, and the interior of the base (the docking bay is the only entrance to the base). There is only a small ledge which is exposed to open air.

Below the ledge yawns a deep chasm. Secreted in the cave-riddled cliff below the ledge is a semi-organic droid, the Foreign Intruder Defense Organism (FIDO), intended as the first line of defense against a ground assault. Its armor-piercing tentacles can destroy all but the most heavily armored attack vehicles.

The docking bay can house two transports (approximately the size of old Rebel transports), but it is usually kept clear if the base is in full use because it contains the main lift which runs to lower levels. This lift shunts ships and cargo containers up and down the complex.

Upper Hangar. The upper hangar can house and service up to five smaller ships (such as a light freighter) at once. If more ships arrive, they can be shunted down to lower level hangars via the main lift.

Maintenance Bay. This chamber contains the tools used in the routine maintenance and refueling of starships. An actual repair

bay is located in the lower hanger levels which is equipped to handle more serious repairs.

Ready Room. The ready room is where on-duty pilots remain when they are in standby mode — dressed in their pilot jumpsuits and ready to scramble to their starfighters at a moment's notice. There are entertainment and library consoles and a small snack center in the room to help them pass the time.

Operations Center. The operations center is the brains of Anoth Base. From here, the defenses of the entire complex can be coordinated. By design, the base defenses can be activated and run by a single person.

Remote sensors on various peaks surrounding the base give a thorough view of the area via monitor, and large windows overlook the nearby terrain to give a direct view.

Commandant's Office. This is the suite of offices used by the commandant and his staff.

Briefing Room. This mini-auditorium slopes downward to an open area containing a tactical image projector. The base pilots are briefed on their flight missions here.

Living Suites. The living suites on the main level contain a mess hall, a fresher room, a number of barracks, and VIP suites.

The barracks are not used by the base's normal component of pilots and guards. They are used by the security details and bodyguards of visiting dignitaries.

The VIP suites are used by visiting dignitaries, diplomats and other honored guests thought deserving of luxurious accommodations. The commandant is the only base official to live in this area full-time. All of the VIP suites are shielded.

Winter and the children live in this area while on Anoth. The twins and Anakin live together in one of the VIP suites modified for use as a nursery. The nursery is a brightly lit and cheery room decorated in soothing pastel colors. Winter lives next door in another VIP suite.

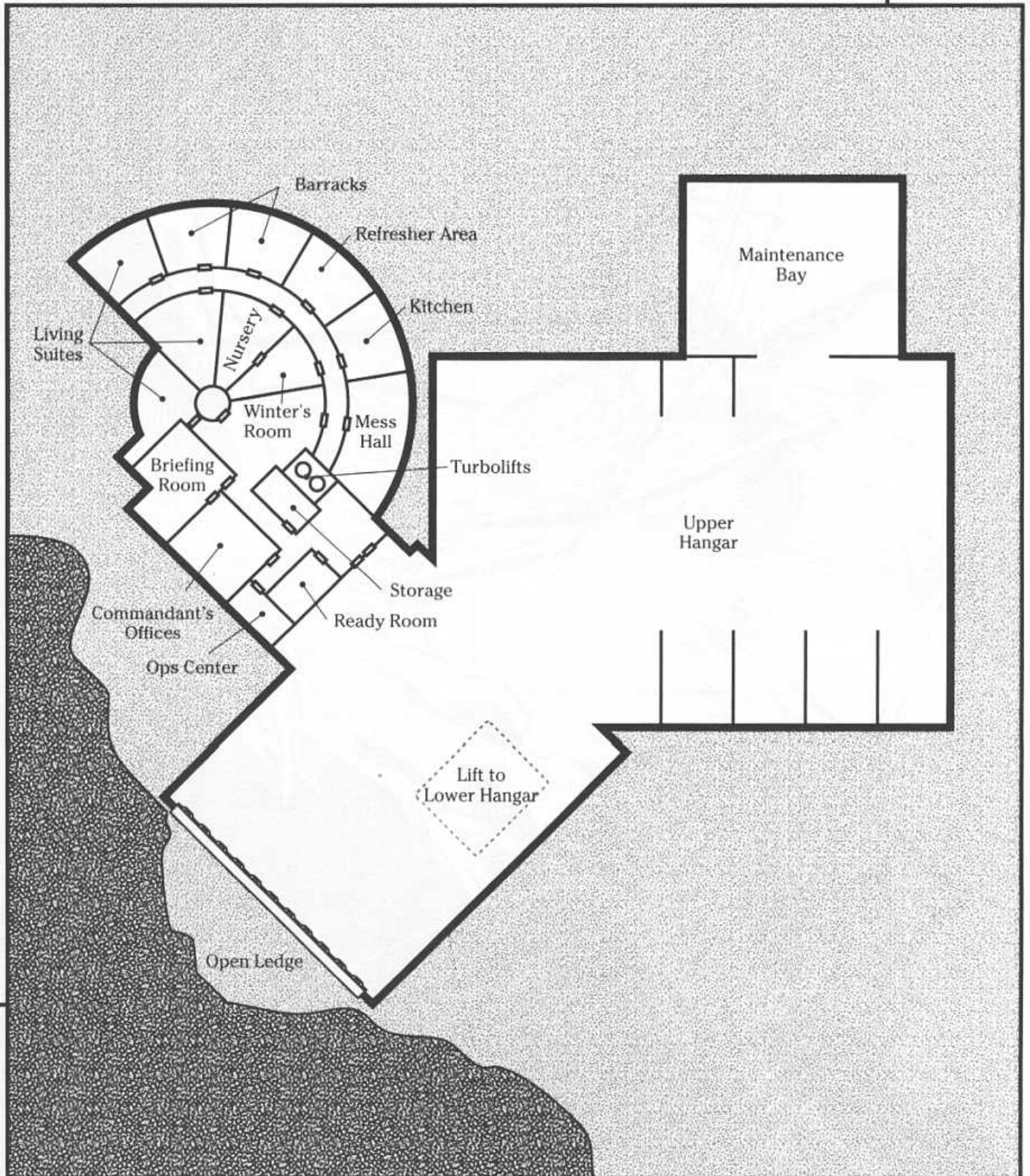
the repulsorlift generators are failing, and the city tilts at a slight angle.

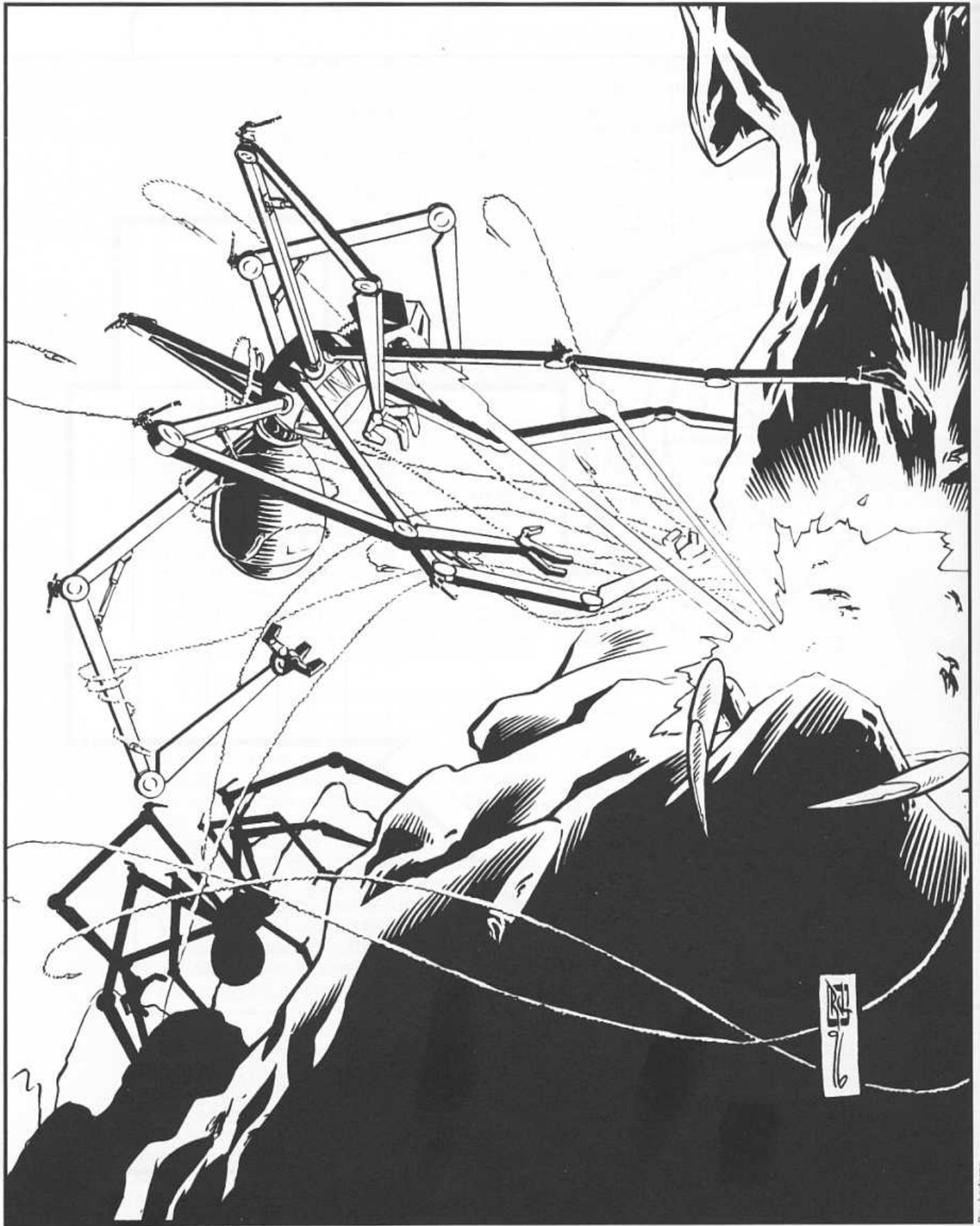
The roof, decks and sides of Tibannopolis have been picked over by scavengers hauling away scrap metal, and show signs of being savaged by the velkors of Bespin. It looks like a skeleton of its former self, with buckled plates and twisted support girders in a broad hemisphere; dented ballast tanks hang below. Nu-

merous antennae and weather vanes protrude from the joints.

Powerful winds rip through Tibannopolis's rusting and aging girders and structures, creating a moaning sound. The swaying metal groans as rusted joints rub against one another. Few of the landing pads are entirely sound; many have lost plates and have weak areas.

A transient class of squatters and ne'er-do-





104

Roy Linderer

living in broken-down interior rooms, and maintaining small gardens on the surface. Few stay for long, though, since velker packs are more frequent in this area than the area surrounding Cloud City.

Mon Calamari

Mon Calamari has always been a beautiful world of sparkling shallow seas and scattered strands of verdant green islands. However, the ravages of the Imperial World Devastators which attacked just a year before have left angry wounds on the planet, most of which have yet to be healed.

Recovery efforts have only just gotten underway in most areas hardest hit by the Imperial attacks. The first priority went into repairing the damage done to Mon Calamari floating cities, and the production centers both on the cities and in orbit (the Quarren cities, located safely underwater, were not heavily damaged by the Imperial attacks).

Only now have the repair crews begun to address the environmental damage done in the short battle. Most of the World Devastators have been dismantled and removed from their watery graves, but several still lie in the sandy shallows where they crashed, their rusty bulks spilling chemicals and radiation into the oceans.

Numerous tectonic disturbances have plagued Mon Calamari since the attack, leading some scientists to worry that the Imperial attacks on the planet may have rendered its crust unstable. The Mon Calamari have begun an aggressive study of the tectonic plates to determine whether that is true. There have already been several serious quakes which have destroyed one floating city, and several seafloor Quarren settlements within the past few months.

■ Mon Calamari

Type: Terrestrial Ocean Planet

Temperature: Temperate

Atmosphere: Type I (breathable)

Hydrosphere: Saturated

Gravity: Standard

Terrain: Ocean, reefs, floating island cities, underwater cities

Length of Day: 21 standard hours

Length of Year: 398 local days

Sapient Species: Mon Calamari (N), Quarren (N)

Starport: Imperial

Population: 11 billion Mon Calamari, 16.5 billion Quarren

Planet Function: Homeworld

Government: Representative Council

Tech Level: Space

Major Exports: High tech, warships, weaponry

Major Imports: Foodstuffs, medicine, high tech, low tech



Starr Cook

Orbital Shipyards

The starship-construction facilities which surround Mon Calamari are immense. They were heavily damaged in the World Devastator attack, but since ship building is the life-blood of the Mon Calamari export economy, top priority was given to restoring them to working condition.

Numerous starship space dock hangars orbit the planet, each serving as a central hub around which supply platforms hover, dotted with winking red, yellow, and green lights which demarcate landing pads and docking bays. In each dock can be seen the skeletal ribbing of a new spaceship, each the unique expression of its design and construction crew.

Hundreds of elegant work shuttles and crablike constructor pods flit in and around the spacedocks like tiny insects, moving workers and materials from place to place. Small girder impellers push huge mounds of plasteel ex-

truded from transorbital rubble shipments from the planet's single moon and from other systems; the girders are used to construct the frameworks of the famous Mon Calamari starcruisers.

Few of the ships currently in the docks are near completion. Since nearly all the ships in the docks when the Emperor's World Devastators attacked were lost, nearly all of the ships under construction have been under construction for less than eight months. Indeed, the only ship to survive the attack of a year ago was the *Startide*, which is only a few months from completion when Admiral Ackbar sacrifices it to stave off Admiral Daala's attack on the shipyards.

Foamwander City

Foamwander City is one of the thousands of immense artificial cities which dot the surface of the oceans of Calamari. Built by the Mon Calamari over thousands of years as slowly evolving works of art, they represent the history and heritage of the Mon Calamari people. Even the vestiges of Imperial occupation are preserved as a commemorative of an important (if unpleasant) period of Mon Calamari history.

In appearance, Foamwander City is a lumpy but smooth construction which looks somewhat like an organic coral reef. Harsh angles and flat planes are confined to a forest of reinforced watchtowers and communications antennas which rise from the top of the city — the surfaces on the rest of the drifting metropolis are all soft angles and polished outcroppings. A large hemispherical dome caps the city. Beneath the city, towers and descending complexes face downward in a curious inversion of a typical landbased skyline.

The interior of the upper levels of Foamwander City is the domain of the Mon Calamari. The cool air has a salty tang to it, and the humidity is very high. The decor is the gleaming white and artistically functional style typical of Mon Calamari architecture. Transportation is provided by small repulsorlift tram lines which wind and wander through the smooth, polished corridors and anterooms.

Foamwander City is an important locus of the Mon Calamari government and an important component of planetary defense. Central Command, at the heart of the city, is one of a few command centers charged with orbital defense on the planet — Reef Home City and Coral Depths are two other floating cities with command centers assigned other sectors of orbital space to cover.

Seven tactical experts sit at command stations, where they can monitor and direct orbital

battles within their designated sphere. In the center of the room, a holographic wireframe diagram of the planet and its moon hover amid sparkling pinpoints of light which in peacetime designate all orbital traffic, and in war only military craft.

In the lower submarine levels, largely the preserve of the Quarren, the atmosphere is somewhat different. The Quarren prefer a lot of transparisteel in construction, so they can look out at the undersea landscape. Some non-Quarrens find this enchanting, while others are unnerved by it. The lighting is dimmer and shimmering, a jewel-blue that reflects through faceted glowlamps and thick transparisteel walls that look out into the ocean depths. The air is thicker and damper.

Out in the water around the city, divers flit about between the undersea towers, amidst a thicket of mooring lines, nettings, satellite cages, transport tubes, and small submersible vehicles.

Farther down, the seabed can be faintly seen. Dull orange glows and bubble streams rising from cervices in the seabed reveal the presence of Quarren deepsea mining operations.

The Mkbuto Seatree Preserve

The Mkbuto Seatree Preserve is an undersea forest located near Calamari's equator which ranges for several hundred kilometers. The forest is made up of a variety of seatrees and dense growths of seaweed. The seatrees are fragile-looking leathery fronds veined with iridescent blue and red, kept afloat by air-filled fruit bladders.

The forest supports a complex ecosystem. Thousands of species of fish, mollusks, crustaceans, and sea mammals haunt its shadowy green and blue hedges and thickets. Larger predators dart hither and for, hunting for the tasty glottlefish or the speckle-banded harpercod.

The Mkbuto Seatree Preserve is an area which was heavily settled by the pre-industrial Mon Calamari. There were once many islands in the area, and the Mon Calamari built simple civilizations half on land and half in the water. The thriving beasts of the undersea forest provided for many of their needs, and iron-rich veins in the shallows provided a source for metal.

The area is situated on two tectonic plates which constantly grind together, causing minor seaquakes throughout the region. The Mon Calamari abandoned the region many centuries ago when one particularly harsh quake caused many of the islands to sink beneath the waves. Ruins of their early civilization can still be seen among the seatree fronds underwater.

>>Text mode on

>>Request Datapad Personal Log Entry 120.245.6.JNL

>>Enter ID and decrypt code:

>>Organa Solo, Leia

>>xxx xxx xxxxxx xx xxxx xxx

>>Decrypting...

>>Search parameters?

>>Knowledge Bank

>>Searching...



120.245.6.JNL

must confess I'm very worried about having the twins here while whatever destroyed Gantoris and put Luke in a coma is still at large. Sometimes I can feel a sudden chill pass through me, as if something evil is watching me. I wish there was a safer place for them, but I don't trust them in the Palace without Han, Luke or me there to watch them, and I don't know where Winter is. I trust to the Maker that they will be safe here in the temple.

Spoke to Cilghal today. To my surprise, she abjured me not to tell anyone about the **Knowledge Bank** we had consulted on Calamari. Because Cilghal was so low-key about it at the time, I assumed that its existence was common knowledge among her people. She might have told me earlier! Fortunately, I haven't really had the chance to tell anyone else, with the madness we've all be enduring lately.

Apparently the **Knowledge Bank** is something of a secret, even among Mon Calamari. It seems only certain Mon Calamari, community leaders and diplomats and the like, I suppose, are selected to know of its existence and trained in the fine art of communicating with it. I had no idea what an honor I was being paid by being permitted to see it. I imagine that I am probably the only human to even know it exists.

Poor Cilghal seemed quite uncomfortable in discussing the matter, so I dropped the subject. I promised her I would tell no one about it except my own diary, which is safe enough with the encryption tech built into it.

In appearance, the **Knowledge Bank** doesn't look all that impressive; it is just a haphazard jumble of polished hulking mollusks, each about a meter across. The only sign that these shellfish are remarkable is the faint lustrous glow which emanates from them when their shells are open.

From what Cilghal has said, the **Knowledge Bank** has not be closely studied, because it is considered a near-sacred resource. What it does is fairly remarkable. Somehow, it knows everything that happens underwater, using a network of non-sentient sea creatures which mindlessly communicate what they see to the **Knowledge Bank**. I imagine it employs the Force in some manner to effect this, but how, I don't know. I couldn't detect anything, though I really wasn't trying, either.

As far as I can determine, the **Knowledge Bank** has no intelligence of its own (as we define intelligence, anyway), but can serve as a passive receiver of information it can process and pass on to those who know how to communicate with it. I could be wrong, of course. Cilghal didn't have a lot to say about it, and almost seems sorry she showed it to me in the first place. I suppose I can't blame her. Who knows how many of her people died to prevent the Imperials from finding out about it?

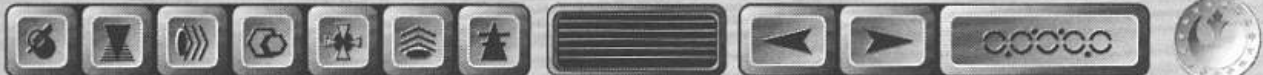
Anyway, the way Cilghal used it, it seems that a Mon Calamari who knows how to communicate with the **Knowledge Bank** may address these shells if he or she wants information from its database. One of the huge shells opens, shedding a stream of light from its bright interior. Inside the shell, an enormous brain pulses and shines with yellow light. If a question is accepted, a number of the shells open and process it through their memory banks.

The language Cilghal used to communicate with the **Knowledge Bank** was a very slow hypnotic language filled with ritualistic motions and sounds.

Quite remarkable.

Haven't heard a sound out of the twins in over 20 minutes. Better close for today and see what they've gotten into.

>>end of entry



Ackbar's Seapod

Ackbar settled in the Mkbuto Seatree Preserve many years ago, because he valued the isolation, and because it was an ideal location from which to conduct his geological research. When he retires from the New Republic, Ackbar returns to the seatree forest to renew his studies, both to clear his mind of the disaster at Vortex, and because the tremors common to the area have become much more frequent since the World Devastator attack. He is among those who believe that the Imperial terror weapons may have done serious damage to the planetary crust, and is engaged in a study of seismic activity.

His base of operations is a small but sturdy plasteel spherical dwelling which bobs on the surface of the sea, anchored by thick cables fastened to thick seatree trunks and the seabed. Because of its design and because it is not directly anchored to the planet's surface, the seapod has survived the numerous minor quakes with only minor damage, though Ackbar found its contents scattered all over the interior when he returned.

The round pod is a dirty white; green and brown algae and thick winding seaweeds have grown up the anchor cables and up the sides of its hull over time. Its smooth contours are broken by sensors and weather forecasting vanes, grates and vents, external light clusters, and valves for water re-circulation equipment and desalination devices. Numerous

round viewports of varying sizes stud the surface at asymmetrical junctures.

A small deck juts out from a concave segment of the sphere. When Ackbar is home, a white utility submersible is lashed to the side of the deck.

The underside of the sphere is thick with traps and nets, which Ackbar uses to capture fish and small crustaceans. Together with the sea vegetables he gathers while on his geological surveys, Ackbar is relatively self-sufficient in terms of food.

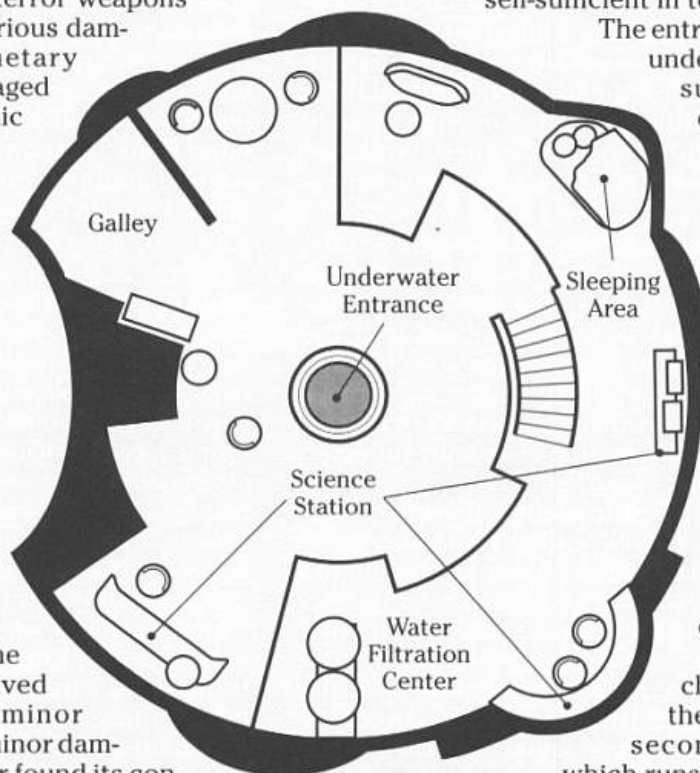
The entrance to the pod is underwater. Air pressure and a weak containment field serve to keep the seawater out of the opening.

The one room split-level interior is as spherical as the exterior, and quite roomy. The floor is made of a dark blue rubbery diamond-gridded plastic, and the pipelined walls are off-white.

Furniture and chairs extrude from the floor, as does a

second raised level which runs two-thirds of the way around the room. Numerous cabinets and cubbyholes are set in the walls and floor.

There is a small galley in one alcove, and a simple bed in one corner of the upper level. The rest of the interior is devoted to scientific and computer stations. Shelves contain stacks of scientific surveying equipment, geological meters, and seismic sensors, all designed to function underwater.



Carida

Carida is a temperate and pleasant world located deep in territory still held by the Empire. Its great defect in terms of attracting immigrants is its heavy gravity field.

The high gravity kept settlers away for centuries; most settlers apparently prefer the slight discomfort of inhospitable climates to heavy gravity, since one can retreat indoors from heat or cold, but gravity is ever-present.

Carida came into its own two centuries ago when the Old Republic Army decided to locate a proving ground installation there. Carida's many terrain features as well as its sparse population made it ideal for testing weaponry and military transports of all sorts.

Over the space of a few decades, an infrastructure grew up around the small base, and other military agencies and defense firms transferred some of their personnel and research facilities to Carida to supplement the proving ground. By the time the Empire grew to envelop Carida, it had a population of 23 million, and several small cities around the globe.

In the Imperial era, Carida came into its own. The Emperor designated Carida as one of his primary military training bases, because its gravity, rather high by human standards, would toughen up his stormtroopers and soldiers.

Carida's untamed landmasses provide an appropriate range of harsh training environments for both man and machine; arctic wastelands, dense and uncharted rain forests filled with primitive predators, carnivorous plants, and poisonous insects, splintered mountain crags, and searing desert hardpan crawling with venomous multi-legged reptiles all push soldiers and their machines to the limit.

Even though Grand Admiral Thrawn is dead and Palpatine overthrown, Carida refuses to be wooed into the New Republic camp. This stubbornness is largely attributable to the determination of Carida's nominal ruler, Ambassador Furgan to remain loyal to the Empire.

Carida has little to fear from a New Republic attack. It boasts some of the most technologically advanced weapons and crack troops in the galaxy, and has enough food in store to wait out a siege until Imperial reinforcements could arrive.

These weapons have allowed Furgan to remain independent from other Imperials as well as the New Republic. Not only do they discourage direct attack and indirect intimidation, but they give him an edge in negotiating with other Imperial leaders for resources and supplies. As long as Furgan's design facilities continue to produce such wonderful toys as the Mountain Terrain Armored Transport Walker, he has a ready audience of Imperials willing to humor him.

To Furgan's frustration, despite the presence of a huge standing army, Carida doesn't pose much of a threat to other worlds, since it lacks the means to transport them anywhere. Without capital ships, Carida is the most heavily armed — but strategically useless — planet still loyal to the Empire. Alas, none of his defenses

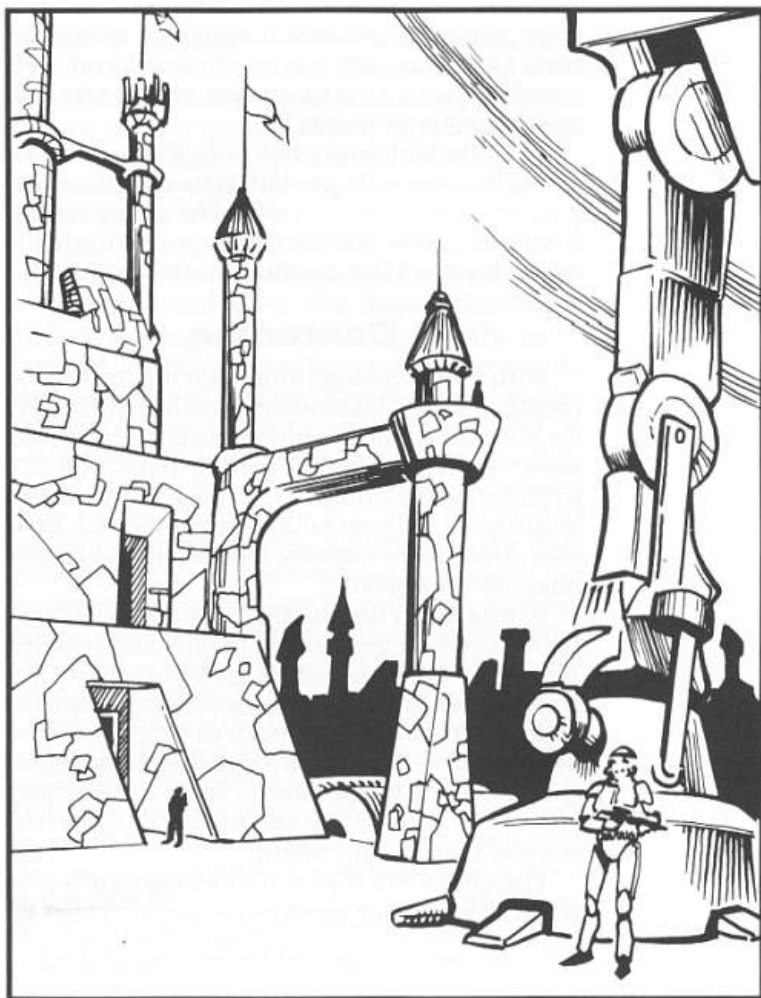
can save Carida from an exploding sun, as Furgan learns when Kyp destroys the system with the Sun Crusher.

■ Carida

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Heavy
Terrain: Forest, desert, glacier
Length of Day: 25 standard hours
Length of Year: 357 local days
Sapient Species: Humans
Starport: Stellar class
Population: 25 million
Planet Function: Military
Government: Imperial governor
Tech Level: Space
Major Exports: Military training, high technology weapons
Major Imports: Foodstuffs

Military Academy of Carida

The Military Academy of Carida, located on the Spinara plateau, is a gleaming citadel which was designed and built to look much older than it is. Its lines and layout echo traditional designs



found on the most ancient government and academic buildings on Coruscant and Raithal.

Simple white columns, scrubbed until their marbled surfaces shine, stand starkly over green grassy lanes and mirror pools. Colorful flags representing the most loyal worlds of the Empire fly from poles lining the walkways, and in the grassy center divider of the grand entrance to the complex, a long line of decommissioned Imperial walkers keep a watchful eye on the drilling cadets.

The campus itself contains facilities for both basic and advanced training. Various schools, from the Academy of Ordnance to the elite Storm Commando School, are headquartered at the Military Academy. Numerous outbuildings, drill fields, rifle ranges, and storage and training facilities surround the main quadrangles.

Colorful banners representing the most loyal worlds of the Empire hang from the vaulted ceilings of the academy's many halls, and endless portraits of esteemed Academy graduates line the walls, along with medals, trophies from conquered worlds and holographic pictures of famous Imperial battleships commanded by Carida alumni.

The main citadel, located at the very center of the complex, is a veritable fortress in appearance as well as fact. It is an imposing complex, complete with several enormous turrets and many smaller minarets.

The citadel houses not only the academy's administrative offices, but also the planetary governmental offices as well. The comm center, from whence the HoloNet is maintained, is in the upper levels of the southernmost turret.

Dantooine

With a mild climate, abundant life-forms, and plenty of water, Dantooine is such an attractive location for a colony settlement that, but for its sheer isolation and distance from reliable hyperlanes, it would likely be a fully settled world by now. As events have transpired, however, Dantooine remains a tranquil and largely unexplored world.

Dantooine is dominated by grassy savannas punctuated by gently rolling hills and isolated stands of broad-boled, jagged-branched blba trees. Herds of small, hairy herbivores roam the plains, and in the air, flocks of bright balloon-like creatures drift about, occasionally snagging themselves on the pointed branches of the spiky blba trees, where they are quickly devoured by waiting carnivorous snails.

The climate in the Dantooine interior is relatively dry through most of the year, except for

the rainy season in the spring, when torrential rains turn the dusty soil to mud, and the blades of the normally brownish-green grass turn to a pale and elegant lavender. Along the coasts, mountains trap most of the moisture coming off the oceans, resulting in narrow bands of verdant vegetation running along the coast.

The only sentient beings known to be indigenous to Dantooine — the Dantari — are gathered in nations of nomadic tribes which roam up and down the coasts of the ocean. Little is known of these peaceful people, since previous visitors to the planet were more preoccupied with establishing bases and colonies than establishing anthropological studies.

Dantooine has two moons, which often appear overhead simultaneously. Through the haze of the atmosphere, the greater moon is a light lavender in appearance, and the lesser has a greenish cast.

■ Dantooine

Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (breathable)

Hydrosphere: Dry

Gravity: Standard

Terrain: Savanna, mountain, ocean

Length of Day: 25 standard hours

Length of Year: 378 local days

Sapient Species: Dantari (N)

Starport: Landing field

Population: 334,000

Planet Function: Abandoned colony world

Government: Tribal

Tech Level: Stone

Abandoned Rebel Base

Dantooine, which has been sparsely settled by various groups in past centuries, has most recently been colonized by two groups, neither of which remain on the planet. The first settlement, located near the terminator, was an early Rebel base, that once housed the military headquarters of the Rebel Alliance.

The abandoned base is made up of a cluster of adobe huts and prefab buildings in the endless plains, not far from a modest river. Both the adobe huts and prefabs have suffered from years of exposure to harsh spring rains and the intrusion of various animals.

A long tarmac frames two sides of the settlement, where the Rebel X-wing and Y-wing starfighters were once stored. Two open-air hangars stand on the other side. The site is totally abandoned.

Eol Sha Colony Site

When the people of Eol Sha were evacuated from their doomed world, the New Republic relocated them to Dantooine. Wedge Antilles

headed up a resettlement force which dropped an entire settlement of self-erecting living modules to a site not far from the old Alliance base, and sent the new colonists programming units and agricultural droids so they could establish a viable colony right away. Soon after, New Republic engineers arrived to help restore the landing field and orbital traffic facilities at the abandoned Rebel base for use by the colonists.

Unfortunately for the colonists, Admiral Daala intercepted a supply ship enroute to Dantooine, and decided to send a message to the New Republic by wiping out the fledgling colony. With that decision, the fate of the defenseless colony was sealed. When Daala dropped several Imperial walkers to the surface, they were quick to destroy everything in sight. There were no survivors, and nothing is left of the colony but scorched earth.

Deyer

Deyer was once a fairly successful colony in the Anoat system. Over two generations, a fish-farming co-op of thousands of families transformed thousands of square kilometers of useless swamp into a complex of large terraformed lakes, built large aquifer plants to maintain them, and stocked them with commercially valuable fish.

Rather than building their communities on the remaining swampland, the people of Deyer built raft cities on the lakes, linked to one another by a network of canals. The fish were transported via the canals to packing plants near Feiya, the only landbased township in which the spaceport was based. From there the fish went into spaceships travelling up the Ison Corridor for Bespin and the adjoining Corellian Trade Spine. The co-op was quite a success.

The colonists, pleased with their business prowess, thought they might try their hand at improving political models. They modified their co-op charter to approximate the Old Republic charter, hoping that by demonstrating that democracy was an effective model on a small scale, it might be tried again on a larger scale at some point in the future.

Emperor Palpatine tolerated the experiment for a time, since Deyer was so isolated and insignificant on a galactic scale, but he could not ignore Deyer when its representatives voted to denounce the destruction of Alderaan and to request that he rescind his New Order. Palpatine crushed the "dissidents" utterly, overrunning the entire colony, and scattering the people to various penal centers.

The co-op tumbled into ruin and the few

people who escaped the arrests were unable to keep it running. Most of the fish died without proper care and the canals became choked with weeds.

Now the Empire is gone and Deyer is just another backwater world; a small community of squatters, criminals and survivors living in the moldering remains of a greater society. Few venture beyond Feiya.

■ Deyer

Type: Terrestrial
Temperature: Cool
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Swamp, lake
Length of Day: 28 standard hours
Length of Year: 389 local days
Sapient Species: Humans
Starport: Limited services
Population: 134,000
Planet Function: Subsistence
Government: Anarchy
Tech Level: Space
Major Exports: Fish, water tabacc
Major Imports: Mid tech, high tech

Eol Sha

Eol Sha is a wild, somewhat unstable world of volcanoes, geysers and earthquakes. The air is filled with acrid sulfurous smoke and chemical vapors, and the ground is riddled with geysers, which are triggered by constant ground tremors caused by the large moon which orbits closely to the planet.

Eol Sha is located in the Cauldron Nebula, a brilliant cloud of ionized gas — a mix of magentas, oranges, and blues. The Nebula dominates the sky, casting a pastel blaze across the sky.

A small community of humans, the remnants of an abandoned colony, have lived on Eol Sha for roughly four generations. The settlement on Eol Sha was established a century ago by entrepreneurs who intended to use ramjet mining ships to plow through the Cauldron Nebula and scoop up valuable gases. Eol Sha was the only inhabitable world close enough to support the commercial venture, so the mining company paid settlers to move to the planet to distill the gaseous harvest into pure, rare elements for sale to other outposts.

Unfortunately, the mining scheme didn't pay off — the incompetent entrepreneurs hadn't counted on the true costs of ramjet ships and the unremarkable composition of the Cauldron's gases. They pulled out and the outpost on Eol Sha was left to fend for itself. With the collapse of the Old Republic, Eol Sha was just one of thousands of forgotten colony worlds.

As if things weren't bad enough for the aban-

doned colonists, it soon became apparent that Eol Sha was none too stable — a tandem moon finally orbited too close to the planet, and began spiraling in on a death plunge as gravity dragged it down. The tidal and gravitational stresses created by the moon have played havoc with Eol Sha's weather and has caused numerous quakes all over the planet.

Year by year the huge moon passes closer and closer to the doomed planet and within another hundred years the moon will crash into the planet, smashing both into rubble.

The outpost was discovered recently by a New Republic sociologist who had visited them briefly, recorded his insights and filed a report recommending immediate evacuation for the doomed colony — all of which was promptly forgotten in the already blossoming bureaucracy of the New Republic and the attacks by Grand Admiral Thrawn.

The Eol Sha settlement consists of shored-up prefab habitation modules, which have been battered by decades of exposure to the planet's abusive nature. They were built from modified cargo containers and modular self-erecting shelters. The maintenance systems, which long ago failed, have been cannibalized for other projects.

By the time Luke visits the settlement in search of a Jedi candidate, less than 40 colonists remain, lead by Gantoris, who traditionally wears the faded uniform of a trader captain on special occasions, carefully handed down from generation to generation.

The colonists get by largely on a few crops and dishes and soups made from small animals such as bugdillos. They harvest lichen within the numerous geysers found in the area, consulting a timetable on a battered datapad to determine how much time they have before the geyser erupts again. The lichen is found within crevices which are deep enough to protect the lichen from direct exposure to the scalding blasts of steam.

Luke sees to it that the colonists are evacuated from the planet. Unhappily, it turns out that they would have lived longer on Eol Sha than their new world of Dantooine, where they become examples of Admiral Daala's cruelty and ambition.

■ Eol Sha

Type: Volcanic
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Mountain, volcanic
Length of Day: 19 standard hours

Length of Year: 326 local days
Sapient Species: Humans
Starport: Landing field
Population: 38
Planet Function: Abandoned colony
Government: Ruler by selection
Tech Level: Feudal

Umgul

Umgul is a moist but cool world located in the Mid-Rim. Its landmasses are often blanketed by dense fog and low-hanging clouds.

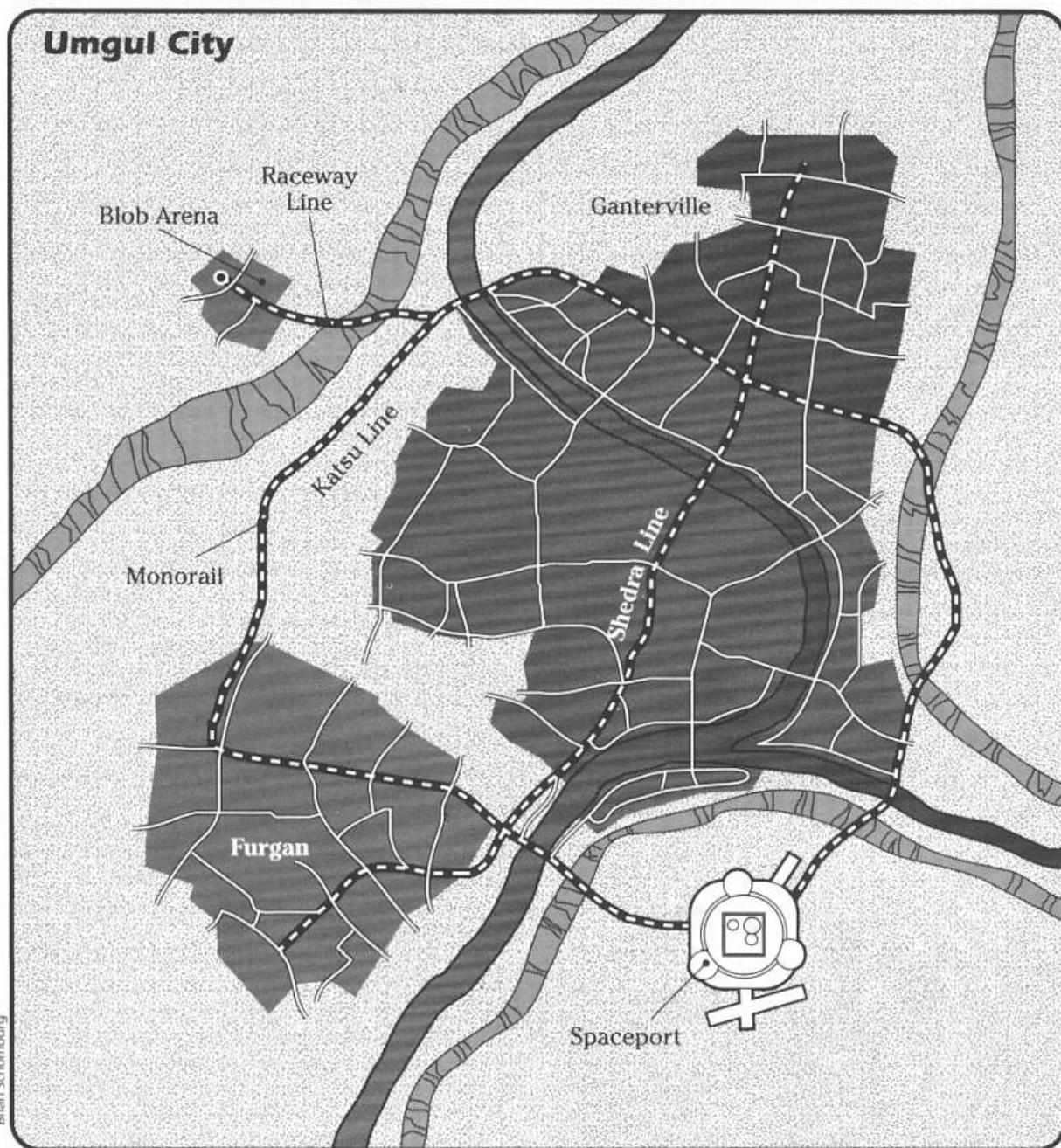
Though offering little in the way of resources or strategic assets, Umgul has earned galactic fame as a sports center and especially as the home of the renowned Umgullian blob races. Umgul is an oligarchy dominated by representatives from its sports and gambling industries.

Because gambling is so vital to its economy, cheating on state-sanctioned games of chance is not only illegal, but a capital crime as well (state-sanctioned games are usually large-scale race tracks, lotteries, casinos, and so on). The government's Umgullian Racing Commission does all it can to ensure fair races and is very forthcoming about reporting statistics on the blob races and the blobs themselves. To help prevent blob substitution or genetic manipulation, the Commission takes a sample of protoplasm from each blob before and after each race and subjects the sample to rigorous analysis, the result of which are reported to the public.

Aside from the singularly harsh law against cheating, Umgul is not particularly obsessed with law and order — though it does a fine job of keeping the peace, it has relatively lax customs inspections. Blaster pistols may be checked through customs, for example, though one must have a sports permit to carry through a rifle of any kind (hunting is also a popular sport in Umgul's timberlands, so the sight of a tourist bringing a rifle through customs is not all that unusual).

Umgul probably has more national holidays and festivals than most worlds, since just about every time a galactic celebrity visits the planet a holiday of some sort is declared (and a lot of celebrities come to Umgul). The holidays are more for the benefit of the tourists who are already on vacation than for the locals, who go right on working.

It is a rare week without at least one official commemorative celebration or honorary holiday complete with fireworks. Local wags roll their eyes and mutter something about being trapped in a theme park, but it's business as usual on Umgul.



Brian Schomburg

■ Umgul

Type: Terrestrial
Temperature: Cool
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Mountain
Length of Day: 25 standard hours
Length of Year: 361 local days
Sapient Species: Humans, Ugnaughts
Starport: Imperial
Population: 6 billion
Planet Function: Tourist planet
Government: Oligarchy
Tech Level: Space
Major Exports: Tourism, gambling
Major Imports: High tech, foodstuffs

Umgul City

Though there are several large cities on Umgul, as well as numerous private resort communities, the major city on Umgul is its capital, Umgul City.

Large stretches of flatlands surround Umgul City, broken only by a number of steep limestone bluffs. A large, sluggish river runs through the central plain, and Umgul City and its suburbs are built on a series of slight hills.

Wisps of mist constantly rise up from the river and sweep along the plains to envelop the city and surrounding environs. Often, only the

tips of the hills remain above the smog and mist, creating the appearance of a series of urban islands in an ethereal sea of fog.

The commercial orbital and landing vectors around Umgul City are thick with tourist traffic — private ships, space yachts and luxury starliners swarm the skies arriving on or departing the planet, while luxurious sail barges and ground skimmers congest the byways and rivers. Large zeppelins and airspeeders zip to and fro in the land-bound airlines.

Umgul's main spaceport is located on the outskirts of the city, on the bluffs of a limestone plateau which rises above the river. Many of the landing bays are in underground caverns carved into the cliffs.

The spaceport is a chaotic place, filled with laughing tourists, jabbering hoards of trinket vendors (many of them Ugnaughts) and loud displays extolling the virtues of various tourist attractions. New arrivals may avoid the cacophony of the main concourse by landing at

one of the very expensive first-class gates, where such rabble are kept at bay by spaceport security.

Umgul City is served by an efficient mass transit system called the commutube, which runs to most of the areas of interest to tourists and visitors to the planet. The commutube is a maggrav tubelike train which travels at high speeds through the city to its various destinations. It changes level rapidly, at times ducking under the streets to pass under the river or congested commercial districts, at other times traveling at ground level and at others soaring up onto elevated rails running several hundred meters above the urban landscape. Those who get ill on roller coasters are advised to take the airbus into town.

The buildings of Umgul City are blockish limestone buildings which rear into the sky many stories, stacked upon each other. They are lacquered to a high gloss with moisture sealants to prevent water damage to the structures by the omnipresent fog. Streetlights are hung from cables which run along the cobblestoned streets. Everywhere, one can see banners and posters announcing the impending visit of foreign dignitaries and special gala events.

Fondine Blob Raceways

Although there are many blob arenas on Umgul, Fondine's Blob Raceways is the premiere sports arenas in the greater Umgul City area. A special commutube line runs from Umgul City to the various blob arenas located on a bluff to the east of town, including Fondine's Blob Raceways.

The Raceway Line, as it is called, is lined with garish billboards and holos describing tourist attractions, eating establishments, pawnshops, and high-interest, no-questions-asked gambling loans. Blob race coverage, updating passengers on current events at the raceway, is broadcast within the tube cars in several languages.

When a vast sinkhole opened up in the gravelly scrubland east of Umgul City, the owners wrote it off. Only an Umgullian investor named Sligh Fondine saw potential in the ruined land; the sinkhole had collapsed into the top of the bluff, forming a giant circular pit in the rocky ground. The ruined land had settled in a perfect configuration for a large natural amphitheater, and Fondine moved to secure the land.

Fondine bought the land and hired architects and construction crews to carve thousands of seats, stalls, pits, and sockets out of the sloping, rocky walls to accommodate all manner of bodily configurations. He installed a blob raceway in the middle of the stadium, and then opened for business.





Ray Lederer

He's had a resounding success on his hands ever since. The Fondine Raceways never close, and no matter the hour, streams of people swarm the outer perimeters, and in and out of the arena itself.

Seating comes in a variety of price ranges. The cheapest seats are the lower stalls. The restraining fence in the lower stalls is electrified to keep the rabble under control. More pricey seats afford a better view and more civilized neighbors. Restaurant seating and private boxes are also available for a somewhat higher price. Hundreds of vendors circulate through all the stalls and seats, selling everything from fine liquors to hand-held sugary treats.

Giant whirring fans ring the edges of the sinkhole, generating a heavy breeze which drives back the encroaching fog banks, preventing them from filling the bowl of the arena. Huge banks of lights stare down into the pit, ready to illuminate it when night falls.

The center of the arena is devoted to the blobstacle course. The course loops around and back on itself, making full use of the space it is allotted, and contains a number of obstacles which present a variety of challenges to a racing blob.

The Blobstacle Course

The raceway starting gates are located on a platform which is ratcheted up before the race begins. The platform contains individual pens for each blob, situated in front of a gate which holds the oozing blobs back from the launching gate.

At the starting signal, the gates open, and the blobs tumble and ooze down a steep lubricated ramp designed to boost their momentum. Each lane on the ramp is walled off from the next to keep the blobs separated until they reach the bottom. Once at the bottom, the blobs tumble and ooze over and past one another, gushing forward to be the first to reach the actual blobstacle course.

The first obstacle is a wide-mesh screen which spans the entire raceway. Each blob must pass through the mesh, either by forcing itself through in hundreds of tiny dribbles, or by concentrating its body into a narrow streamer which can flow through one or two of the mesh openings.

The second obstacle is a tall ratline made of chain links which leads up to another steep, lubricated slide which drops into a sharp, banked curve. Each blob must climb the chain, by extending pseudopods and flowing up faster than gravity can slurp it back down. The chain must be climbed quickly, before the pseudopods work through the metallic chain links.

Other obstacles change from time to time,

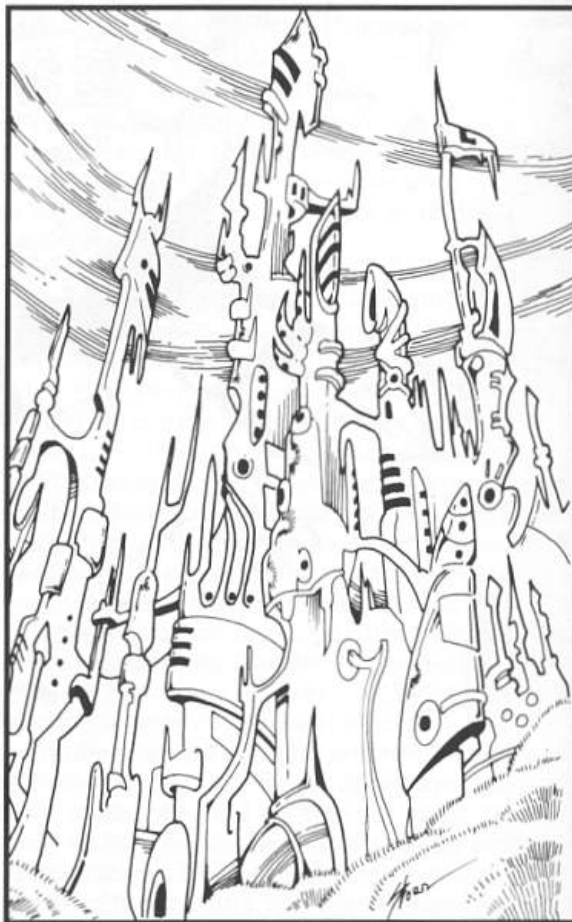
depending on the event and specialties of the blobs themselves. Popular obstacles include a bed of desiccant, which the blobs must cross before they suffer terminal dehydration; a sequence of metal rings suspended by ropes, which the blobs must pass through, throwing forward pseudopods from one ring to the next, trying to flow forward before the pendulum motion of the ring stretches it to the breaking point; a long bed of spikes that continually poke through the racers' outer membranes; a large, slowly spinning fan with razor sharp blades; and a runged ladder which must be ascended.

The last obstacle is nearly always the same—an array of wide funnels which have exit holes of varying sizes, some of which are sealed shut. Each blob must probe each funnel with pseudopods until it finds one it can pass its body through.

Vortex

Vortex is a moonless blue and metallic-gray ball orbiting a dim yellow sun. Its atmosphere is a chaotic jumble of storm systems and racing spirals of clouds that swirl in horrendous gales.

The sharp tilt of the planet's axis produces



Storm Cook

Vors

The Vors are delicate hollow-boned reptilian avian humanoids who ride the winds on lacy wings. They are lithe beings with fine features and vestal beaks. Their skin is leathery but smooth, and mottled white and gray.

Most outsiders see the Vors as a cold, emotionless species, seemingly untouched by events around them. This is not far from the truth; the Vors are a very stoic species. However, it shouldn't be assumed that they don't notice or have opinions and feelings about the things that occur around them. They just don't express them in any manner discernible to non-Vors.

Except in their music. The Vors speak in brittle twig voices, but their singing voices are beautiful. They are renowned for their ethereal and haunting music, which evokes in some a feeling of sadness and endless longing and others a glow of well-being. The Vors sing while engaging in most tasks, and erected an immense mountain sculpture which sounds beautiful tones when the wind passes through it.

The Vors live in a tribal-based society. Each settlement of concentric arranged circles of bunker-like shelters is independent of the others. They Vors have no unions of settlements, though all join together to maintain their spaceports and the Cathedral of Winds.

The Vors have shown a curious reluctance to thoroughly integrate with the galactic mainstream, though they have been a nominal part of it for over two centuries. Over that time they have adopted space travel, built spaceports and welcomed tourists (at least until the rise of the Empire), and imported and exported goods. However, most Vors don't leave the planet, and few exhibit any interest in seeing other worlds.

The Vors take refuge in their half-buried hummock dwellings when the mighty winds come. Through years of practiced observance, they can sense when the winds are coming, even before the weather satellites which help them track the storms.

■ Vors

Attribute Dice: 12D
DEXTERITY 1D/2D+1
KNOWLEDGE 1D/2D
MECHANICAL 1D/2D+2
PERCEPTION 2D/4D
STRENGTH 2D/4D
TECHNICAL 1D/3D

Special Skills:

Strength skills:

Flight. Time to use: one round. This is the skill used for flying. Beginning Vors begin with a flight movement of 15 and may improve their flying Move as described on page 15 of *Star Wars, Second Edition*.

Move: 5/9 (walking), 15/22 (flying)

Size: 1.4–1.9 meters tall

severe seasonal changes. At the onset of winter, vast polar caps form rapidly at the poles from gases that freeze out of the atmosphere. The sudden drop in pressure causes immense air currents to build, and clouds and vapor stream from the equator toward the poles to fill the empty zones where the atmosphere solidified.

This creates tremendous storms in the early fall and late spring which sweep across the plains and mountains, blowing everything before them. Atmospheric turbulence at these times is very rough due to the shifting winds, and landing on Vortex can be tricky. (During this period of atmospheric disturbance, all *piloting* rolls in Vortex's atmosphere increase one level in difficulty.)

The wind-whipped plains of Vortex are furred with golden-brown and purple grasses. The native bird-like Vors live both in the plains and the mountains.

■ Vortex

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Light
Terrain: Plain, mountain, forest
Length of Day: 18 standard hours
Length of Year: 421 local days
Sapient Species: Vors (N)
Starport: Limited services
Population: 6.5 billion
Planet Function: Homeworld
Government: Tribal
Tech Level: Information
Major Exports: Foodstuffs, raw materials
Major Imports: High tech, mid tech

Cathedral of Winds

Defying the hurricane gales that thrash through their atmosphere, the Vors built a tall ethereal structure that has resisted the fierce storm winds for centuries. Delicate and incredibly intricate, the Cathedral of Winds rises like a

castle made of eggshell-thin crystal. Thousands of passageways wind through hollow chambers and turrets and spires. Sunlight glitters on the structure, reflecting the rippling fields of wind-blown grasses that sprawl across the surrounding plains.

At the beginning of storm season, gusts of wind blow through thousands of different-sized openings in the honey-combed walls, whipping up a reverberating, mournful music through pipes of various diameters. The music is never the same twice and the Vors allow their cathedral to play only once each year. During the concert thousands of Vors fly into or climb through the spires and windpipes, opening and closing air passages to mold the music into a sculpture, a work of art created by the weather systems of Vortex and the Vor people.

The music of the winds ceased when Senator Palpatine announced his New Order and declared himself Emperor. Objecting to the ex-

cesses of the Empire, the Vors sealed the holes in the cathedral and refused to let the music play for anyone.

The tradition was to be revived with the induction of Vortex into the New Republic, but sabotage to Admiral Ackbar's B-wing leads to the destruction of the musical monument, and an unspoken withdrawal of the offer.

The Vors begin rebuilding almost immediately, making no effort to recreate the design of the original, but working from some sort of plan stored in their collective minds to create a new design. While engaged in this near-sacred activity, they dedicate all of their creative energies toward completing their task. Until that day, they deny themselves music.

When the Vors finally complete their task, they renew their invitation to the New Republic, having established that Admiral Ackbar was not at fault in wrecking his ship. For the first time in decades, the Cathedral of Winds plays again.

Chapter Eleven Creatures

Battle Hydra

Many centuries ago, Exar Kun studied the dark Sith sciences in the depths of Yavin Four. One of his alchemical creations was the battle hydra, a fierce guardian creature which he created to test his theories.

Physically, the battle hydra is a sinuous reptile with large leathery wings. It has two heads at the ends of fluid, long necks, and a long wicked tail which snakes out behind it. The tail is tipped with a hooked stinger

which glistens with a strong and acidic crystalized poison. Its muscular torso is sheathed in iridescent scales, and its claws are tough and sharp. It has yellow, slitted eyes.

Left to themselves, battle hydras are mindless and shy creatures; after Kun's fall, they retreated to deep mountain caverns where they dwelt in the shadows. Until they are called forth by the shade of Kun, they are a rare sight on Yavin Four. A battle hydra will not attack a person unless cornered or spurred on by a Sith Lord.



■ Battle Hydra

Type: Alchemical Sith creation

DEXTERITY 4D

Brawling parry 5D, dodge 6D

PERCEPTION 2D

Search 3D+2, sneak 4D

STRENGTH 3D+2

Brawling 6D

Special Abilities:

Double Attacks: Because the battle hydra has two heads, it gets two attacks per round at no penalty. A third attack causes a -1D penalty to all actions, a fourth attack causes a -2D penalty, etc.

Jaws: Each head does STR+1D damage when attacking.

Claws: The claws of the battle hydra do STR+2D damage.

Tail Stinger: The hooked tail of the battle hydra delivers a strong and lethal poison. A person stung by a battle hydra will take 3D damage a turn until dead. There is no known natural antidote, though some Jedi can neutralize it with the *detoxify poison* and *detoxify another's poison* powers.

Senses: Because it is in the habit of looking two directions at once, the battle hydra adds +2D to its *Perception* roll when applicable.

Move: 8 (walking), 14 (flying)

Size: 1.0–1.5 meters tall, 3.1–3.6 meters long

Bogey

The Kessel bogey is a strange glittering conglomeration of dazzling lights which speeds through the spice tunnels, humming and chittering as it comes, setting off a shower of sparks as it activates the glitterstim veins in the walls. From time to time, it bounces from wall to wall, seemingly at random, and eventually plunges into the rock when it hits a stretch of rock bereft of spice.



Storn Cook

Sighting a bogey is a rare occurrence, and thus far, they have only been seen in the deeper natural tunnels. None of Kessel's creatures have been discovered in the man-made tunnels. Some miners theorize that the bogey is tied to Kessel's complex spice-generation ecology. It is certain that they serve as a food source for the spice spiders.

■ Bogey

Type: Kessel energy being

DEXTERITY 5D

Dodge 8D

PERCEPTION 1D

STRENGTH 1D

Move: 14 (flying)

Size: 1 meter wide

Granite Slug

The granite slug has been on Coruscant for 346 years. The exact date is known because the slug was introduced into the undercity by the Coruscant government to help clean up the detritus and refuse piled up in the netherworld over the centuries.

The slug population has exploded since that time, but the results of the experiment are in doubt. While it is true

that the granite slug has greatly improved the look of the paved areas of the undercity, the new food source it represents has also caused a population explosion in several previously contained predator species.

The granite slug is a formless gray-green creature, with two eyes protruding on gelatinous stalks. As it moves, it scours green sludge off the surfaces of abandoned Coruscant. It trails thick translucent slime. The creature's lipless mouth is located in its soft underbelly. It is a rather repulsive spectacle, but harmless to human-sized creatures.

■ Granite Slug

Type: Land mollusk

DEXTERITY 1D

PERCEPTION 1D

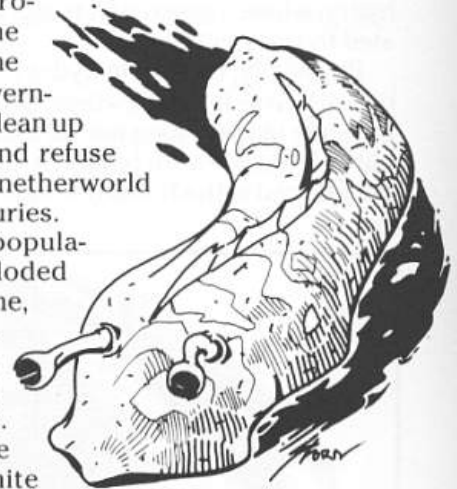
STRENGTH 1D+1

Special Abilities:

Rubbery hide: The granite slug gets a 1D+2 bonus against physical and energy attacks because of its thick blubbery hide.

Move: 3

Size: 1.2–2.3 meters tall



Krakana

The krakana is a large sea predator native to Calamari. The krakana is famed for its appetite; it eats anything it finds. It has a long bullet-shaped body, spined fins, and a mouth filled with fangs. It has tentacles on either side of the mouth for seizing and rending prey, each tipped with razor-jawed pincers.

Thankfully, the krakana seldom rises to a depth where sunlight penetrates, preferring the icy black canyons of Calamari's ocean rifts. It hunts more by sound than sight, although its deficient sight balances its advanced sense of hearing.

■ Krakana

Type: Deep-sea Predator

DEXTERITY 2D

PERCEPTION 2D

Sneak 7D

STRENGTH 6D

Special Abilities:

Tentacles: Each tentacle does 4D+1 damage. If more than three tentacles hit a diver, the diver is caught fast in the tentacles, and will be drawn to the mouth the following turn.

Teeth: The crushing jaws of the krakana do STR+2D damage.

Move: 24 (swimming)

Size: 14.5–26 meters

Scale: Speeder



■ Lava Dragon

Type: Reptilian predator

DEXTERITY 3D

Dodge 4D+1

PERCEPTION 5D

Hide 7D, search 6D+1, sneak 6D

STRENGTH 6D

Brawling 8D

Special Abilities:

Armor: The incredibly resilient silicon armor plating of the lava dragon gives it a +4D bonus against physical attacks, and a +8D bonus against energy attacks, thanks to its reflective properties. However, if the creature is wounded, it starts suffering damage from the lava (which does 5D damage per round. Lava damage is considered speeder scale.)

Teeth: STR+2D

Lava attack: The lava dragon can suck lava down its armored gullet and spew it back out at attackers, doing 10D damage, character scale.

Move: 6 (swimming)

Size: 2.6–5.8 meters tall, 6.6–9 meters long

Scale: Speeder

Piranha Beetle

To humans and other sentient visitors to the jungles of Yavin Four, the iridescent blue piranha beetles are normally little more than irritating pests. But to lesser animals, the tell-tale hum of a hunting piranha beetle means death.

The carnivorous beetles hunt in small groups (often near watering holes where the pickings are good), and subsonically contact the rest of the swarm when they find suitable prey. The rest of the swarm arrives in minutes, and the beetles descend in hordes on the doomed animal, stripping it to the bone within a few minutes with their razor-sharp mandibles. Fortunately for humans and aliens, the beetles usually shy away from larger animals and beings and concentrate on smaller prey.

The exception to this occurs when a swarm grows too large to sustain itself. When this happens, the beetles go mad and attack one another (and everything else in sight, from trees and stones to any living thing nearby). Only when the swarm is nearly decimated does the madness pass. It is best not to be in the area when a beetle swarm is practicing population control.

■ Piranha Beetle

Type: Carnivorous beetle

DEXTERITY 1D

Dodge 3D+1, flight 4D

PERCEPTION 2D

STRENGTH 1D

Lava Dragon

The lava dragon is a species of fire serpent which dwells in the molten lava pools of Eol Sha's volcanoes. Its crystalline scales armor every part of its body, enabling it to survive in its harsh environment. The beast is very vulnerable without its tough armor; should it develop a chink in its scales, the hot lava would burn into it and consume it from within.

The lava dragon has a triangular head and pointed ear tufts, and its eyelids are bony ridges which lower to protect the eyes when the dragon is submerged in the lava. The creature relies on insulated air bladders deep within its body for buoyancy, and rises and sinks depending on how much air it forces into the bladders. It never sinks so low it cannot raise its head to the surface; to do so would invite death, since it could never again rise to the surface.

Lava dragons subsist on lesser reptiles which also dwell in the lava and crawl about in the volcano caves and fissures. These reptiles are similarly protected against the inferno of their environment.



Jon Dellar

Special Abilities:

Swarm: When in their madness phase, piranha beetles attack as a swarm for 3D+2 damage. They can attack multiple targets, and cannot be blocked. Only by eluding or gassing the insects can anyone hope to survive an attack.

Move: 12 (flying)

Size: 5 centimeters long

Ratidillo

A huge armored rodent with spines along its back and tusks coming out of its mouth, the ratidillo — also known as a kragget rat — is one of the degenerate creatures which haunts the dark depths of Coruscant's undercity. It has a tail resembling that of a krayt dragon, and bristles with fur. Saliva drips from its thick black rubbery lips as it roots about in the garbage for its next meal.

The ratidillo is a scavenger, usually dining on dead creatures, roots, and fungus. However, it readily kills and consumes animals smaller than itself when the chance presents itself. Faced with bigger foes, the kragget rat will always turn tail and flee.

Ratidillos are very common in the dark undercity. Usually, they are loners, but occasionally, huge packs of them swarm through the tunnels and hallways, consuming all they encounter.

■ Ratidillo

Type: Undercity scavenger

DEXTERITY 2D+1

Running 4D

PERCEPTION 1D+2

STRENGTH 1D

Special Abilities:

Armor: The ratidillo is protected by thick leathery plates of armor. Add +1D+2 against all physical and energy attacks.

Tusks: The tusks of the ratidillo are small, but can still damage an unwary opponent. They do STR+1D damage.

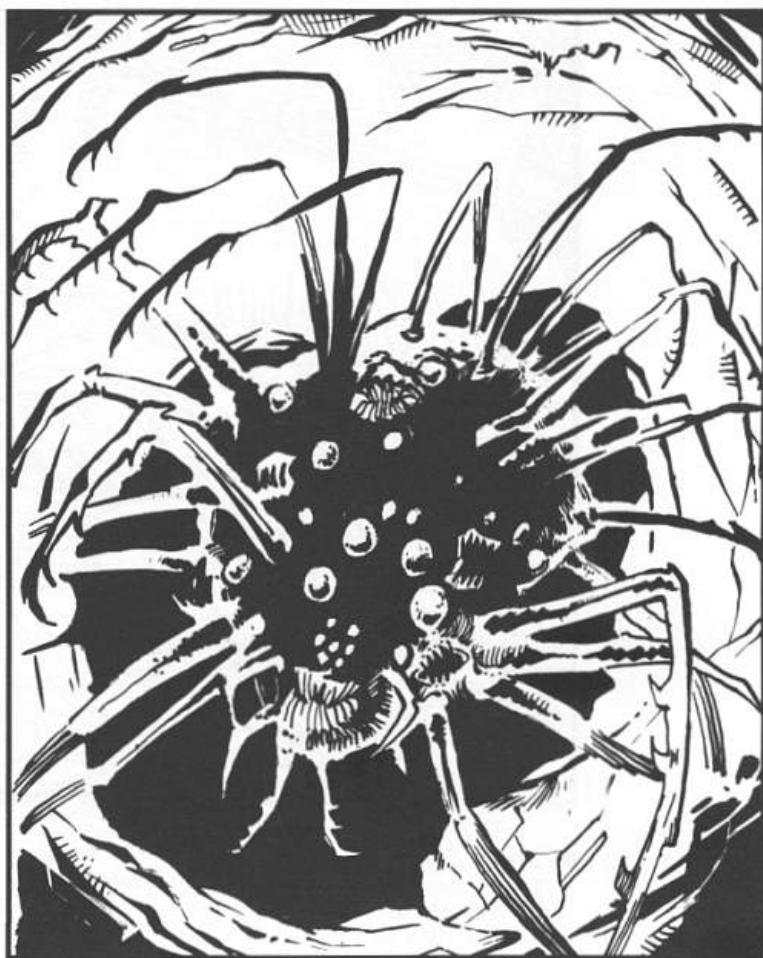
Move: 11

Size: 0.3–0.6 meters long (excluding tail)

Spice Spider

The spice spider — also referred to as an “energy spider” — of Kessel is a curious creature, of a physiology quite unlike most other living animals. In appearance, it is a multi-legged horror, a writhing mass of sharp legs and appendages, with hundreds of small fanged mouths and thousands of glittering eyes set in its nightmarish body. Its appendages are thin and hard, like crystal, and glossy and translucent when seen in the light, and its body throbs with tiny pin-pricks of light when at rest.

Spice spiders are never seen in the light, however, since they dwell and hunt in a world of darkness. The spider skitters through the caverns and natural tunnels of Kessel, spinning



crystalline webs of glitterstim here and there in an attempt to catch its primary food source, bogeys. A trapped bogey sets off the photosensitive glitterstim, creating flashes and sparks which alert the spider to come claim its meal. The creature feeds by draining energy from the creatures it catches in the tunnels and in its webs. It is invisible on infrared scanners, making these creatures undetectable to Doole's guards.

How the spice spider synthesizes glitterstim is unknown, nor is it known whether the spider has any connection with the spice found embedded in the rock. It is known that the spiders are encountered most frequently in the deeper tunnels where the spice is freshest and most concentrated.

The discovery of the spice spider is relatively recent, since previous Imperial mines never ran deep enough to encounter them. What it might mean for the glitterstim trade is anyone's guess, though if it can be exported and established on other worlds, Kessel's preeminent position as the sole source of the spice will certainly end.



■ Spice Spider

Type: Subterranean predator

DEXTERITY 1D

PERCEPTION 8D

Search 9D

STRENGTH 4D

Brawling: impale 5D, stamina 6D+2

Special Abilities:

Impaling: The spice spider has a very simple method of seizing prey — it impales it on one of its hundreds of dagger-like legs. Each impalement causes STR+1D damage, plus an additional +2 damage per turn from additional jostling. A character must make an opposed *Strength* roll to break free.

Drain energy: The spice spider feeds by draining energy from living beings. Each impaled character takes 1D damage per turn from having his or her energy drained.

Move: 15

Size: 2.4–6.8 meters wide

Umgullan Racing Blob

The versatile Umgullan blob is a gelatinous species which has been bred to perform various functions. Some are bred as pets for the well-to-do, while others have been bred for medicinal purposes such as performing back therapy by oozing across a being's back.

Racing blobs are a specialized subspecies, bred for speed and fluidity. They can move themselves along at great speeds, by tumbling and flowing forward like viscous walls of water. They have a certain animal cunning which can

be manipulated to inspire them to run the blobstacle course with great speed.

The syrupy racing blobs come in a variety of colors, primarily grayish green, but laced with bright hues ranging from vermilion to turquoise to lime-green. They must pass strict requirements regarding age, mass, and viscosity before being permitted to race, and are analyzed before and after each race to ensure they were not tampered with.

Umgullan blobs do not fare well on other worlds, since they derive certain nutrients from the fogs of Umgul. Attempts to establish blob racing on other worlds such as Dargul has met with failure, since keeping the blobs healthy is more trouble than it is worth.

■ Umgullan Racing Blob

Type: Umgullan blob subspecies

DEXTERITY 2D

"Running" 8D

PERCEPTION 1D

STRENGTH 2D

Stamina 4D

Special Abilities:

Defusion: A blob can detach portions of its body, move them separately to another location, and reform itself once they get there. Each portion of a blob is as intelligent as the main mass.

Move: 15

Size: 1–1.2 meters

Chapter Twelve

Starships

Starfighters

Starfighter technology never stands still. Starfighter engineers and designers are constantly looking for the slightest advancements in such areas as speed, firepower, sensor range, or hull strength. All else being equal, even the most seemingly insignificant edge over a foe can mean victory for the pilot.

The immutable law of starship combat is "improve or die." This is as true of ships as of pilots.

T-65AC4 X-wing

The venerable X-wing is no exception to the law of starship combat. Thanks largely to pilot loyalty to the design, the X-wing has been the beneficiary of thousands of design upgrades to keep it competitive with newer ships, such as the E-wing and the A-9 Vigilance Interceptor. The new T-65AC4 is as fast as an A-wing, but much sturdier, capable of withstanding — and dishing out — considerably more punishment.

After years of minor tweaks to the engines, weaponry, and so forth, Incom has recently begun rolling off the factory floor shiny new X-wings which have very little in common with their predecessors which braved the Death Star's trenches over Yavin years ago. The new T-65AC4s are slightly faster, equipped with better laser cannons and more advanced torpedoes, have cutting-edge sensor packages, and, thanks to a new cockpit layout and improved flight capabilities, are easier to fly as well.

The X-wing has always been a fierce weapon in the hands of an experienced pilot, and nearly all the pilots who prefer the X-wing to more recent designs are *very* experienced indeed. Now they are even more deadly, and only a foolish enemy would laugh off an X-wing as a near-obsolete design.

■ X-wing

Craft: Incom T-65AC4 X-wing

Type: Space superiority fighter

Length: 12.5 meters

Skill: Starfighter piloting: X-wing

Crew: 1 and astromech droid (can coordinate)

Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D+2, starship shields 3D

Cargo Capacity: 150 kilograms

Consumables: 1 week

Cost: 200,000 (new)

Hyperdrive Multiplier: x1

Nav Computer: Uses astromech droid programmed with 10 jumps

Maneuverability: 3D+2

Space: 12

Atmosphere: 450; 1,300 kmh

Hull: 4D

Shields: 1D+2

Sensors:

Passive: 30/0D

Scan: 60/1D

Search: 85/2D

Focus: 4/4D

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D+2

Space Range: 1-4/15/27

Atmosphere Range: 100-400/1.5/2.7 km

Damage: 6D+2

2 Proton Torpedo Launchers

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D+1

Space Range: 1/4/8

Atmosphere Range: 30-100/400/800

Damage: 9D

Expanded B-wings

The B-wing/E2, or "Expanded B-wing," is another example of engineers upgrading and updating a proven design. The B-wing has been a mainstay of the New Republic fleet for years, and like the X-wing, is entering a new phase of its career as a leaner and meaner fighting machine.

The B-wing/E2 (for "enhanced model two") is a significant advance over the original B-wing

and the subsequent two-person B-wing (the B-wing/E), which was developed under the supervision of then-Commander Ackbar at Research Station Shantipole in the Roche Asteroid Field. The B-wing/E2 is visually identical to the original B-wing/E. The two-person vessel's cockpit has been extended three meters to accommodate a gunner, who sits immediately behind the pilot. This change alone has resulted in a dramatic increase in enemy kills because flying and targeting weapons systems no longer rested on the shoulders of a single pilot.

Other changes hidden under the engine cowling are no less significant. The B-wing/E's engineers have bought speed and durability at the cost of improved maneuverability. The shields have been boosted. New weapons systems have been added, with a standard configuration of two fire-linked laser cannons, three ion cannons and a single proton torpedo launcher, with a magazine of eight torpedoes. The B-wing/E2 adds an extra proton torpedo launcher for a faster rate of fire, although the payload itself remains at eight torpedoes.

A recent modification by Slayn & Korpil engineers is a removable torpedo ammo magazine which can be mounted on the main pylon just below the cockpit. This attachment adds 12 torpedoes to the B-wing/E2's payload. This improvement greatly enhances the starfighter's firepower, although it comes at an additional

Ackbar's Personal B-Wing/E2

Admiral Ackbar used a variant B-wing/E2 as his personal diplomatic shuttle. He also used his ship as a testbed for personal modifications he was thinking of implementing across the board, and had his chief starship mechanic Terpfen make several major alterations to the design.

Ackbar was curious to see if an alternative seating arrangement would be more efficient and had Terpfen change the seating so the two seats were adjacent rather than one before the other. After some thought, he decided to test a new ejection system and had it installed in the second seat.

Ackbar also had installed an experimental second auxiliary backup system he had designed himself, which he wished to test personally. This system was designed to take over should a catastrophic failure take out the main backup power system.

Ackbar has a chance to test out all his new systems when his ship spins out of control on the final approach to Vortex. Unfortunately, his attempts to save the craft are doomed to failure, since the very mechanic who had made the changes was also the saboteur who had ensured that they would fail.

cost to maneuverability. It is therefore only used in missions which specifically require the additional payload delivery.

Due to the alterations made to the B-wing/E2's torpedo loading systems to accommodate the new ammo magazine, the ammo magazine cannot be mounted on a standard B-wing or B-wing/E. Some mechanics in the field have been attempting to backdate the magazine to function with the older B-wings, however, though this is *not* recommended by the manufacturer.

■ B-wing/E

Craft: Slayn & Korpil B-wing/E Assault Fighter
Type: Heavy assault starfighter
Length: 16.9 meters
Skill: Starfighter piloting: B-wing
Crew: 1 pilot, 1 gunner
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D+2, starship shields 3D
Cargo Capacity: 50 kilograms
Consumables: 1 week
Cost: 250,000 (new)
Hyperdrive Multiplier: x2
Nav Computer: Limited to two jumps
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 5D
Shields: 2D+2
Sensors:
Passive: 30/0D
Scan: 65/1D
Search: 80/2D
Focus: 4/3D+2

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/15/25
Atmosphere Range: 100-300/1.5/2.5 km
Damage: 8D

3 Medium Ion Cannons (fire-linked)

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-5/9/40
Atmosphere Range: 100-500/900/4 km
Damage: 4D

1 Proton Torpedo Launcher (8 torpedoes carried)

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

Note: The B-wing/E2 is identical to the B-wing/E except that it adds a second proton torpedo launcher. The optional ammo magazine attachment carries 12 more proton torpedoes, but lowers the B-wing/E2's maneuverability to +2.

Hornet Interceptor

The Hornet Interceptor is an extremely fast and maneuverable starfighter; a sleek, black,



market-built ship commonly found in the hands of pirates, smugglers and criminals.

The Hornet was designed by a freelance team of engineers hired by the Tenloss Syndicate, a shadowy criminal organization which wanted a short-range fighter which could hold its own against other starfighters, including the ubiquitous TIE fighter. The engineering team, made up of a group of unemployed ex-Imperial engineers headed by an outlaw tech named Spang, decided to base its design on the mission profile of the TIE. They succeeded in turning out a compact starfighter which is fast, lightweight and easily mass-produced.

The Hornet has a slim, streamlined fuselage, and insectile wings which help it to maneuver in atmospheres. In keeping with its profile as an interceptor, the Hornet is extremely fast, both in space and in an atmosphere. Like the TIE, the Hornet lacks hyperdrive engines and has limited hull plating to increase speed. Unlike the TIE, it does have two small shield generators to provide modest protection — most criminal organizations value their pilots more than the Empire does, if only because they are more difficult to replace.

The cockpit is in a reinforced, self-contained command pod which breaks away from the fuselage in emergencies to form a small and

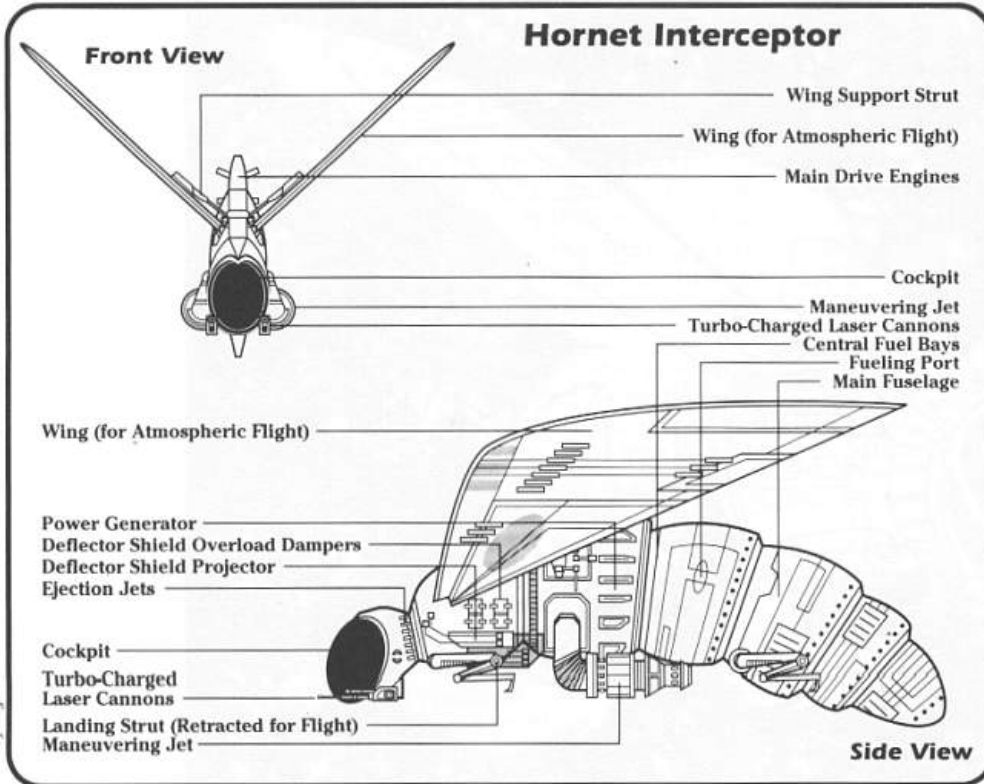
durable escape pod. Again, pirate pilots are valuable assets.

The Hornet really shines in maneuverability. Its engines and maneuvering jets, placed amidship and triangulated at equidistant points around the hull, allow the pilot to make very sudden changes in direction which other starfighters have difficulty in duplicating. A pilot facing a talented Hornet pilot quickly discovers two things: first, that it is very difficult to keep a Hornet in his targeting sights, and second, that it is even more difficult to shake one off his tail.

The Hornet boasts a pair of hybrid turbo-charged laser cannons, an extremely powerful weapon for such a small ship, and one which packs a powerful punch. Unfortunately, the technology which allows a small starfighter's power plant to generate enough power to fire even a weak turbolaser weapon is also notoriously unstable — a pilot who uses his turbolasers more than three or four times in a dogfight risks having the weapon rupture and severely damage his ship. To provide an alternate source of firepower, some models feature regular lasers as well as the turbolasers.

The Hornet Interceptor was initially only made available to groups affiliated with the Tenloss Syndicate. However, their excellent capabilities

Hornet Interceptor



Troy Vigil

and low price tag have made them extremely desirable to other criminal groups and even some governments. Though the Tenloss Syndicate has yet to directly sell the Hornet outside of its organization, large numbers have been stolen or resold, and rogue engineers have succeeded in reverse engineering the design and producing near-duplicate models. As a result, Hornets and Hornet "clones" are becoming an increasingly common sight in the fringe areas of the galaxy.

■ Hornet Interceptor

Craft: Modified Tenloss Hornet Interceptor
Type: Space superiority fighter
Scale: Starfighter
Length: 14 meters
Skill: Starfighter piloting; Hornet
Crew: 1
Crew Skill: Starfighter piloting 4D, starship gunnery 4D+1
Cargo Capacity: 80 kilograms
Consumables: 5 days
Cost: 75,000 (new), 32,000 (used)
Maneuverability: 3D+2
Space: 9
Atmosphere: 400; 1,150 kmh
Hull: 1D+2
Shields: 2D+2
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 65/2D
Focus: 3/3D

Weapons:

2 Turbo-charged Laser Cannons (fire-linked)*
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1–4/14/27
Atmosphere Range: 100–400/
 1.4/2.7 km
Damage: 10D

■ Alternate Weapon Configuration

2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1–3/15/25
Atmosphere Range: 100–300/
 1.5/2.5 km
Damage: 5D+2

*Once fired more than three times in a dogfight, the turbo-charged laser cannons rupture on a wild die roll of one, causing 6D damage to the ship itself.

Super TIE/In

Despite its name, the Super TIE/In is not an example of current TIE technology. Rather, it is an example of isolated design efforts by the Maw Imperials to improve their TIEs without input from Sienar Fleet Systems.

Over the years of isolation, some of the Maw scientists began tinkering with some of Maw Installation's TIEs as a hobby. The first three TIEs they dismantled never got put together again, but Daala's patience was rewarded when they came up with a number of brilliant jury-rigged system modifications which boosted the TIE's performance.

Since then, a few dozen TIEs have been upgraded. These Super TIEs contain new powerful engines and improved targeting capabilities. In appearance and basic function, the Super TIE looks much like the regular TIE, except that the Super TIE has a slightly built-up engine nacelle.

Daala has designated her new TIE variants as interceptors. All ships which enter the zone of control around Daala's fleet are intercepted by these customized TIEs and are required to give the proper verbal code sequence or be destroyed.

The Super TIEs are only found in Daala's fleet, and in any case would not be in high demand elsewhere — back in the real Empire, the TIE interceptor was designed to fill this niche, and is overall a better starfighter than the Super TIE. Still, as a stop-gap measure, the Super TIE is an amazing piece of work. Unfortunately, the pilots of these Super TIEs were well past their prime, and it is likely that the effectiveness of these vessels was reduced as a result.

■ **Super TIE/In**

Craft: Customized Siemar Fleet Systems TIE/In
Type: Space superiority fighter
Length: 6.3 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Starfighter piloting 4D, starship gunnery 3D
Cargo Capacity: 55 kilograms
Consumables: 2 days
Maneuverability: 2D+2
Space: 11
Atmosphere: 435; 1,250 kmh
Hull: 2D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

■ **Svelte-class Imperial Shuttle**

Silviut Corporation was a subcontractor of Siemar Fleet Systems in designing the *Lambda*-class shuttle for the Imperial Navy and has emerged in the post-Thrawn era as one of the dominant starship design firms in the Imperial Core. It has launched a number of designs in

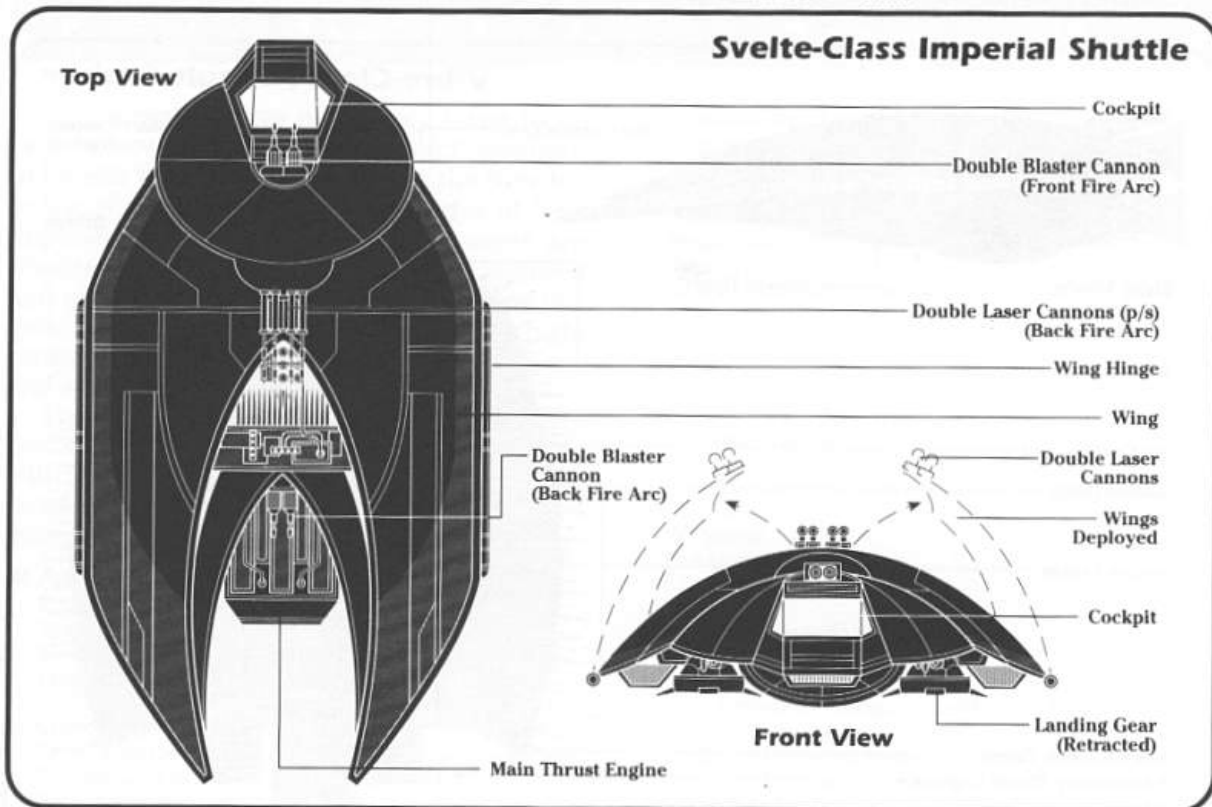
recent years, which are gradually displacing the aging craft carried over from the Palpatine era.

The *Svelte*-class Imperial shuttle is one of these designs. Silviut used the know-how garnered from its experience on the *Lambda* shuttle program to design a new generation of shuttle, which is sleeker, faster and more maneuverable. It also has better shielding and sensors. In keeping with government guidelines, the designers did not equip the shuttle with more weapons, though it does carry slightly more powerful lasers.

The *Svelte* shuttle is a darkly elegant shuttle, glossy black with smooth, beetle-like contours. Because of its sinister black lines, the shuttle has already acquired a nickname; its crews and pilots call the *Svelte* "the Lord Vader." It is slightly smaller than the *Lambda* shuttle and lacks the large fins for which the older shuttle is famous.

■ **Svelte-class Imperial Shuttle**

Craft: Silviut Corporation Imperial Shuttle
Type: *Svelte*-class Shuttle
Scale: Starfighter
Length: 17 meters
Skill: Space transports: *Svelte* shuttle
Crew: 2; 2 can coordinate; gunners: 4; skeleton: 1/+5
Crew Skill: Space transports 5D, starship gunnery 4D+2, starship shields 4D+1
Passengers: 15
Cargo Capacity: 50 metric tons
Consumables: 2 months



Troy Vagii

Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D+2
Shields: 2D
Sensors:

Passive: 30/0D
Scan: 45/1D
Search: 80/2D
Focus: 4/2D+2

Weapons:**2 Double Blaster Cannons**

Fire Arc: 1 front, 1 back
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1–3/12/28
Atmosphere Range: 100–300/1.2/2.8 km
Damage: 5D

2 Double Laser Cannons (fire-linked)

Fire Arc: Back
Crew: 2
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1–8/14/30
Atmosphere Range: 100–800/1.4/3 km
Damage: 4D+1

Capital Ships

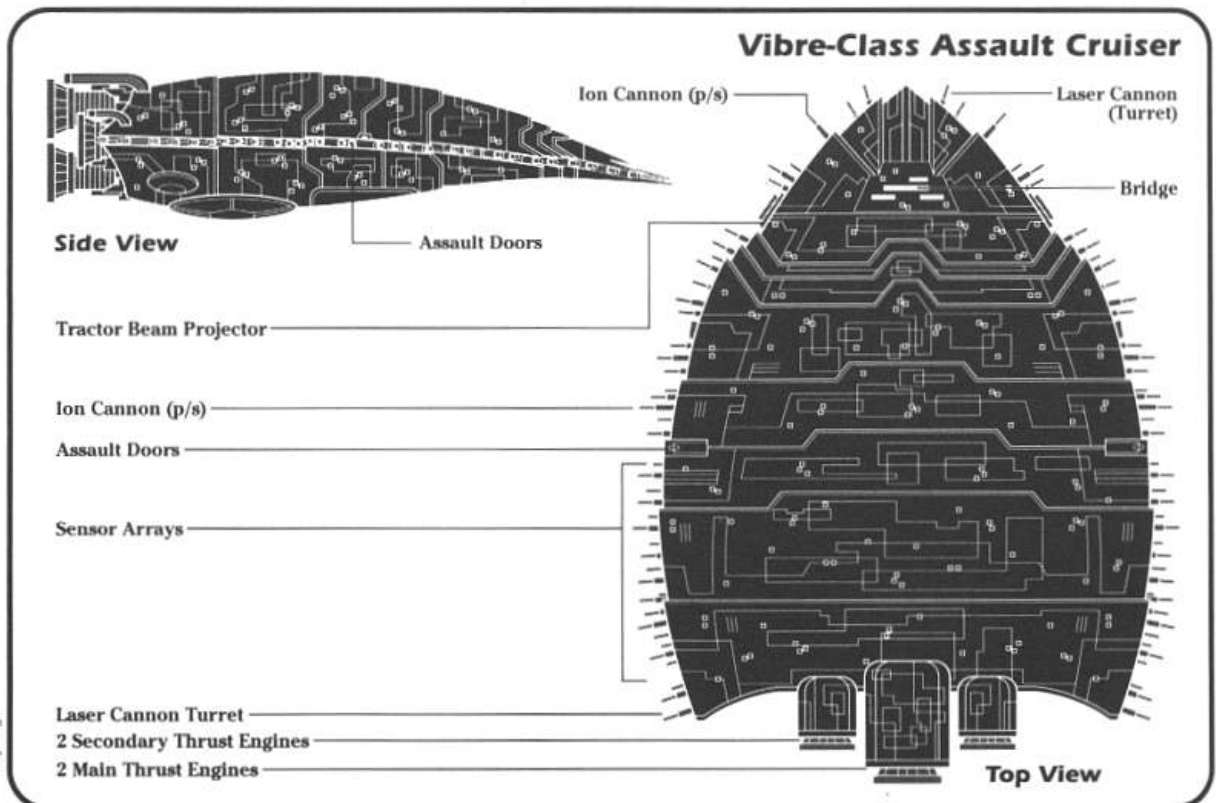
The Empire has not been sitting idle while the New Republic improves its fighting ships. Though the Empire's resources are not as seem-

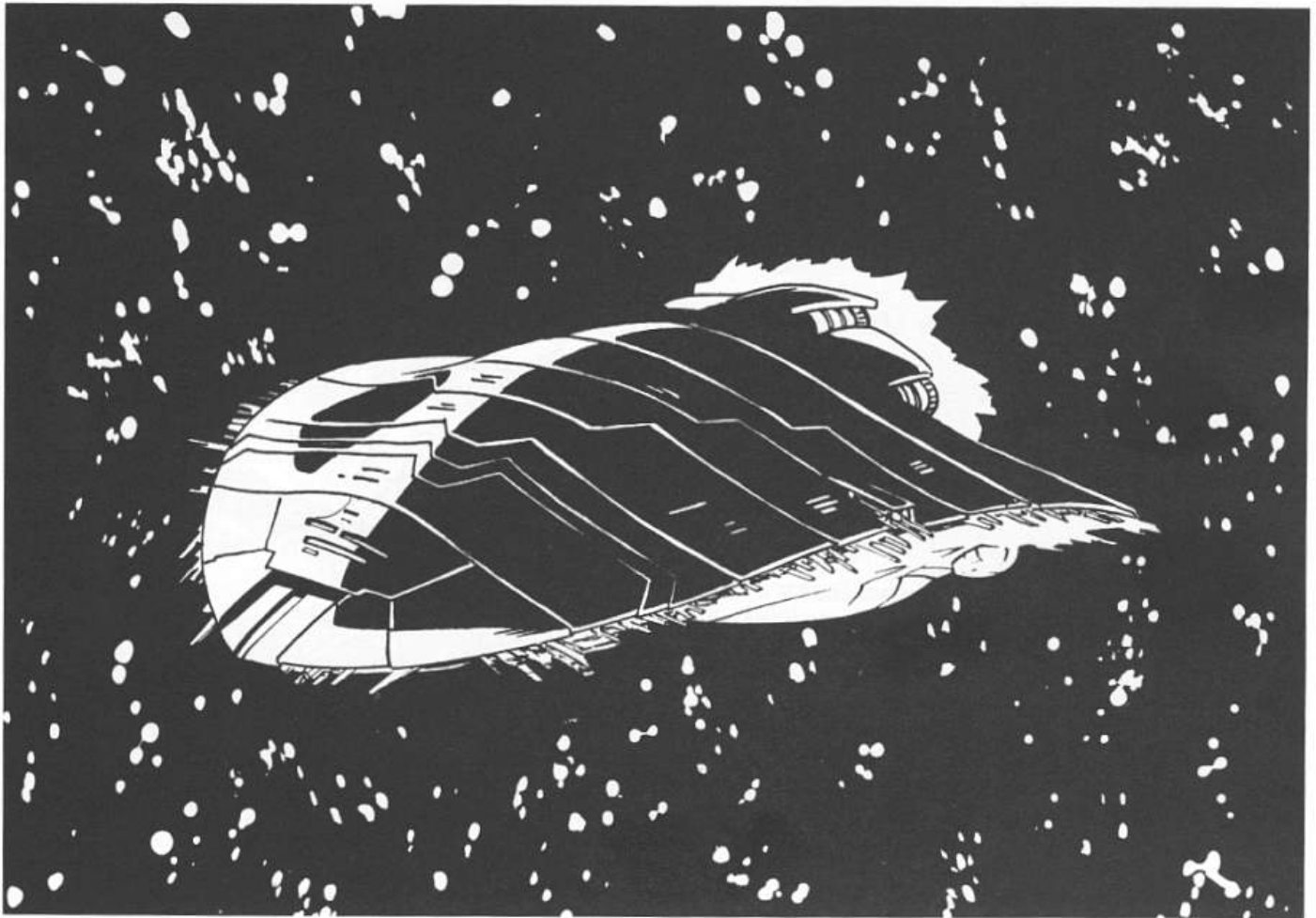
ingly infinite as they once were, Imperial-held Core Worlds still boast an impressive amount of engineering talent, materials and the will to produce sleek new designs.

However, Imperial strategists and designers are concentrating more of their resources and innovation on larger ships than on small-scale starfighters. The new *Eclipse* and *Sovereign*-class Star Destroyers were to have been the premier capital ships for some time to come (alas, they were destroyed), and a newly emerging starship-building company, Silviut Corporation, has built a number of smaller capital ships which are being produced for Imperial fleets.

Assault Cruiser

The *Vibre*-class assault cruiser is one of the first new solo projects produced by Silviut Corporation. It is designed to grapple onto large supercargo ships with its tractor beams, pull itself flush to the other ship's hull, blow an opening into the hull, and disgorge its complement of spacetroopers directly into the ship to seize both it and its cargo (the sudden breach in the hull and the accompanying loss of oxygen usually reduces resistance). Large deployment doors on the side of the the ship make the deployment easier and quicker. With the enemy ship subdued, it is quickly delivered into Imperial hands.





Roy Lederer

The Imperials have not simply taken to piracy, however; targets are carefully chosen both to benefit the Empire and disrupt the New Republic. Common targets are convoys of New Republic supply ships. Once the escorts are disabled, the vulnerable cargo ships are boarded and piloted back to Imperial space. Other targets include shuttles and liners which high-ranking New Republic officials are traveling on, and even weaker military ships.

The assault cruiser is a mean-looking matte black ship sheathed in stealth coating. It bristles with sensor antennas and assault blasters. Like most Silviut designs, it has a smooth-featured bulbous beetle-like design.

■ **Assault Cruiser**

- Craft:** Silviut Corporation *Vibre*-class Assault Cruiser
- Type:** Assault cruiser
- Scale:** Capital
- Length:** 100 meters
- Skill:** Capital ship piloting: *Vibre*-class assault cruiser
- Crew:** 30, gunners: 15, skeleton: 10/+10
- Crew Skill:** Capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 3D+2, sensors 3D+1
- Passengers:** 60 (spacetroopers)
- Cargo Capacity:** 500 metric tons

- Consumables:** 5 months
- Cost:** Not available for sale
- Hyperdrive Multiplier:** x1
- Hyperdrive Backup:** x15
- Nav Computer:** Yes
- Maneuverability:** 2D+1
- Space:** 7
- Atmosphere:** 350; 1,000 kmh
- Hull:** 3D
- Shields:** 4D+2
- Sensors:**
 - Passive:* 40/1D
 - Scan:* 80/1D+2
 - Search:* 130/2D
 - Focus:* 4/3D
 - Sensor Stealth:* +2D to difficulty at ranges greater than 40 units.
- Weapons:**
 - 4 Laser Cannons**
 - Fire Arc:* Turret
 - Crew:* 1
 - Skill:* Capital ship gunnery
 - Fire Control:* 3D
 - Space Range:* 1-4/13/28
 - Atmosphere Range:* 100-400/1.3/2.8 km
 - Damage:* 4D
 - 2 Tractor Beam Projector**
 - Fire Arc:* 1 left, 1 right
 - Crew:* 3
 - Skill:* Capital ship gunnery

Fire Control: 4D
Space Range: 1–5/15/30
Atmosphere Range: 100–500/1.5/3 km.
Damage: 5D+2

4 Ion Cannons

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

The Vendetta

The *Vendetta* has the dubious distinction of being older than anyone serving aboard her, including her captain. The Dreadnaughts predate the Clone Wars, and, along with the *Victory*-class Star Destroyer, was brought over into the new Imperial Navy.

The Dreadnaught has been nearly dropped by the Navy a hundred times in its career, and has survived mainly because it is a solidly built vessel, and upgrading costs have always been less than the cost of purchasing new ships. It was finally on its way out when Grand Admiral Thrawn returned from deep space.

As Thrawn began to gather the Imperial Navy around him, the Imperial worlds complained as their protective fleets were stripped from them and incorporated into Thrawn's armada. Thrawn assigned the aging Dreadnaughts left behind from Palpatine's regime to protect the Imperial systems, and, to preserve as many of his highly trained naval crews for active duty, ordered Army personnel trained to run them.

The *Vendetta* was one of the Dreadnaughts assigned to guard the Caridan system. While most of the Dreadnaughts sent to various systems fell into the hands of Army officers who had no idea what to do with a capital ship, the *Vendetta* became the ship of Colonel Ardax, who found he had a natural flair for commanding a starship.

By the time Ambassador Furgan gives the order to prepare for a raid on Anoth, Ardax has trained and drilled his crew into a finely functioning machine. Unfortunately, the machine is not designed to accommodate thousands of extra officers, which is what it gets when Carida is evacuated. Every room, closet, and crawlspace is teeming with refugees. Only one hangar is operational, since the rest are being used to house refugees.

Despite all of the attendant administrative headaches and Furgan's disruptive presence on the bridge, Ardax succeeds in carrying Furgan's stormtrooper team to Anoth. While waiting in orbit to recover the raiding party, the *Vendetta* is intercepted by the New Republic ship *Galactic*

Voyager. In attempting to escape, Ardax orders his helmsmen to take the ship through the narrow gap between the two primary planetoids which make up Anoth. Unfortunately, immense static discharges lash out from the two fragments and destroy the ship utterly.

■ The Vendetta

Craft: Rendili StarDrive's Dreadnaught
Type: Heavy cruiser
Scale: Capital
Length: 600 meters
Skill: Capital ship piloting: Dreadnaught
Crew: 16,006, gunners: 97, skeleton: 8,800/+15
Crew Skill: Astrogation 3D, capital ship gunnery 4D, capital ship piloting 3D+1, capital ship shields 4D, sensors 4D
Passengers: 3,000 troops
Cargo Capacity: 9,000 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 5D+2
Shields: 2D+1
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 100/2D
Focus: 4/3D

Weapons:

10 Turbolaser Cannons

Fire Arc: 5 left, 5 right
Crew: 1 (5), 2 (5)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3–15/35/75
Damage: 2D

20 Quad Turbolaser Cannons

Fire Arc: 6 front, 7 left, 7 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3–20/40/80
Damage: 4D

10 Turbolaser Batteries

Fire Arc: 5 left, 5 right
Crew: 1 (2), 2 (4), 3 (4)
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3–10/30/60
Damage: 7D

The Galactic Voyager

The *Galactic Voyager* is one of the newer MC90 Star Cruisers which has emerged from the Mon Calamari shipyards in recent years. The MC90 is a big improvement over the MC80, with increased drive, maneuverability and shielding systems, as well as a beefier power generator to handle the bigger workload. The *Galactic Voyager* is the second MC90 to be built and specializes in recon missions into the Imperial Core.

When Leia arrives to tell Ackbar that her son



Roy Leecker

is in danger on Anoth, the *Galactic Voyager* is in the Calamari system for replenishment and to change crews. Ackbar hurriedly commandeers the ship, assembles as much of the new and old crews as he can find, and sets out for Anoth system.

■ **The Galactic Voyager**

Craft: Mon Calamari MC90 Star Cruiser
Type: Star Cruiser
Scale: Capital
Length: 1,255 meters
Skill: Capital ship piloting: Mon Calamari cruiser
Crew: 5,860, gunners: 605, skeleton: 1,350/+10
Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 6D, capital ship shields 5D+1, sensors 4D
Passengers: 1,700 (troops)
Cargo Capacity: 30,000 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 3D
Space: 7
Hull: 7D
Shields: 6D*

* The MC90 has 6D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy *capital ship shields* total, one of the back-up die codes of shields can be added to the reduced shield code up to its original 6D value.

Sensors:

Passive: 40/1D
Scan: 60/2D
Search: 120/3D
Focus: 5/4D

Weapons:

75 Turbolaser Batteries

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

30 Ion Cannon Batteries

Fire Arc: 10 front, 8 left, 8 right, 4 back
Crew: 7
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1–10/25/50
Atmosphere Range: 2–20/50/100 km
Damage: 3D

8 Tractor Beam Projectors

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

6 Proton Torpedo/Missile Tubes

Fire Arc: 6 front
Crew: 15
Skill: Capital ship gunnery



Ray Lederer

Fire Control: 3D+2
Space Range: 2–12/30/60
Atmosphere Range: 200–1.2/3/6 km
Damage: 6D+1

The Yavaris

The *Yavaris* has been a stalwart ship of the Alliance line for many years. It served as a troop and equipment carrier for the Rebel Alliance, and participated in several significant fleet actions, including the Battle of Endor and numerous actions following that decisive battle.

The Alliance leaders soon decided that they had no need of the *Yavaris* in its troop carrier configuration — with numerous troop carrier modules instead of landing bays — and ordered it to be reconfigured to carry two full X-wing fighter squadrons into battle, which is a more standard configuration for Nebulon-Bs. The ship was duly removed from active duty for a year, and spent a year in a Kuat Yards drydock being stripped down to the bare decks and upgraded.

Unfortunately for the proud history of the *Yavaris*, this meant sitting out the conflict spawned by Grand Admiral Thrawn's bid to revive the Empire, but it emerged in plenty of time to clash with other Imperial fleets. It has been particularly effective in harrying Imperial

convoys on the periphery of the Imperial Core Worlds. Most recently, it is selected by General Wedge Antilles as his command vessel for the task force sent to seize Maw Installation for the New Republic.

■ The Yavaris

Craft: Kuat Drive Yards' Nebulon-B Frigate
Type: Escort starship
Scale: Capital
Length: 300 meters
Skill: Capital ship piloting: Nebulon-B
Crew: 833, gunners: 66, skeleton: 294/+10
Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1
Passengers: 75 (troops)
Cargo Capacity: 6,000 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D+2
Shields: 2D+2
Sensors:
Passive: 40/0D
Scan: 75/1D
Search: 170/3D
Focus: 4/4D
Weapons:

12 Turbolaser Batteries

Fire Arc: 6 front, 3 left, 3 right

Crew: 1 (2), 2 (8), 4 (2)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3–15/35/75

Atmosphere Range: 6–30/70/150 km

Damage: 4D

12 Laser Cannons

Fire Arc: 6 front, 2 left, 2 right, 2 back

Crew: 1 (8), 2 (4)

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1–3/12/25

Atmosphere Range: 2–6/24/50 km

Damage: 2D+2

2 Tractor Beam Projectors

Fire Arc: Front

Crew: 12

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1–5/15/30

Atmosphere Range: 2–10/30/60 km

Damage: 4D

Chapter Thirteen

Vehicles

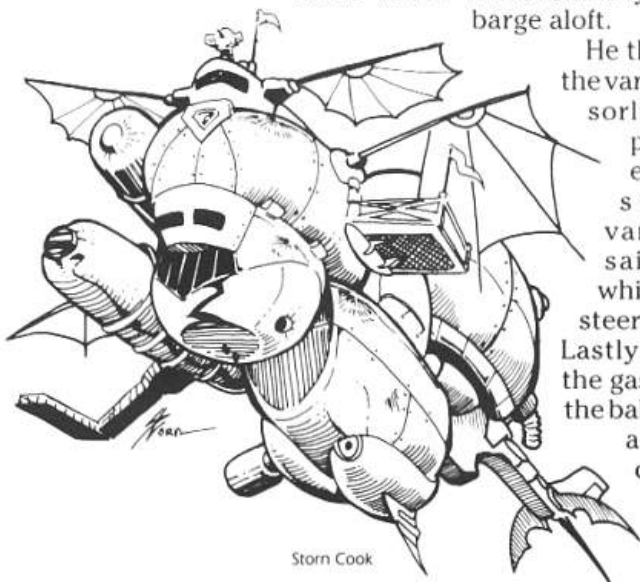
Gas Prospector's Airbarge

Bespin hosts a small but hearty band of independent gas prospectors who ply the skies in search of tibanna gas strikes they can exploit before corporate collectors can arrive. Most of these gas prospectors operate on a razor-thin margin and cannot afford niceties like new ships, or even reliable used ships. Most pilot home-built airbarges, cobbled together from cast-off airspeeders, surplus weather balloons and cargo containers, and random parts scavenged from abandoned gas refineries.

Though no two of the cobbled-together craft are *precisely* alike, most airbarges are designed along similar lines. A profile of the "typical" craft follows.

The fore-piloting segment of the ungainly craft begins life as an airspeeder chassis, often purchased as scrap. The prospector welds the chassis to the front of a lightweight metal frame, designed to support the gas bags which store the valuable gases siphoned from Bespin's atmosphere, and the repulsorlift engines and balloons which will eventually hold the barge aloft.

He then affixes the various repulsorlift drives, propeller engines, steering vanes, and sails with which he will steer the barge. Lastly, he adds the gas bags and the balloons, and any cargo containers he feels are necessary.



Storn Cook

If all goes well, the airbarge will actually fly. No one knows how many of these contraptions fall apart in mid-air, since most gas prospectors dwell on the fringe where disappearances are seldom noted. Certainly, the airbarges must be sturdily built to withstand the violent winds which occur where plumes of tibanna gas boil up from lower levels of the gas giant's atmosphere.

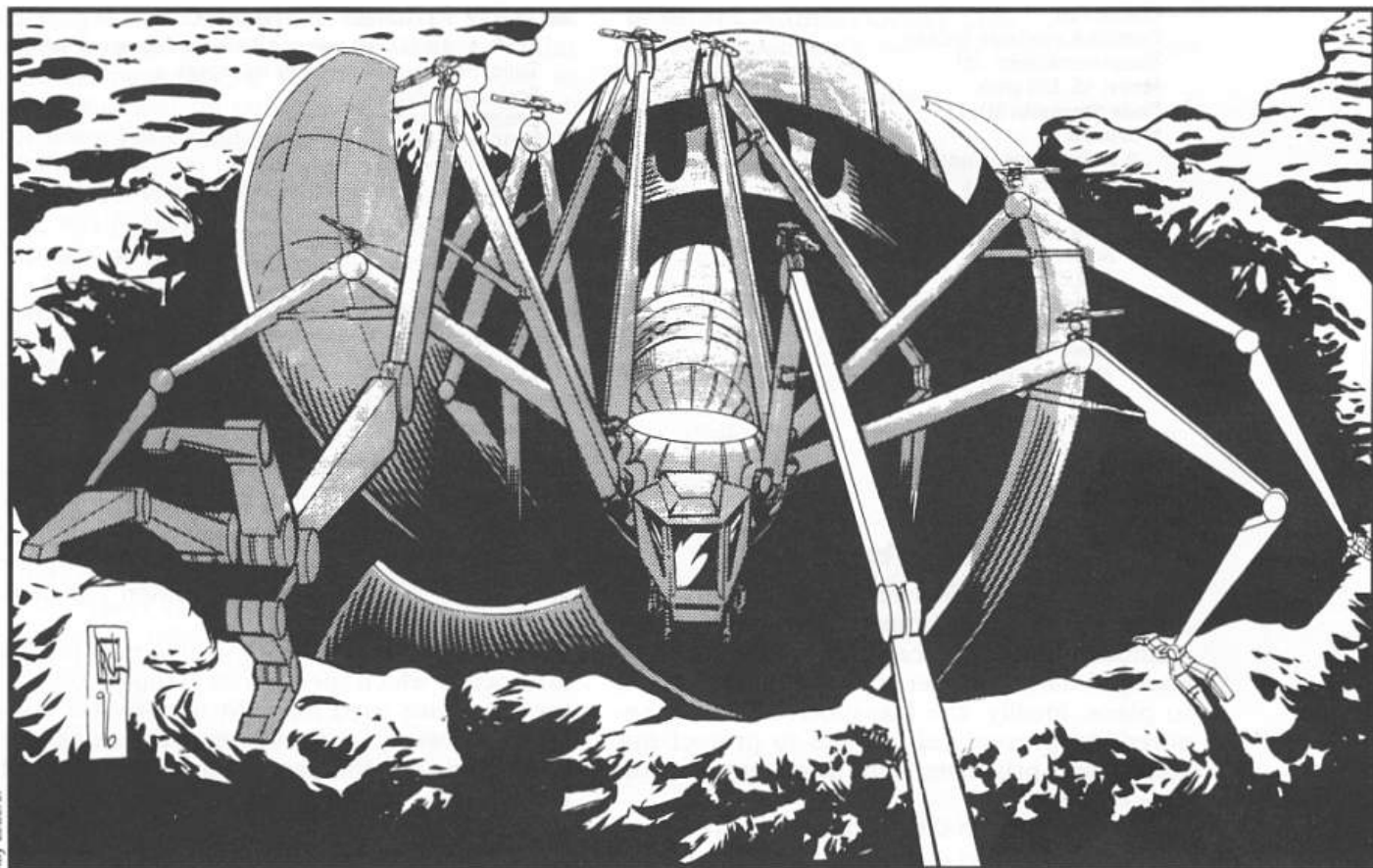
Gas Prospector's Airbarge

Craft: Home-built Airbarge
Type: Airbarge
Scale: Speeder
Length: 15–30 meters
Skill: Airship piloting
Crew: Varies, often 1 to 5
Crew Skill: Varies dramatically
Passengers: Varies, often 1 to 5
Cargo Capacity: 10 kilograms
Cover: 1/4–Full (Varies)
Altitude Range: Ground level–100 kilometers
Cost: Not available for sale
Move: 105; 300 kmh
Body Strength: 1D

MT-AT Spider Walker

The designers of the Mountain Terrain Armored Transport (MT-AT) "Spider" walker were ordered by Caridan Ambassador Furgan to produce what he called the definitive replacement for the fast-aging All Terrain Armored Transport Walker. The AT-AT had been designed in the Palpatine era, when resources were near-infinite and striking terror into the hearts of enemies was just as important to the regime then in power as actual military effectiveness.

Now, in the more frugal New Republic era, more practical and more compact designs were called for. The designers quickly threw out the four-legged design, deeming it too unstable and prone to having problems traversing rough terrain. They opted instead to give their new walker eight legs, which would make it quicker, nearly impossible to topple and able to walk on less



Ray Lesler

stable terrain such as swamp and ice, since the weight of the vehicle could now be distributed on eight legs instead of four.

They outdid themselves. Not only is the spider walker more nimble and stable, but its articulated joints and sophisticated claw footpads allow it to scale sheer rocky surfaces.

The elegant and deadly looking walker is all smooth lines and glossy armor. It is equally at home storming enemy trench positions and engaging in urban street fighting, but its namesake specialty is scrambling up sheer-to-vertical inclines to storm mountaintop fortresses.

The walker seats a driver and gunner. Its transparisteel canopy gives the occupants a commanding view of the battleground. Twin laser cannons, operated by the gunner and capable of penetrating a half-meter-thick blast door, are mounted on each leg joint to attack ground troops. Two more blasters mounted underneath the cockpit allow the driver to defend against air-based attacks.

The main storage compartment is aft, though external cargo compartments can be added if needed. These compartments are used to store armaments for additional ground troops and the field equipment used by the walker crew themselves.

The spider walker is designed to be deployed from orbit by standard transports or drop ships. Some models are deployed via an experimental egg-like entry pod. This cocoon encases the walker in a thermal resistant gel which hardens upon impact (to protect the MT-AT) and crumbles away when the walker deploys. The pod is controlled by a droid brain which lands the pod using a minimal number of bursts from braking thrusters.

Because the design schematics for the spider walker were transferred to manufacturing centers throughout the Imperial Core before Carida was destroyed (the manufacturing plants on Carida produced only a few hundred demonstration models), the spider walker is a new but increasingly common sight in Imperial arsenals. The experimental pod design, however, had not yet entered production when Carida was destroyed and is not in common use.

■ MT-AT Spider Walker

Craft: Carida Engines MT-AT Spider Walker

Type: Spider walker

Scale: Walker

Length: 15.6 meters

Skill: Walker operation: MT-AT

Crew: 1, gunners: 2

Crew Skill: Vehicle blasters 4D+2, walker operation 5D

Cargo Capacity: 300 kilograms

Cover: Full

Cost: Not available for sale

Maneuverability: 2D

Move: 45; 130 kmh

Body Strength: 3D+1

Weapons:

8 Twin Blaster Cannons (mounted on each leg joint)

Fire Arc: Turret

Crew: 1 (operated by gunner)

Skill: Vehicle blasters

Scale: Speeder

Fire Control: 1D

Range: 50–200/1/2 km

Damage: 4D

2 Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1 (pilot)

Skill: Vehicle blasters

Fire Control: 1D

Range: 50–300/500/1 km

Damage: 3D

Prisoner Transport

Civilian police forces, military units and megacorporations with major security responsibilities all have an occasional need to securely transport large number of prisoners from place to place. Ideally, the transport vehicle is secured to prevent escape and to protect the guards and prisoners from prisoners bent on wrecking havoc.

The Aratech JX-09, a long craft designed around the chassis of a popular speeder truck, was built to meet these needs. Both the cab and prisoner compartments are covered in armored plating and are connected by an armored door which can be sealed within half a second if prisoners get out of hand.

The prisoner compartment, consisting of gray metal plating and black rubberized padding, is of a stark utilitarian design. The lighting is harsh and intentionally overbright; the narrow window slits in the walls do not admit much light.

There are two rows of benches facing one another, with adjustable armrests to separate the prisoners and heavy-duty seat straps to secure them. The seat straps, which lock shut, are linked to resistance-feedback electrodes which render prisoners who struggle too much unconscious. Thick metal eyes project from the hull at various points, which can be used to secure alien prisoners who do not fit in the seats with cables, chains, or rope.

Traditionally, armored guards ride in the front of the prisoner compartment, with weapons at the ready. As a final measure against an attempt by prisoners to break out of the truck, the driver has a deadman's switch which seals the prisoner compartment and floods it with stun gas.

JX-09 Prisoner Transport

Craft: Aratech JX-09 Secured Prisoner Transport Vehicle

Type: Repulsorlift prisoner transport

Scale: Speeder

Length: 14 meters

Skill: Repulsorlift operation: speeder truck

Crew: 1

Crew Skill: Varies, but typically repulsorlift operation 3D

Passengers: 4 (guards), 20 (prisoners)

Cargo Capacity: 40 kilograms

Cover: Full

Altitude Range: Ground level–2.5 meters

Cost: 6,000 (new), 2400 (used)

Maneuverability: 1D

Move: 30; 90 kmh

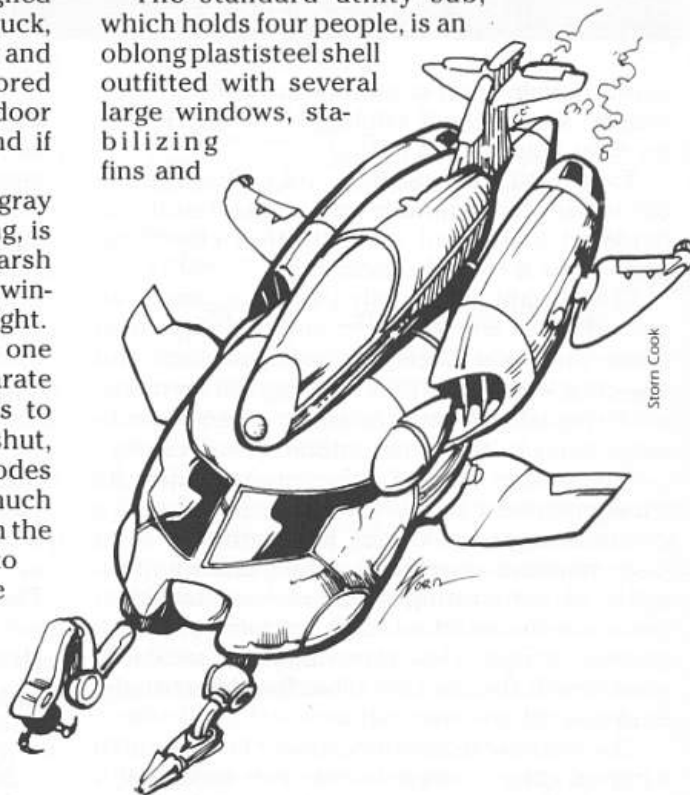
Body Strength: 3D

Mon Calamari Utility Sub

The Mon Calamari are well known for their starship designs, but they've been in the submarine business a *lot* longer. The compact utility submarine is a fine example of Mon Calamari workmanship.

Utility subs are used for a wide variety of jobs in a society which spends a lot of time underwater. They are used for light underwater construction work and maintenance teams use them to work on the large floating Mon Calamari cities.

The standard utility sub, which holds four people, is an oblong plastisteel shell outfitted with several large windows, stabilizing fins and



deployable robotic arms. Since the subs are used in a variety of ways, Urukabb provides several packages of supplementary parts so each sub can be customized for specific job profiles. For example, models which run from deep-sea mines to the undersides of floating cities have reinforced hulls and smaller stabilizing fins (which are designed to keep the sub upright on the surface).

Some models are outfitted with science probes and digging tools for underwater geological work or archeology. These subs come with four claw-tipped arms which can be used to deploy probes and sensor arrays, or pick up objects. Some of the arms on the geological model are equipped with small cutting lasers which allow the occupants to obtain rock samples.

Most of the Mon Calamari utility subs are marketed only on Mon Calamari, but Urukabb does export a few million a year to water worlds settled by other species. The export models feature modified controls fitted for the purchasing species.

■ Mon Calamari Utility Sub

Craft: Urukabb Utility Submarine Vehicle with optional geological fittings

Type: Compact submarine

Scale: Speeder

Length: 12 meters

Skill: Repulsorlift operation: submarine

Crew: 1

Crew Skill: Varies dramatically

Passengers: 3

Cargo Capacity: 30 kilograms

Cover: Full

Cost: 34,000 (new), 10,000 (used)

Maneuverability: 1D

Move: 70; 200 kmh

Body Strength: 1D (deep-sea models: 3D)

Sensors:

Passive: 5/0D

Scan: 10/1D

Search: 15/2D

Focus: 2/3D

Weapons:

Cutting Laser (mounted on robotic arm)

Fire Arc: Turret (robotic arm)

Scale: Character

Skill: Vehicle blaster

Fire Control: 3

Range: 1 meter

Damage: 2D

Chapter Fourteen

Equipment and Droids

Force Detector

The Force detector is a machine capable of reading and analyzing the auras of people suspected of having Jedi talent. The Emperor's hunter teams used them to seek out Jedi who were hiding during his great purge.

The Force detector is a three-component system, consisting of a control pack and two sheet-crystal readers. The reader is a glassy silver paddle a bit larger than a human hand. The paddles jack into the control pack. The operator holds them out, bracketing the subject, then activates the unit.

The unit scans the subject from head to toe, and constructs a wire-frame hologram of the subject, which floats above the control pack. The wire-frame is tagged with color-coded lines which correspond to a scrolling column of numbers hovering beside the hologram. These data provide a detailed analysis of the subject's sensitivity, but a more immediate method of detection is present as well — a color-coded aura, which is superimposed over the hologram.

If the aura is blue, the person is strong in the Force. The stronger the corona, the stronger the person is in the Force. Those who are not Force-sensitive do not have an aura, while those who are partially or wholly under the influence of the dark side have auras tingled with red streaks.

Though they were designed and built to pursue evil ends, Luke resolves to use them for good — to seek out potential Jedi students and so restore the Jedi Order to the galaxy. The Force detector is extremely rare. Their use was carefully regulated and the Imperials charged with hunting down Jedi carefully tracked the use of every unit. Less than 10,000 were ever produced, and most have been lost or destroyed in the decades since.

■ Force Detector

Model: Government Issue Force Detector Unit
Type: Imperial Force Detector

Cost: Not available for sale

Availability: 4, X

Game Notes: Use of the Force detector will tell a trained operator whether a subject is Force-sensitive, and whether he or she has any Dark Side Points (but not how many).

Organic Gill

Mon Calamari, who frequently remain underwater for extended periods of time, have long made use of a synthetically produced method of breathing underwater (while it is true that Mon Cals can breath both air and water it can be extremely uncomfortable to switch). Rather than using mechanical devices, a gelatinous, symbiotic "blob" is employed. When placed over a diver's breathing apertures, the blob serves as an organic gill of sorts, filtering oxygen from the sea.

Organic gills can last several weeks underwater before they begin to die. Small microphones and earphones may be inserted in the gooey blob, making communication possible, if a bit muffled. Mon Calamari organic gills can be worn by most other species which breathe the same atmospheric mixtures that Mon Calamari do (except for Sullustans, who have an allergic reaction to the blobs).

■ Organic Gill

Model: Mon Calamari Organic Gill

Type: Synthetic organic gill

Cost: 200 credits

Availability: 3

Game Notes: While wearing an organic gill, a diver may breathe in underwater environments.

Stun Cuffs

Stun cuffs are standard wrist binders which are powered to send paralyzing jolts of electricity directly into the nervous system of the bound prisoner, proportional in strength to the amount of struggle the prisoner exerts. They are in common use in many prison facilities, as well as police organizations around the galaxy.

■ **Stun Cuffs**

Model: BlasTech AR-101 Stun Cuffs

Type: Stun binders

Cost: 100

Availability: 2, F

Game Notes: The stun cuffs are passive if the cuffed character does not struggle. If the character does struggle, the cuffs do stun damage equal to the character's *Strength*.

Imperial City Maintenance Droid

Imperial City has an incalculable number of droids going about menial tasks at every level of society. The ubiquitous Imperial City maintenance droid is perhaps one of the most commonly seen at lower (but still respectable) levels of the city. It performs a number of duties, from replacing lighting fixtures or weeding walkways to giving directions to tourists.

The Eyesee-em, as it is commonly known, is a gunmetal-gray droid with two rounded heads, which face one other. One head bears a set of bright optical sensors, while the other face is a blank screen that displays data, statistics and official Imperial Building Code specs. It has a back compartment filled with tools, supplies, cleaning fluids, and numerous mechanical arms, each studded with a handful of attachments.

Each droid is fitted with a restraining bolt and locational transponder, which are very difficult to remove. These keep the droids in the service of the city, and reduces the chances they will be stolen or vandalized.

■ **Imperial City Maintenance Droid**

Type: Cybot Galactica IC-M General Utility Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

PERCEPTION 2D

STRENGTH 3D

Lifting 5D

TECHNICAL 4D

Computer programming/repair 5D, general repair 8D+1, machinery repair: 5D

Equipped With:

- Photoreceptor/audio receiver (human range)
- Seven manipulator arms (with interchangeable attachments)
- One pair of heavy caterpillar treads
- Rear storage bay

Move: 7

Size: 1.5 meters tall

Cost: 500 credits (used)

Equipment: Various cleaning and repair tools

Imperial Prison Medical Droid

The Imperial prison medical droid is very similar in appearance to more standard civilian versions, except for the unit's coloration — these models are painted an unappetizing shade

of green. A black, rubberized sheath encases and protects its optical components.

Unlike more mainstream models, the prison medical droid is not programmed to be particularly pleasant. It is not programmed for the comfort of its patients — its only concern is for the physical health of the patient. This approach sometimes leads to needlessly painful recoveries.

■ **Imperial Prison Medical Droid**

Type: Industrial Automaton 2-ZH Surgical Droid

DEXTERITY 1D

KNOWLEDGE 2D

Alien species 3D+1

MECHANICAL 2D

PERCEPTION 3D

(A) Injury/ailment diagnosis 4D+2

STRENGTH 1D

TECHNICAL 3D

First aid 6D, (A) medicine 7D

Equipped With:

- Computer interface tether (range of 5 meters, adds +2D to all medical skills)
- Medical diagnostic computer
- Analytical computer
- Surgical attachments
- Hypodermic injectors (4D stun damage)
- Medicine dispensers

Move: 4

Size: 1.5 meters tall

Cost: 3,000 (used)

TDL Nanny Droid

The TDL nanny droid is an enhanced protocol droid model programmed to perform a majority of the functions required to care for a young child. TDL models have long been marketed across human space as nanny droids for busy politicians and businesspeople, space military personnel, and spacers and smugglers too busy to devote a lot of time to their children.

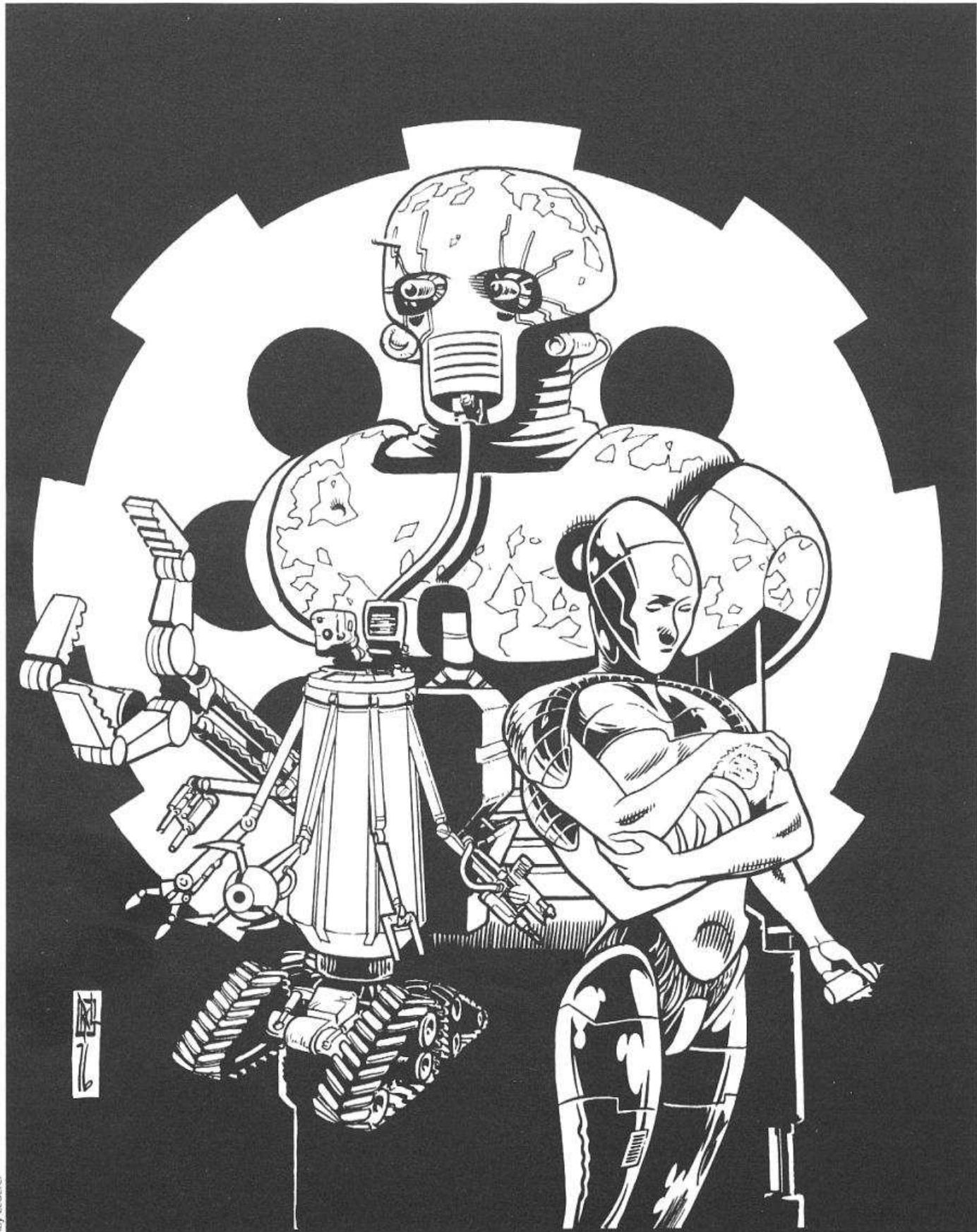
The TDL is a silvery droid with smooth rounded corners, to prevent injury to the child. Nanny droids have four fully functional arms to keep track of toddlers, each one sheathed in warm synthetic flesh. The torso is also covered in synthetic flesh, to better comfort a small child yearning for human contact. Deluxe models are customized to exude the mother's pheromones, which help comfort the baby and lessen the sometimes jarring transition from being handled by the droid and its actual mother.

Some models are equipped with defensive measures, such as stun blasters or ionization generators concealed in torso or arm sockets. Some are equipped with more lethal weapons, to better protect the children of government officials susceptible to kidnap attempts.

■ **TDL Nanny Droid**

Type: XL-Lioness TDL Nanny Droid

DEXTERITY 4D



Blaster: arm blaster 7D, dodge 5D+1

KNOWLEDGE 3D

Cultures 6D, languages 5D, scholar: child care 9D

MECHANICAL 1D

PERCEPTION 2D

Hide 3D+1, search 3D, sneak 4D

STRENGTH 2D

TECHNICAL 1D

First aid 5D, security 4D

Equipped With:

- Humanoid body (four arms, two legs, head)
- Armor plating (+2D against physical and energy attacks)
- Two heavy blasters (4D+2 damage, 0–3/10/20), concealed in lower set of arms.
- Two visual and two audial sensors — human range
- Vocabulator speech/sound system
- AA-1 VerboBrain
- TranLang III Communications module with over seven million languages

Move: 10

Size: 1.9 meters tall

Cost: 9,000 (new)

Foreign Intruder Defense Organism

The Foreign Intruder Defense Organism (FIDO) is a semi-organic droid designed to protect the entrance to a bunker or geographical location. A brainstorm of Admiral Ackbar's, the FIDO unit is patterned after the Calamarian krakana, a dreaded sea monster of his homeworld.

The FIDO unit consists of a large central torso pod (which is designed to be buried in the target area), and dozens of long extendible tentacles which can lash out at targets over a 100 meters away. The tentacles, threaded with durasteel alloys, are extremely durable and are tipped with razor-sharp plasteel claws and well-protected sensors. They can punch through the hulls of all but the most heavily armed vehicles.

The FIDO can be activated remotely, or to activate only after specific events or at certain times of the day or year. It is relatively intelligent and can discern between intruders and those individuals and vehicles who are cleared to be in its defense zone.

■ **FIDO***

Type: Foreign Intruder Defense Organism

DEXTERITY 6D

Brawling parry 6D+2, dodge 7D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 5D

Search 6D

STRENGTH 12D

Brawling 13D, lifting 15D

TECHNICAL 1D

Security 6D

Equipped With:

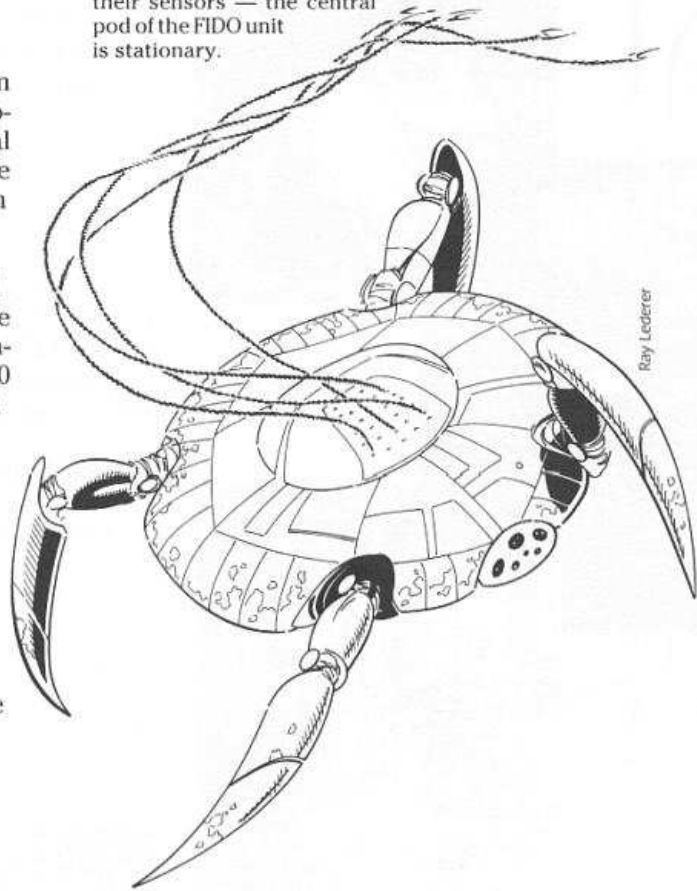
- 26 Extendible attack tentacles (100 meters long, STR+2D)
- Armored central pod (+4D against physical and energy attacks)
- Long-range sensor (+1D to *search* for objects between 200 meters and five kilometers away)
- Movement sensor (+2D to *search* for moving objects up to 100 meters away)

Move: Stationary (tentacles: 15)

Size: 8 meters long (central pod)

Cost: Not available for sale

* All stats apply to the tentacles and their sensors — the central pod of the FIDO unit is stationary.



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