

STAR WARS
AGE OF
REBELLION
STRONGHOLDS OF RESISTANCE



**A Sourcebook
of Alliance Worlds**

**STAR
WARS**
ROLEPLAYING

STAR WARS
AGE OF
REBELLION
ROLEPLAYING GAME

STRONGHOLDS OF RESISTANCE

The GALACTIC EMPIRE rules over nearly every star in the known galaxy. From bustling cities to isolated wildernesses, no area of the galaxy is safe from Imperial agents.

Under the shadow of this oppressive tyranny, members of the REBEL ALLIANCE find any place they can to hide and plan their next move. Striking out from sympathetic worlds, mobile fleets, and hidden bases, these Rebels fight to bring freedom to the galaxy....

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I woke with a start. "They know," I thought, my heart pounding in my chest. "They know everything."

But how could they? I'd been on the planet, a so-called safe world, for eight months and counting. I'd supped and spoken with these people, tended their wounds and soothed their sicknesses, made friends of them, and shared stories of my own tortured past at the hands of the evil Galactic Empire.

The stories were lies, of course, which I had carefully rehearsed for the benefit of Imperial Intelligence over the course of one grueling year—a year of learning how to be a Rebel, how to pose as one of the countless insurgents who swarmed the galaxy in an effort to undermine the Emperor and all of his great works. They were heartless guerrillas with nothing to lose, who would sacrifice entire populations to gain one measly foothold on any one of a thousand squalid worlds.

Except they weren't heartless.

The Rebels I'd come to know weren't the pernicious villains my overlords had taught me they were. They were beings of substance. The more time I spent with them, the less sure I was that my course was the correct one. I grappled with my conscience every single day.

The nights were even worse. I lay in my bed with cold sweat trickling onto the thin pillow I'd inherited from some long-dead freedom fighter. When I slept, I faced uneasy dreams in which my Rebel companions peered at me with suspicious eyes. Despite my denials, I would inevitably feel the cold ring of a blaster barrel on the back of my head before snapping awake in terror.

My check-in with Imperial Intelligence was long overdue. They might even consider me a casualty by now. Perhaps I could continue my charade, truly throwing my support behind the Alliance and the brave people with whom I worked, day in and day out. If I were ever caught, the Empire would treat me no less harshly than the Rebels themselves. What did I have to lose?

I shoved the treasonous thoughts from my mind, closed my eyes tightly, and resigned myself to my fate.

The traitors were getting to me, turning me against the Empire. My trainers in Imperial Intelligence had warned me this could happen. Even the staunchest Imperial citizen could be corrupted by the Rebel Alliance. The sooner I provided my masters with the world's location, the sooner I could leave this miserable life of deception behind.

It was settled. I'd find some time to go for a walk that afternoon and secretly activate the beacon I'd disguised within a Chandrilan worry doll. It was an heirloom of my former life, or so I'd told them. I'd even managed to tear up, hiding my welling eyes behind a

shaky hand. For their part, the Rebels had nodded and never asked me about the little doll again.

My comlink chimed. I composed myself and picked the device up from the crate that served as my nightstand. "Doctor Saras here," I replied, my voice a perfect facsimile of calm.

"We've got a situation, doc," came a familiar male voice. It was Venner, a middle-aged Rebel who acted as an orderly in the infirmary.

I kept my tone level. "Is someone hurt?"

"Not yet," Venner replied. "We've...discovered an Imperial agent."

"Really?" I asked, fear rising in my chest. "Why are you calling me?"

Venner cleared his throat. "We need him scanned," he said. "For implants, that kind of thing."

"Yes, of course," I answered, somewhat relieved. "Where can I meet you?"

"The infirmary," Venner said. "Make it fast. We don't have much time."

"I'll be there," I reassured him before closing the link.

"Another agent?" I thought to myself. "Here?"

It was theoretically possible Imperial Intelligence had assigned another agent to infiltrate the base. It was a blessing in disguise, perhaps, that might throw my Alliance friends off my trail—assuming they were onto me at all. It would mean sacrificing a fellow agent, but no price was too high to ensure the Empire's stability.

I dressed quickly, grabbed my medical satchel, and hurried toward the infirmary. Several armed Rebels were waiting there. They stared at me, impassive. Immediately uncomfortable, I nodded to Venner. He looked back at me with unfeeling eyes. "Venner?" I asked, my voice shaking slightly. "What's going on?"

A human, strangely familiar, sat on one of the metal gurneys that served as a makeshift hospital bed. Where had I seen him before? Echoes of Coruscant swam in my head, but my training on the Imperial capital was a blur of indistinct memories and emotions. He stared back at me, sizing me up, then glanced to Venner and nodded. "That's her," he said.

"Who is this?" I protested. "What does he mean?"

"You know what he means, doc," Venner replied with a sigh. His voice was sad and tired.

"This must be a mistake," I balked, truly frightened now. "You can't possibly mean that I'm—"

I felt a circle of cold metal against the back of my head. I stood in shock, waiting for the nightmare to end just like it had countless times before.

But it didn't. My nightmare had only just begun.



EXPLORING PLANETS IN REBELLION

The Rebel Alliance operates in an unfriendly galaxy. Though the brutality of the Empire has won the Alliance many allies, only a handful of worlds have chosen to support the insurgency openly. The few that have—Mon Cala, Sullust, and Chandrila among them—risk the unfettered wrath of the Empire. Even so, the conflict is active on several fronts, and the might of Palpatine's military forces is stretched thin. Had the Death Star survived the Battle of Yavin, it could have easily spelled the end of such mutinous planets. In effect, the Rebel victory over the Imperial battlestation has bolstered the faith that many worlds have in the Alliance and its ability to overcome the Emperor's tyranny.

Despite the relatively small number of systems that give them succor, the Alliance continues to persevere. Most systems may not openly support the Rebellion, yet many secretly provide sustenance in other ways. Some offer supplies, vehicles, and personnel right under the Empire's proverbial nose. Others allow the Alliance to operate freely within their territories. Without such allies, the Rebels would undoubtedly be crushed in short order, but Alderaan's fate has demonstrated that these systems' continued endorsement of the Alliance, either secret or explicit, cannot be taken for granted.

In response to such uncertainty, the Alliance is on a constant search for places that can provide its operations with safety and security. Rebel explorers comb distant planetary systems for locations where the Rebel Alliance can carve out anything from an outpost to a full-fledged base. Rarest of all are safe worlds—locations unknown to the Empire that are reasonably safe from discovery. Despite its best efforts, however, the Alliance must remain vigilant for any sign of Imperial activity on these worlds.

THROWING OFF THE SHACKLES

Of all the worlds occupied or subjugated by the Empire, only a small number have successfully rebelled against their oppressors and gained freedom from Imperial rule. Worlds such as Mon Cala, home of the Quarren and Mon Calamari, are perhaps the Alliance's staunchest allies. Sullust, too, has managed to rid itself of Imperial influence; the world remains independent from, but is supportive of, the Rebel Alliance. Such worlds and their people provide support for the Rebellion, but they also give something that is difficult to quantify—hope.

Many other planets support active insurgencies against the Empire, whether or not they are directly affiliated with the Alliance. Such planets are often chaotic, suffering from constant Imperial reprisals in

response to the actions of their revolutionaries. Rather than weakening the resolve of the people, such retributions often strengthen it, fomenting more unrest in a never-ending cycle of dissent. These worlds are gold mines for Rebel recruiters looking for warm bodies to fill the Alliance's ranks, and they stand as examples of the oppression the Alliance so vehemently opposes.

Winning a planet's freedom is not easy. Even if such liberty can be secured, maintaining it is a monumental task. The Imperial military, its ranks swollen with troops and its fleet stocked with thousands of warships, is a vindictive foe. Allowing a single star system to slip through its fingers is a sign of weakness, bringing hope to other worlds that may very well follow suit. The Empire resolves to violently return such wayward planets to the fold. Failing that, complete destruction of the world and its population is always an option. With such a heavy cost, it is little wonder that most planets choose to tolerate their Imperial masters.

SAFE WORLDS

Some of the Alliance's most valuable worlds are entirely unheard of to the galactic populace. These refuges, known as safe worlds, are typically off the beaten path and entirely isolated from established hyperspace routes. Their locations are known only to a select few, and access to them is tightly controlled by Alliance High Command. Safe worlds are utilized by the Alliance as points of relative security in an increasingly dangerous galaxy. They serve many purposes, among them the hosting of retired or heavily wounded Rebels, wanted political dissidents and their families, and high-profile Imperial prisoners.

Particularly fertile worlds provide resources, such as food and water, that can be exported to support the Rebel Fleet and its soldiers on the front lines. If raw materials like ore and sources of fuel are present, they are also gathered and appropriated for the Alliance. Some safe worlds become quite prosperous, but this prosperity comes with a price—the more substantial a world's contributions, the higher the chance that it will be discovered by the enemy.

The most well-known Alliance safe worlds, relatively speaking, include New Alderaan and Sanctuary. Though their locations are known only to a select few, rumors of their existence abound. Individuals sent to these worlds are rarely returned to service elsewhere, primarily due to the security risks they pose. It's a common saying among Rebel troops that anyone who mysteriously disappears has "found Sanctuary," regardless of the world they've actually been sent to.

SEARCHING HAYSTACKS FOR NEEDLES

Locating and settling potential safe worlds is the responsibility of Alliance Support Services, which employs hundreds of scouts whose only mission is to scour the galaxy for suitable planets and moons. Though the task is largely fruitless—the galaxy is massive, and the majority of unsurveyed systems are incapable of supporting life—these scouts occasionally locate potentially suitable worlds, which is when the real work commences.

Planetary exploration begins in orbit with extensive scans of the world in question. Atmosphere, climate, and terrain are mapped, and areas rich with indigenous life are plotted and reviewed. Signs of high technology typically indicate pirate, smuggler, or Imperial activity, and the presence of such generally disqualifies the world. As long as the planet's environment is capable of supporting life, and dangers such as violent weather patterns and major volcanic or tectonic activity are largely absent, the world is considered potentially viable for settlement by the Alliance.

Once the planetary orbital survey process—which can last weeks or months—is complete, the scout descends to the planetary surface to get a closer look at available resources and life forms from the air. Any signs of intelligent life are catalogued and categorized according to their available technology, and samples of water, soil, flora, and fauna are gathered for future analysis by Alliance scientists. Scout droids dropped in to collect such samples transmit constant reports via direct laser communication in order to prevent eavesdroppers from intercepting their signals.

Having collected this data, the scout encodes it with the strongest Alliance ciphers and passes it on to the nearest Alliance survey team. At this point, the scout collects the remaining droids and leaves the system, continuing deep-space exploration elsewhere while the Alliance survey team reviews the data. If Alliance Support Services feels the planet is worthy of further exploration, it dispatches a survey team to begin an in-depth surface inspection.



SAFE AND SECRET

Keeping safe worlds secret from the rest of the galaxy is a daunting task. Systems with habitable safe worlds are seeded with surveillance satellites that passively monitor incoming ship traffic as well as comm signals and other potential incidences of technological intrusion. Rebel technicians vigilantly observe these satellites and investigate any anomalies for signs of danger.

The world itself is settled with only minimal accommodations for its colonists, since the presence of technological systems exponentially increases the

chance of discovery by uninvited guests. Populations are also kept small in order to reduce their footprint on the planetary surface. Security is kept necessarily tight: anyone assigned to a safe world is double, triple, or quadruple-checked before being sent to it.

Though Imperial infiltration of safe worlds is rare, it has been known to happen. Imperial agents discovered by the Alliance on such planets, along with any friends or acquaintances they might have, are interrogated thoroughly. Most are executed, though the Alliance has attempted to turn especially valuable Imperial agents to their own cause, with varying degrees of success.

SO WHAT'S IN THIS BOOK, ANYWAY?

STRONGHOLDS OF RESISTANCE provides Game Masters with a plethora of information regarding worlds that support the Rebel Alliance, either overtly or behind the scenes. In addition to detailing several planets, it also covers hidden Rebel bases, their histories, and their functions. Species well known for their defiance of the Empire are covered, and a number of additional options are presented for the players' use. Lastly, modular encounters that focus on planets in revolt are provided for the GM's use.

CHAPTER I: WORLDS IN REVOLT

Worlds known to support the Alliance are few and far between. Those that are relatively safe from, or unknown to, the Empire are even rarer. This chapter takes a comprehensive look at such worlds, providing information that allows the Game Master to easily introduce them into an **AGE OF REBELLION** campaign.

The worlds in question, including Chandrila, Mon Cala, Kinyen, Sullust, Hoth, Ord Gimmel, Thyferra, the Roche asteroids, and Yavin 4, are examined in depth. Planetary overviews for these locations offer the GM new worlds for players to visit and explore. The cultures of these worlds are also covered, as are their native flora and fauna and points of interest.

CHAPTER II: HIDDEN BASES

Hidden bases are a staple of campaigns and scenarios in **AGE OF REBELLION**. They provide the Alliance with safe harbors from the ravages of the Empire, but their security is far from guaranteed.

Echo Base on Hoth, the asteroid home of the Polis Massan people, and Tierfon Outpost, as well as a new base, Defiant Core, are all detailed in depth. The Game Master can use these locations in his own games, allowing the PCs to employ them as bases of operation or at stopover locations during the course of a campaign. Intrigue abounds in such places, and the risk of discovery is omnipresent.

CHAPTER III: PLAYER OPTIONS

A number of planetary systems and unique alien species provide succor and support to the Rebel Alliance. Though their contributions to the war effort differ, they are all valued allies in the conflict against the Empire.

In addition to species profiles for the telepathic Polis Massans, the feisty Quarren, and the technologically inclined Verpine, this chapter also offers a large assortment of gear focused on exploration, espionage, and the defense of worlds in rebellion. Vehicles unique to the species and worlds in question, including atmospheric conveyances as well as starships, are also included for both Game Master and player use.

CHAPTER IV: MODULAR ENCOUNTERS

Modular encounters, adventurous set pieces suitable for incorporation into any campaign, are excellent tools for any Game Master. Four such encounters are featured, each one exploring important themes from **AGE OF REBELLION**. Whether the GM needs filler for the campaign, or just wants to spice things up a bit for the players, the modular encounters in **STRONGHOLDS OF RESISTANCE** should fit the bill nicely.





WORLDS IN REVOLT

*"The more you tighten your grip, Tarkin, the more stars
systems will slip through your fingers."*

—Princess Leia Organa

In the early days of the Galactic Empire, Palpatine and his cronies focused on consolidating their power base. Imperial agents ruthlessly cracked down on worlds that resisted Imperial rule. However, failed attempts to silence some dissenting voices sowed discontent among victimized planets and their neighbors, particularly in the Outer Rim.

Worlds that suffer under the new regime often spawn local resistance groups. Not all such groups join the Rebel Alliance, however, as some are equally opposed to a restored Republic. Others use methods the Alliance considers immoral and are refused membership. Still, while only a few hundred worlds have openly resisted the Empire, thousands more sympathize with the Rebels. Sympathetic groups covertly provide the Alliance with the credits, material, intelligence, and sanctuary they need to keep up the good fight.

While every ally is vital to the Rebellion, the fall of certain worlds would cripple the Alliance. Chandrila, under the leadership of Mon Mothma, is a

founding member of the Rebellion and vital to its legitimacy as a movement. Mon Cala supplies the Rebels with warships and crews, while Sullust provides arms, equipment, and more. Roche develops new starfighter designs for the Rebels, keeping pace with the Imperial military-industrial complex. Meanwhile, Thyferra siphons from its bacta stockpiles to minimize Rebel casualties.

Once the Death Star demonstrated its awesome power by destroying Alderaan, the Rebels moved all of their key assets to their fleet, where their mobility could protect them from instant annihilation. However, the fleet can't transport even half of Alliance personnel. The Rebels use a network of secret headquarters and hidden bases to quarter their troops and command Alliance assets throughout a given region. These facilities are usually temporary, designed to be completely evacuated within hours of Imperial discovery. Temporary Rebel bases such as those at Yavin 4 and Hoth have played vital roles throughout the course of the Galactic Civil War.

CHANDRILA

Astronavigation Data: Chandrila system, Bormea sector, Core region

Orbital Metrics: 368 days per year / 20 hours per day

Government: democratic assembly

Population: 1,200,000,000 (human 96%, Other 4%)

Languages: Basic, High Galactic

Terrain: plains and forests

Major Cities: Hanna City (capital), Emita, Nayli

Areas of Interest: Brionelle Military Academy, Hanna Institute, Crystal Canyons

Major Exports: foodstuffs

Major Imports: technology

Trade Routes: Perlemian Trade Route

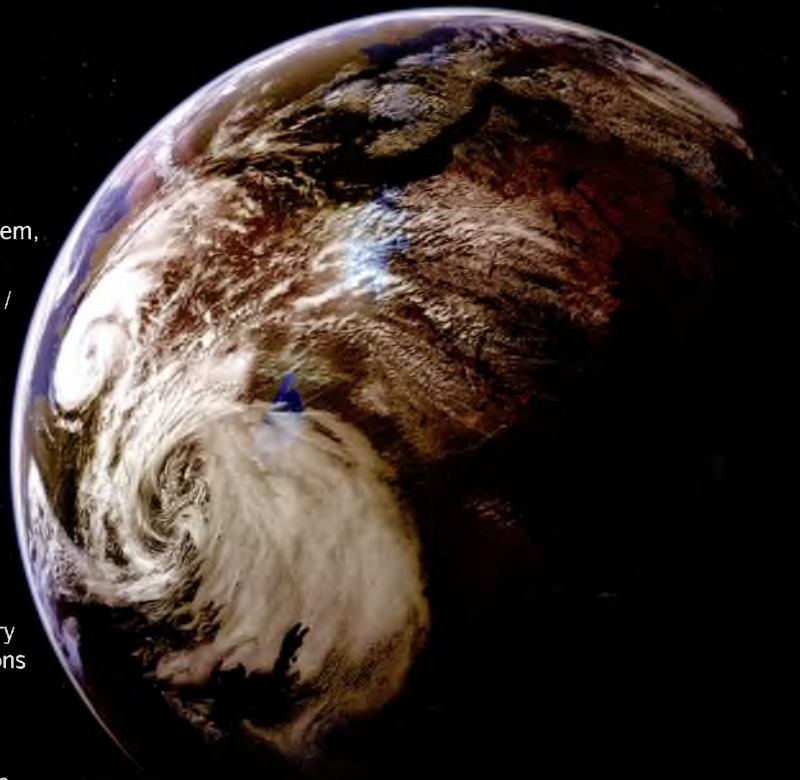
Special Conditions: none

Background: Chandrila is situated within the Ringali Shell, a region of the Core defined by a dense, winding gas cloud stretching across the Bormea and Darpa sectors. One of the few non-industrialized Shell worlds, Chandrila is a peaceful world of farms and rolling hills. While ancient records are too unreliable to confirm Chandrila's claim that it was the Republic's first agriworld, Chandrilans exported agricultural products for thousands of years.

Chandrilians are staunch environmentalists, unwilling to upset their ecosystem to maximize yields. Other agriworlds in the Ag Circuit and the Mid Rim have no such qualms and have forced Chandrila to switch strategies in order to preserve its economy. As a result, Chandrila has converted its fields into orchards, vineyards, and vegetable farms, and now grows rapidly perishable fruits and vegetables. Crops are often sold in advance of harvest to the best restaurants in the Core Worlds.

Beyond fresh foodstuffs, Chandrila's small towns also produce some of the galaxy's most trusted and outspoken politicians and political luminaries, like Senator Mon Mothma. Despite their low populations, Chandrilan cities are granted extreme latitude in self-governance. Each city has a centrally located debate forum, usually an open-air rotunda, where all citizens are welcome to debate issues of the day with city leadership. Citizens have unparalleled rights protecting their ability to protest, which they exercise regularly.

However, Mon Mothma's open association with the Rebel Alliance casts a shadow over the world. Chan-



drila's industrialized neighbors have long resented the agriworld's hypocritical condemnation of their industrialism, while depending on those very same worlds to purchase and transport their crops. Chandrila is perceived as pretentious by Core Worlds less engaged in politics or environmentalism, and its ties to the Rebellion have made it socially acceptable to voice open disdain for its people.

CHANDRILAN MOONS

Chandrila has two moons, Chandra and Chandrakant. The names were officially adopted and registered in the past few millennia, and roughly translate to "point" and "counterpoint" in ancient Chandrilan, a language spoken only by scholars. The moons illustrate the value of peaceful coexistence; educated, spirited debate; and the necessity of moving on when the debate ends.

The barren surface of Chandra reflects bright, lavender light, thanks to a minimal atmosphere. The lifeless rock looms impossibly large over Chandrila and features gargantuan asteroid impact craters. Conversely, Chandrakant provides a dull, golden light and is only a fraction of Chandra's size. Chandrakant's amber mists are toxic to most species.

DRIVEN BY DEBATE

An ancient member of the Republic, Chandrila retains every bit of the pastoral charm and beauty it had when the first colonists arrived untold millennia ago. Still a key agriworld, Chandrila has grown into one of the galaxy's premiere political voices as well.

IMPERIAL ADVERSARIES

Perhaps the most outspoken opponent of Emperor Palpatine's rule is Senator Mon Mothma of Chandrila. Her growing political movement to pressure Palpatine into relinquishing power after the Clone Wars made her into a prime political opponent.

Though Chandrilans have often been outspoken in public debate about their negative feelings toward Imperial rule, the Empire has largely left their world alone. They have continued to self-govern, despite the appointment of Sector Moff Kohl Seerdon and Chandrilan Governor Holleck after the formation of the Empire. However, it has become apparent that a large percentage of Rebels hail from Chandrila or Alderaan.

While the Rebel victory at Yavin prevented Chandrila from suffering Alderaan's fate, its citizens began paying for Mon Mothma's defiance. Palpatine replaced Governor Holleck with the ambitious Gerald Weizel, and ordered Chandrila blockaded until the second Death Star becomes operational. Moff Seerdon, with four Imperial Star Destroyers, oversaw the blockade personally. He launched TIE bomber strikes against Chandrila's spaceports as a prelude to martial law. However, Seerdon did not have the foresight to account for the Alliance's determination to protect Chandrila. When Rogue Squadron intervened, they quickly broke the blockade, saving the spaceports, and forcing an Imperial retreat.

Frustrated by Rebel valor, Seerdon moved his forces to Brentaal and Corulag, Chandrila's neighbors along the Perlemian Trade Route. With the addition of interdiction ships, this has created an indirect blockade too large for the Rebels to break, which, combined with strict new tariffs on foodstuffs, has hurt Chandrila's economy considerably. Despite all this, Chandrila leaves its Imperial garrison in peace, though the Chandrilan Defense Fleet stands ready to annihilate the facility from orbit at the slightest provocation by the stranded Governor Weizel. Citizens rely on smugglers to bring supplies to and from Chandrila.

PEOPLE AND CULTURE

A peaceful planet that purportedly helped found the Republic, Chandrila was an agriworld from the start. The planet has no natural predators, and the farmers who colonized the world thought it an idyl-

lic paradise. Early on, an interest in pure representative democracy and the conservation of Chandrila's natural beauty dominated the culture. A great deal of emphasis was placed on education, so that politicians and corporations could not seize power from an uneducated or inactive constituency.

CONSENSUS BUILDERS

Politics and debate are ingrained in Chandrilan daily life. The public education system considers political activism and policy discussion as central educational subjects on par with the arts and sciences. Cities are built around central rotundas, public forums for high-level discourse. Within the rotunda, governors debate one on one with transient farm hands, and both are given equal voice and footing. The Chandrilan courts likewise resolve disputes through debate and negotiation. Appointed barristers and advocates are rare, as most Chandrilans prefer self-representation.

Debate is sacred on Chandrila as a way to seek truth. While any means of making a point is considered valid, locals are well versed in both argumentative techniques and current events. As such, it is difficult to win arguments by employing personal attacks, fear tactics, distractions, lies, or false choices. The most powerful orators on Chandrila combine empirical facts with emotional connections.

The Empire's dissolution of the Imperial Senate was a smack to the face for Chandrila's democratic principles. Despite having little in the way of military assets, Chandrilans are overwhelmingly united in their abhorrence of Imperial policy. Though Chandrila remains divided on the issue of armed insurrection, most Chandrilans at least sympathize with the Rebels. Many others still believe a diplomatic solution is possible, and that violence only distracts from a return to negotiation.

HARMONY WITH NATURE

Second only to Chandrilans' passion for politics is their advocacy for their environment. In one of the few instances of government interference in the lives of its citizens, Chandrila has strict laws prohibiting families from having more than one child. These laws were ratified by every city on the planet, forcing families to apply for special permits to have additional children. This policy has kept their population at just over a billion for millennia.

The support of native animal species is likewise important to the Chandrilans. Squalls are allowed to hop and scurry wherever they like, and children often keep them as pets. Cairnmogs and blackbacks

alike are protected in wild game preserves. The Gladean State Parks provide special habitats for endangered plant species to preserve them for future generations. Chandrilan House, the planetary government, also ensures the environment is protected from corporate pollution. As a result, the face of Chandrila has remained largely unchanged for millennia.

While most Chandrilans consider a nature walk and a good debate entertainment enough, they have other hobbies as well. Boating, sailing, and yachting are all popular, and Chandrila supports and regulates recreational fishing, spirited regattas, and even sun jammer racing. Solar sailors gather on Chandrila every year after harvest to participate in the Chandrilan Cometary Games, an annual sun jammer race.

Thanks to a wealth of fresh fruits, vegetables, and ranching, Chandrila is lauded for its native cuisine. Chandrilan squall tendermeat with a fresh colla sauce is served at Imperial-class restaurants throughout the Core. Chandrilan produce is also distilled into brandies and fermented into fine wines. The most well-known vintage is Chandrilan Blue '439, made from Chandrilan grappaberries grown in vineyards outside Nayli.

Chandrilans feverishly support the arts, particularly the Vaathkree art of flat-sculp, a form of painting.



Sculp comes in malleable, translucent, easily pigmented sheets. Artists shape dozens or even hundreds of the thin layers and stack them to create an effect similar to that of stained glass. Dance and spoken word poetry readings are also popular on stages small and large across the planet. The live theater and holovid community also thrive on Chandrila.

POINTS OF INTEREST

Chandrila is known for its peaceful plains, quiet meadows, and endless farms. It has been a favorite spot to build holiday estates and retirement homes for the wealthy, and it is a dream vacation for most families.

HANNA CITY

Hanna City is the capital of Chandrila, home to the planetary government and bureaucracies, and academic center of the planet. The city began as a fishing village on the gentle slope that connects the Silver Sea to the elevated Lake Sah'ot. The Debate Rotunda

and Chandrilan House are in the city's center, while the spaceport is to the west. The rest of the downtown area spreads haphazardly along eighteen kilometers of oceanfront. The greater metropolitan area is much larger, doubling the length of property along the Silver Sea and stretching north toward the vacation estates encircling Lake Sah'ot. The western border features a river that drains Lake Sah'ot into the Silver Sea and separates Hanna City from the Hanna Wild Game Reserve.

While an interest in politics is common across Chandrila, it is central to daily life in Hanna City. Citizens

discuss and debate political issues ranging from the most local and obscure to those popular on the inter-regional stage. Debates spread across the city at all hours, through bars, shops, cafes, and homes. When most galactic citizens think of someone from Chandrila, they envision an opinionated political pundit from Hanna City. Chandrilans, meanwhile, grow frustrated with Imperial overreach enabled by the lack of political engagement exhibited by the rest of the galaxy.

HANNA CITY SPACEPORT

The largest port on Chandrila, Hanna City Spaceport features three massive hangar buildings clustered on the west side of the downtown area. Each building is a squat, twenty-story cylinder a kilometer in diameter. Circling the edges are countless hangar bays equipped with tractor beams that direct incoming traffic. Ships up to 600 meters long are able to land atop these buildings, but larger vessels must remain in orbit.

The Chandrilan Security Force controls the spaceport. Customs' biggest concern is with foreign organisms and parasites that might damage Chandrila's pristine ecosystem. Imperial customs vessels worked from orbit until ousted a year after the Battle of Yavin, but they were concerned only with possible Rebels and smugglers. Suspected Rebels were detained at the Imperial garrison for interrogation and eventually sent offworld to stand trial or serve a prison sentence.

CHANDRILAN HOUSE

Each city on Chandrila is, in many ways, its own sovereign state, ruled by a governor. However, all of the governors convene at Chandrilan House to discuss, debate, and set policy on matters that impact the entire planet. The two most powerful figures in Chandrilan government are Governor Jovive Centi of Hanna City and Imperial Senator Canna Omonda, who replaced Senator Mon Mothma.

While policy debates occur frequently on the House floor, the real work of consensus building happens in public rotundas and behind closed doors. Despite the Imperial presence, most of Chandrila sympathizes with the Rebel Alliance. In her exile, Mon Mothma frequently sends envoys and delegations to Chandrila to find new allies and convince old ones to increase their support.

HANNA INSTITUTE OF ANTIQUITIES

Part museum, part university, the Hanna Institute of Antiquities sponsors excursions and digs across the galaxy. Since the rise of the Empire, the institute has learned to keep any controversial findings secret, for fear of Imperial censorship. In the past, the Empire has closed the institute down and confiscated its stores of Jedi artifacts, citing public safety concerns.

Adventurous professors, assisted by their best students, lead archaeological excursions to rediscover the ancient past and other secrets of the universe. Recently, the institute discovered a potential dig site in its own backyard. Small artifacts discovered in Chandrila's Crystal Canyons date back thousands of years and are thought to be connected to the fabled Jedi Order.

The institute's public areas feature a variety of exhibits exploring periods of Chandrilan history, the Ringali Shell, and the galaxy as a whole. Exhibits featuring Xim the Despot, the Pius Dea Crusades, Chancellors of the Republic, and Freia Kallea have all headlined at the institute in previous decades. Currently, the feature exhibit is "The Courage of Palpatine," which details his bravery during the Clone Wars. It is the least-attended exhibit in the institute's history.

ALDERAAN EXPATRIATE CLUB

An establishment that predates the destruction of Alderaan by centuries, the Expatriate Club is a small tavern and inn where limmie fans congregate on the seaside outskirts of Hanna City. The tavern overflows with limmie memorabilia, including a Cael Hanarist Team Alderaan jersey. Hologscreens show both live and classic matches, as well as famous cultural events and retrospectives tied to the royal family and important landmarks.

In the wake of Alderaan's destruction, the club became a haven for homesick survivors. While Chandrila may look different from Alderaan, the culture is similar enough to draw refugees from across the galaxy. The club is a breeding ground for anti-Imperial sentiment. Rebel agents frequent it looking for prospective recruits. Late at night, shadowfeed footage of Alderaan's destruction and interviews with famous survivors are shown to inspire Imperial opposition.

BRIONELLE MEMORIAL MILITARY ACADEMY

The Brionelle Memorial Military Academy is named for Admiral Brionelle, a famous commander of a Chandrilan Security Force orbital defense station who died some four millennia ago during a raid by the Sith Empire. The academy is built into the terraced foothills between Hanna City and Lake Sah'ot.

For the first two years, cadets train in a well-rounded leadership and ethics program that emphasizes team-building exercises and small-unit tactics. Upon completion, they advance to their specialization. Army cadets focus on unit maneuvers, walker and speeder operation and tactics, the law, police work, and disaster relief. Naval cadets learn about starfighters, capital ships, defense stations, customs law, and logistics. Before the Clone Wars, Chandrila had a vast defense fleet commanded by Admiral Drayson and later Admi-

ral Seerdon; however, it was absorbed into the Republic Navy during that conflict.

While not nearly as prestigious as nearby military academies on Carida, Corulag, or Raithal, Brionelle is still well respected. Graduates have little trouble obtaining posts in the Chandrilan Security Force, and the top cadets are sought by the Empire and Alliance. The Chandrilan habit of questioning and debating authority often limits graduates' potential in the Empire; many eventually desert their posts to join the Rebel Alliance.

IMPERIAL GARRISON

Deployed on the western edge of the Brionelle Academy campus, the Imperial garrison is of standard, prefabricated hex-shaped design, identical to many found elsewhere across the Empire. Major General Kalnor, a cold tactician with a reputation for unorthodox methods and a record of accomplishing the impossible, commands the garrison. Kalnor loves to share his brilliance with others, and he can often be found discussing tactical matters with his junior officers, or guest lecturing at the Brionelle Academy.

Between the garrison and the academy, the governor's mansion stands proudly, draped in Imperial bunting. Governor Holleck was an aged veteran of the Clone Wars, ill-equipped to deal with the political machinations of the Chandrilans. His poor stewardship ended when the Emperor forced his retirement and replaced him with Gerald Weizel, a protégé of Grand Admiral Tigellinus. Weizel exhibits much more subtlety and political savvy than his predecessor. He has enlisted help from COMPNOR and the Imperial Security Bureau to root out the most influential Rebel sympathizers, blunting Chandrila's ability to aid the Alliance almost overnight.

HANNA CITY HARBOR

The sparkling seaside of Hanna City has inspired poets and writers for generations. The shoreline is a haphazard collection of beaches, reef diving piers, and wharfs. Toward the western shore just south of the spaceport is the Hanna City Harbor. The harbor is home to thousands of fishing trawlers and it has a popular fresh seafood market. Rebel agents often hide arms and other vital equipment destined for the Alliance within crates of particularly foul-smelling crustaceans to avoid close inspection by customs.



LAKE SAH'OT

Only the wealthiest Chandrilans call Lake Sah'ot home. Here, the political and corporate elite own vacation estates known as dachas, usually with small ranches and vineyards or orchards. As yachting and fishing are popular activities on the lake, the wealthy often have small piers or docks on their lakefront property. Agents of the Alliance charter smaller fishing boats as cover for secret meetings with fellow dissidents or to solicit financial support from wealthy sympathizers.

HANNA WILD GAME RESERVE

The Hanna Wild Game Reserve is separated from Hanna City by the Jhanjaari River, which runs from the Shashwaat Mountains into Lake Sah'ot before defining the city's western edge as it runs out to sea. The reserve comprises dozens of square kilometers of light tintolive forest stretching over rocky foothills. Within, cairmogg lizards and blackback birds of prey hunt squall and smaller rodents, living much as they did before agrifarms overtook the planet.

Hunting permits can be acquired in Hanna City, though they are seasonal and strictly controlled. The game reserve is the only remaining place on Chandrila where civilians can carry lethal weapons. Hunts for the elusive blackback bird are traditionally conducted from equinoid ghorla mounts. During the Imperial blockade, all permits are revoked except those issued to Imperials.

EMITA

Emita is the lone region on Chandrila zoned for industrial manufacturing. Even so, those corporations running factories in Emita are subject to some of the most stringent pollution regulations and oversight anywhere in the galaxy. While these policies discourage offworld interests from investing in Chandrila, they encourage native Chandrilans to innovate and provide a fertile ground for fair competition. As a result, a number of advances in clean manufacturing have emerged from Emita.

EMITA SPACEPORT

The smallest spaceport on Chandrila is Emita Spaceport, which supports commercial shipping for local manufacturers. As the only spaceport on the Ananta continent, Emita sees a variety of traffic, most related to manufacturing. Emita facilitates transfer of a fair amount of grain from the northern latitudes of the eastern continent, and it handles substantial interstellar traffic to the Academy of Sciences during enrollment periods and graduation. It also has a local shuttle service that crosses the Emerald Ocean to Hanna City.

CHANDRILAN ACADEMY OF SCIENCES

An academy with respected programs in genetics and applied physics, the Chandrilan Academy of Sciences was once a simple agricultural college. Chandrilan politics has always favored education, and it was not long before the academy attracted many of the brightest scientific minds in the Core Worlds. The Empire recruits talented graduates for military programs, tempting scientists with lucrative grants and unparalleled facilities. ChandrilTech also prowls the graduate listings for future droid and sensor engineers and designers.

CHANDRILTECH FACILITIES

One of the few corporations based on Chandrila with a regional presence, ChandrilTech is a niche manufacturer of handheld and droid-mounted sensor units. It also produces a modest line of class three droids, particularly legal, research, and protocol droids. Its facilities are among the cleanest in the industry, and it prides itself on its small environmental footprint.

ChandrilTech has several buildings in Emita, including its main factory at Emita's eastern edge and a warehouse near the spaceport. Its retail shops and show floors are common across Chandrila. Its headquarters spire, downtown, handles most corporate functions. Behind and above the spire's impressive blue crystal atrium, the first fifty floors are devoted to sales and advertising. To get its products to market, ChandrilTech sends its sales teams to major droid retailers to demonstrate its droids and parts. The next twenty floors handle administrative services, including payroll, taxation, and other matters of bureaucracy. The only administrative body not in this part of the building is the CEO and her Viceprexes, who take up the top five floors. Between general admission and the Viceprexes, thirty floors of the spire are dedicated to research, development, design, and testing.

Hella Thimram has been the bold-speaking, hands-on CEO of ChandrilTech for the past decade, having taken over from her grandfather. CEO Thimram's leadership is a source of pride across Chandrila. Citizens lobbied her to run for Senator to replace the embattled Mon Mothma after the latter's association with the Rebellion, but Hella declined, and Canna Omonda won the seat instead. When the Empire executed Senator Omonda for treason, Hella's eldest son, Savuud, replaced her, largely on the reputation of his mother.

GLADEAN STATE PARKS

Running any sort of industrialized operation on Chandrila is subject to a special tax that funds the Gladean State Parks. Incorporated into law by Governor Gladean of Emita thousands of years ago, the tax's complex formula takes the corporation's income, profits, assets, pollutants, and accident risk into

HOVERTRAIN

Connecting disparate farming communities to the big cities, raised hovertrains ride through the air on cushions of energy created by repulsorfield generator posts. These posts are evenly spaced along paths through the rolling hills of Chandrila's landscape. The trains can achieve speeds of up to 200 km/h, though they often travel at half that speed when fully loaded or pulling in excess of ten containers.

While they do have passenger cars, hovertrains primarily transport produce to spaceports, usually Nayli, inside chilled containers. The modular containers easily attach to special lift-tugs that bring them to orbit. From orbit, container ships bound for Brentaal or other destinations throughout the Core transport them directly to buyers.

account to determine the fee. The credits are then dispersed to the governors of Chandrila, earmarked for the Gladean State Parks budget.

The parks range from botanical gardens, arboreta, and nature preserves to wildlife conservation areas. The Crystal Canyons and the Hanna Wild Game Reserves both receive the majority of their funding through the Gladean State Parks Fund. Emita has the majority of the Gladean State Parks, including the Gladean Arboretum and the Gladean Gardens Botanical Park of Chandrila. All the Gladean State Parks draw tourists from throughout the Ringali Shell and, to a lesser extent, the rest of the Core Worlds. The Chandrilan Park Ranger Service, staffed by expert scouts, hunters, and survivalists, regulates the parks and keeps tourists safe.

NAYLI

Located in the middle of Chandrila's equatorial belt on the more fertile eastern continent, Nayli extends outward from the spaceport at its center, which is responsible for the bulk of Chandrila's produce exports. The city hosts a large, industrial hovertrain station that brings produce from across the continent to Nayli at high speed. Load lifters carry the cars to the adjacent spaceport for export.

NAYLI SPACEPORT

The Nayli Spaceport is little more than a glorified landing pad. Its flat promenade is located next to the hovertrain station, and large, mechanical arms sort the modular containers for transport to either Brentaal or other points Coreward. The spaceport can support up to a dozen bulk transports at a time, and the

armatures typically load or unload a ship at a rate of ten tons per minute.

HYDIANS AUCTION HOUSE

An ancient auction house regarded as a treasured piece of architecture in its own right, Hydians is a respected institution where art collections and other rare items are sold, often to benefit charitable causes. The latest hot trend at the auction house, found distasteful by many, deals with collections of authentic pieces of Alderaanian memorabilia. Many displaced Alderaanians are willing to pay top credit for any reminder of home.

COMARK ORCHARDS

The Comark family is one of the more influential of Core World noble families allied with the Empire, on par with the Tagges and Mottis. The current family patriarch is Jesco, who has a leading position in Imperial Intelligence's Counter-intelligence branch, and is rumored to be in line for Moff Seerdon's job.

The Comark family has numerous holdings on Chandrila, most notably Comark Orchards, which grows muja and jaquira fruit. The orchard is wildly profitable, thanks to Jesco's high-level contacts within the Empire. During the blockade, however, one of Seerdon's TIE bombers reported an accidental release of its payload, cratering a large part of the orchard.

CRYSTAL CANYONS

Chandrila's Crystal Canyons are one of the largest tourist stops on the planet. Sentients come from sectors away to view the abyssal crevasse of blue and violet crystal. The canyons are on the western continent, far from the nearest farms. However, a small tourist town with hotels and support services has sprung up in the otherwise desolate region to support adventure excursions and tours through the canyons. Some theorize the formation is the remnant of an ancient, eroded mountain range, from a period of Chandrila's past when the rain was acidic.

IMPERIAL BLOCKADE

Shortly after the first anniversary of Alderaan's destruction by the Empire, Moff Kohl Seerdon engineered a blockade of Chandrila, focused over Nayli, as a means to draw out Rebel forces. When Rogue Squadron responded to the crisis, Seerdon sent TIE bombers to destroy the city's spaceport. The elite Rebel pilots were able to defeat a substantial number of the Moff's TIE bombers before they could drop their payload, which forced the Imperials to retreat.

JEDI TOMB

Deep within the Crystal Canyons, lost to time and concealed by a cave-in thousands of years ago, there is the large tomb of a once-famous Jedi. While the entombed Jedi's name has been forgotten to history, obscure records may note that he held the title of Barsen'thor, or Warden of the Jedi Order. Some believe he was a sage Jedi Master, famous for a number of victories in the ancient wars against the Sith. Artifacts decorate his tomb, alongside personal effects from his adventures, including his lightsaber.

Recently, an expedition co-funded by the Chandrilan Academy of Sciences and the Hanna Institute of Antiquities discovered a small cache of Jedi artifacts in the canyon. It is theorized the Jedi Order once operated a chapter house or training academy deep within the crevasse, though Imperial restrictions on Jedi-related research have tabled future expeditions indefinitely. The researchers who stumbled across the find are disgruntled, burdened with the knowledge that in any other era of history, the find would have been career-making.

CHANDRILAN ADVENTURE TRAVEL

Chandrilan Adventure Travel provides guides for dangerous expeditions through the Crystal Canyons. The guides, all expert mountain climbers and outdoor survivalists, have extensive experience dealing with the hazards of the canyons. Blackbacks circle thermal vents that rise from the abyss, stalking prey and occasionally harassing climbers. Caves within the canyons are home to wild cairnmogs and are prone to collapse. Touring the canyons without a guide or permit earns tourists a 5,000-credit fine per offender, if caught by the Park Ranger Service.

CREATURES AND CHALLENGES

The Chandrilan government protects all native fauna. While hunting and fishing are allowed, expensive permits may be acquired only after a long process.

CAIRNMOG [MINION]

The mount-sized cairnmogs are hooved and horned lizards that feed on fungus, moss, and balmgrass. Generally peaceful and found in groups of two, cairnmogs are occasionally hunted for their skin and meat. If cairn-

mogs or their eggs are threatened, they are quick to resort to dominance displays or even violence.



Skills (group only): Brawl, Coercion, Survival.

Talents: None.

Abilities: Silhouette 2.

Equipment: Sharp horns (Brawl); Damage 9; Critical 2; Range [Engaged]; Knockdown).

FECKLEN [MINION]

The dominant ranching animal on the planet, the squat, stumpy fecklen is ubiquitous across Chandrila, and known for its savory meat and pure milk. Fecklen wander the Chandrilan countryside, grazing on balmgrass and occasionally blocking traffic. The fecklen is a peaceful herd animal known for its booming call, evolved to echo across the hilly landscape to frighten predators and locate the herd.



Skills (group only): Perception.

Talents: None.

Abilities: Fecklen Boom (as an action, may make an **Easy** [◆] **Survival check**; each ☆ causes one target in medium range to be disoriented for 1 round. Each ☹ ☹ extends the number of rounds by 1 [a disoriented target adds ■ to all skill checks he performs]).

Equipment: Horns (Brawl); Damage 6; Critical 4; Range [Engaged]; Knockdown).

BLACKBACK [RIVAL]

Blackbacks, birds of prey with a wingspans over five meters, feed on squalls and other small rodents. Prized trophy birds, these majestic creatures were almost hunted to extinction centuries ago. Overhunting led to rampant growth in the squall populations, which had negative impacts on Chandrilan crops. Blackbacks are now protected by the Chandrilan government and given vast conservation habitats, including the Hanna Wild Game Preserve. Hunting permits for blackbacks are upwards of 200,000 credits per kill, which is then put back into blackback breeding programs.



Skills: Brawl 3, Coordination 2, Vigilance 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).
Abilities: Silhouette 2.
Equipment: Talons (Brawl; Damage 6; Critical 2; Range [Medium]; Ensnare 3).

GHORLA [RIVAL]

An equinoid mount used in traditional hunting parties, the ghorla is, like most Chandrilans, independent and stubborn, but intelligent. Ghorla are bred for a variety of activities, including racing, showing, mounted sport, and more menial tasks like herding, labor, and transportation around the farm.



Skills: Athletics 3, Coordination 1, Discipline 2.
Talents: None.
Abilities: Silhouette 2, Trained Mount 2 (add to a rider's Survival checks while mounted on a ghorla).
Equipment: Trampling hooves (Brawl; Damage 7; Critical 4; Range [Engaged]; Knockdown).

CHANDRILAN CITIZEN [MINION]

Usually found in a group of two or more, the average Chandrilan citizen is often engaged in intense debate. The better arguments draw small crowds that join in on either side. The average city dweller on Chandrila has in-depth knowledge of local and galactic issues and a keen interest in politics.



Skills (group only): Knowledge (Core Worlds), Knowledge (Education), Negotiation, Perception.
Talents: None.
Abilities: None.
Equipment: Comlink, datapad, 100 credits.

BRIONELLE ARMY CADET [MINION]

Cadets from the Brionelle Academy explore Hanna City in groups of two to six during downtime between classes. Their close-cropped haircuts and rigid postures make the cadets easy to spot. Cadets enjoy debating the merits and drawbacks of military force, and they engage in spirited conversation exercising the ideals taught by their instructors.



Skills (group only): Athletics, Coordination, Knowledge (Education), Knowledge (Warfare), Discipline, Piloting (Planetary), Ranged (Light), Vigilance.
Talents: None.
Abilities: None.
Equipment: Comlink, datapad, academy uniform.

CHANDRILAN AGRICULTURALIST [RIVAL]

The cornerstone of the local economy, Chandrilan farmers and ranchers still feed much of the Core. Hard-working, educated, and politically active workers are a source of planetary pride. Farmers keep their families small, and bring on a few hired hands or droids to handle additional labor needs. Most farmers and ranchers own stun rifles, but they are relatively trusting of visitors, as long as they stick to the paths and aren't trespassing or poaching.



CHANDRILAN GOVERNOR [NEMESIS]

The governors of Chandrila are among the best public speakers and debaters in the galaxy. Their impassioned arguments and well-researched points make them difficult to debate. While the three most powerful are Governors Centi of Hanna City, Dehsea of Emita, and Millae of Nayli, more than one thousand other governors lead smaller communities, which they represent at Chandrilan House during house sessions.

Respected governors are accessible to their constituents; they are often found in debate forums open to public participation on set days of the week. An elusive governor is considered weak, hiding from public debate of unpopular policies. Governors are typically accompanied by aides.



Skills: Charm 4, Cool 3, Perception 4, Knowledge (Core Worlds) 4, Knowledge (Education) 4, Leadership 3, Ranged (Light) 3, Streetwise 2, Vigilance 3.

Talents: Improved Inspiring Rhetoric (as an action, may make an **Average [◆◆] Leadership check**. Each ★ removes one strain or wound from one ally in short range. Each ☹ removes an additional strain or wound from an affected ally. All affected allies add ☐ to all checks for three rounds), Kill with Kindness 2 (remove ■■ from all Charm and Leadership checks).

Abilities: Leader (all subordinates within medium range add ☐ to all Discipline checks).

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting).

Skills: Athletics 1, Mechanics 2, Negotiation 2, Resilience 3, Survival 2.

Talents: None.

Abilities: None.

Equipment: Stun rifle (Ranged [Heavy]; Damage 9; Critical 4; Range [Long]; Stun Damage).

CHANDRILAN NAVY OFFICER [RIVAL]

Graduates of the Brionelle Academy often find work in the Chandrilan Security Force as ranking customs officers, on orbital defense platforms, or as pilots in the starfighter defense wings. Graduates of Brionelle are well educated and considered pillars of the community in many cases. It is common for naval officers to also engage in some form of boating, whether the boat is a powered yacht or a sailing vessel.



Skills: Astrogation 2, Computers 2, Cool 2, Knowledge (Core Worlds) 2, Leadership 3.

Talents: Fire Control (take the Fire Control action; all combat checks made from current starship or vehicle count their target's silhouette as one higher than normal until the beginning of next turn).

Abilities: None.

Equipment: Stun pistol (Ranged [Light]; Damage 6; Critical 4; Range [Medium]; Stun Damage).



KINYEN

Astronavigation Data: Kinyen system, Bes Ber Bikade sector, Expansion region

Orbital Metrics: 256 days per year / 28 hours per day

Government: socialist demarchy

Population: 1,983,000,000 (Gran 96%, other 4%)

Languages: Basic, Gran

Terrain: fields, forests, and mountains

Major Cities: Aygion Mountain, Capra

Areas of Interest: Dal Forest, Malthee Crater

Major Exports: foodstuffs

Major Imports: technology

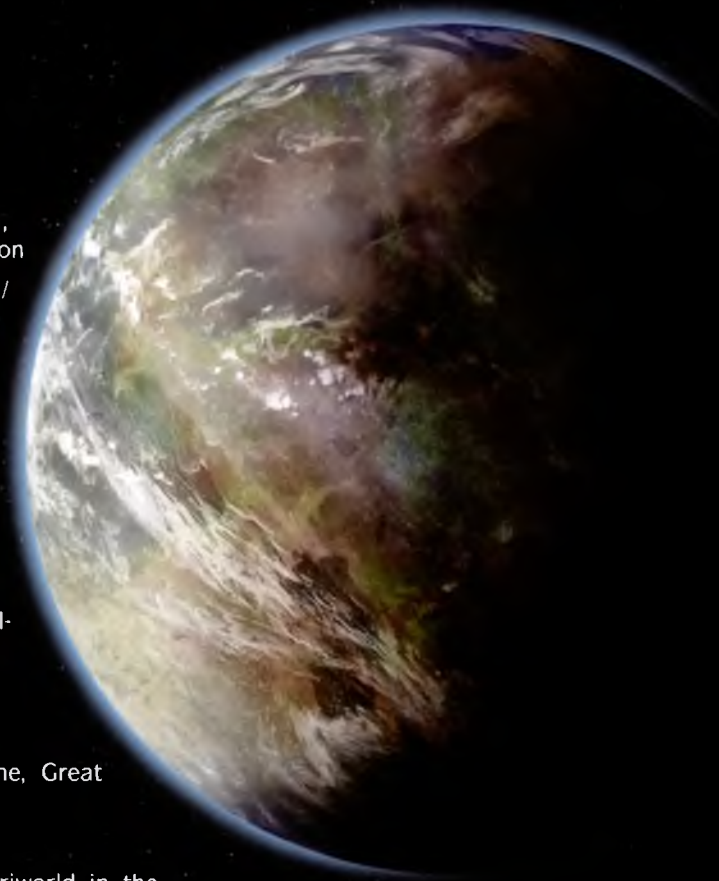
Trade Routes: Corellian Trade Spine, Great Gran Run

Special Conditions: none

Background: Kinyen is a major agriworld in the Western Reaches, known for exporting silvergrass and a variety of tubers farmed by the Gran, an intelligent, herbivorous species. These three-eyed humanoids are common throughout the galaxy, but Gran native to Kinyen are quite different from those found elsewhere. Most Gran from Kinyen adhere to a strict moral code not shared by their belligerent and corrupted cousins on Hok and Malastare.

The agriworld's location on the Corellian Trade Spine has always made Kinyen a quiet stopover for traffic headed Rimward along the Spine. In recent centuries, trade experienced a major boom as the Gran rose to power within the Trade Federation. The Gran used their influence in the galaxy-spanning organization to blaze the Great Gran Run hyperspace route, which lies trailing of Cerea and beyond. This made Kinyen a key hyperspace chokepoint for many worlds beyond the Western Reaches, bringing unprecedented wealth to the Gran.

Despite financial success, Kinyen has also suffered a fair number of setbacks. Its close ties to the Trade Federation ultimately forced it to join the Confederacy during the Clone Wars, branding it as a traitor to the Republic. After the Clone Wars, the Galactic Empire forced Kinyen's conditional surrender during the Western Reaches campaign and deployed garrisons in Kinyen's offworld quarters. Recently, the Empire broke the conditions of Kinyen's surrender and landed occupation forces, driving many Kinyen natives to join the Rebellion.



GRAN COLONIES

Over the past fifteen hundred years, the Gran established several colonies in various parts of the galaxy. While at first a source of wealth, power, and prestige on the galactic stage, the colonies eventually fell out of favor with Gran on Kinyen, and their citizens were shunned from Gran society. While this occurred largely due to a deadly conflict with the Dugs of Malastare, rampant vice and violence throughout the colonies was also a major contributing factor.

Among the better-known Gran colonies are Hok, Koensayr, Malastare, Silunes, and Stend IV. Of these, the most powerful colony is Malastare, where a fuel vital to the Imperial war machine is produced. It is also home to the Gran Protectorate, a governing body for those Gran colonies excised from Gran society by Kinyen. Koensayr, which has close ties to Malastare, is home to the Koensayr Corporation, one of the largest manufacturers of starship components in the galaxy, as well as of the famous Y-wing starfighter. Various crystals are mined on Hok, and Silunes has well-regarded vineyards. The colony on Stend IV is a decades-old attempt by Malastare to locate new energy sources for exploitation.

STRENGTHENED BY COMMUNITY

Kinyen is a world founded on community and cooperation. The communal and gregarious nature of the Gran means that even the densest metropolitan areas maintain the warm, neighborly feel typical of small-town communities.

KINYEN'S HISTORY

Trade relations between Kinyen and the Republic stretch back to more than fifteen thousand years ago, when the Gran realized their homeworld's potential as a commercial agriworld. While eager to trade foodstuffs for new technologies, the Gran kept their planet closed to non-natives, with the exception of a single walled-off district within their capital.

Kinyen is led by the Tayan League, a socialist political party dedicated to the Doellinist religion. Originally formed to resist Chancellor Contispex the XI's Fifteenth Pius Dea Crusade, more than eleven thousand years ago, the Tayan League began as an organization of Gran military veterans who practiced the Doellin religion. In the wake of the conflict, the heroes of the Crusade were pressured into running the government on Kinyen. Their influence eventually converted nearly all of Kinyen to worship Doellin, the three-eyed goddess of the harvest. The league led Kinyen through ten thousand years of peace and prosperity, until the rise of progressive elements from within.

LOST PEACE

Fifteen hundred years ago, the Neo-Tayans created additional offworld quarters and a Gran colonization program. The next few centuries brought vast wealth to Kinyen, which the government spent on a voting interest in the Trade Federation. The Gran diverted Trade Federation hyperspace exploration assets to establish the Great Gran Run, a hyperlane that runs trailing of Kinyen into Wild Space. New worlds discovered along the run and its branching routes brought new riches to Kinyen.

Unfortunately, Kinyen's wayward colonies chipped away at the Gran reputation for compassion. A thousand years ago, the Gran on Malastare subjugated the native Dugs in a brutal conflict that drew Republic intervention. While the colonists were in the wrong, the Gran instinct to protect their own forced Kinyen to leverage its considerable wealth to influence the mediation. To make matters worse, the Neimoidians took advantage of the distracted and divided Gran and seized control of the Trade Federation.

In the wake of such complete failure of Gran moral fortitude, Kinyen retreated into isolationism. All Gran from offending colonies were effectively exiled, and the colonies were granted independence. To this day, many Gran mourn the loss of their colonies, referring to them as the lost children of Kinyen.

During the Clone Wars, Kinyen's beloved Senator Kharrus was murdered by pirates while on a diplomatic mission to Florrum. Rival Gran from Malastare blocked the appointment of a replacement, citing Kinyen's close Separatist ties via the Trade Federation. Isolated from the Republic, and pressured to throw in with the Separatists, Kinyen acted as an orbital staging area for Separatist attacks Rimward along the Corellian Trade Spine.

After the Clone Wars, Kinyen surrendered without resistance to the newly formed Galactic Empire. The Empire, like the Separatists before it, used Kinyen as an orbital staging area for its Western Reaches campaign three years after the declaration of the New Order. Kinyen was allowed to continue engaging in trade for more than a decade as a reward for its peaceful, if conditional, surrender.

Eventually, the Empire demanded greater access to the planet and an increase in food production, but the Gran refused. In response, Imperial forces bombarded the city of Malthee, leaving nothing but a crater. Shocked by the breadth of Imperial malice, Kinyen submitted. Early protests by the Gran were put down violently, and most Gran adopted a policy of peaceful patience, assuming the Empire would eventually implode. However, just as many Gran on Kinyen were driven to aid or even join the Rebel Alliance.

REBEL SYMPATHIZERS

Following the massacre at Malthee, many Gran help the Rebel Alliance in any way they can. The most significant assistance comes from underground resistance leader Gorbek Fask, who set up a network of farmers that funnels foodstuffs and credits to Rebel agents through the offworld quarters. Fearing more bombardments, Gran restrict the Alliance from conducting military operations on Kinyen. Most Gran are also unwilling to engage in violence against the Empire; those who join the Alliance gravitate toward support roles.

DOELLINISM

Members of the Tayan League are historically devout worshippers of Doellin, a goddess central to religious practices on Kinyen. The Gran long ago codified a series of fables concerning Doellin, along with her winged avatar Taya and her adversary Byllaya, into a formal belief system called Doellinism. The Doellinist creation myth credits Doellin as a great cosmic farmer; the galaxy is her field and the individual planets are the seeds she has sown. The Gran see themselves as Doellin's crop, grown in her image and then harvested upon their deaths. Taya, a large-eyed raptor-like bird, protects Doellin's crop from Byllaya, a beast of limitless hunger.

While modern Gran view the creation myth as more poetic than literal, Doellinist principles remain deeply embedded in their culture. Violence is by far the largest cultural taboo, and even minor forms of violent behavior are punished as severely as murder is treated elsewhere. Furthermore, to combat Gran susceptibility to all forms of addiction, Doellinism forbids gambling, alcohol, spice, and most other addictive behaviors and substances. Violations can carry strict penalties, including exile or even a death mark. However, despite the serious restrictions, Doellinism is primarily a celebration of life, community, and happiness.

PEOPLE AND CULTURE

The Gran of Kinyen are among the most docile and compassionate beings in the galaxy. While Gran culture is a natural reaction to their evolution, many Gran behaviors are codified by the strict but peaceful Gran religion known as Doellinism.

HERD MENTALITY

The Gran evolved from mountain-dwelling herbivores, initially banding together as a defense against predators. The basic need to congregate with other Gran has become an essential requirement for Gran mental health; those separated from other Gran for long periods experience rapid-onset mental illness. Gran mate for life and form bonds so close that the death of a spouse or child often proves fatal to the partner or parent as well. Any loner tendencies were long ago culled from the Gran, leaving a society that wholly embraces codependence. Eventually, this evolved into a planetwide socialist society whose success baffles political theorists.

Kinyen places Gran children into specialized education programs based on aptitude test results and job sector demands planetwide. While this would be unsettling to most species, the Gran on Kinyen put the good of their civilization ahead of that of the individual. Most find the programs broad enough to allow them to assert their individual interests within the field. As a benefit, Kinyen's unemployment rate is among the lowest in the region, and Kinyen's gross

domestic product is higher than that of most planets in the surrounding area. Kinyen has nearly eliminated poverty, and the health and happiness of its populace ranks among the highest in the galaxy.

However, there is a darker side to Gran culture. Those who are different get marked as social pariahs, eventually finding themselves exiled in the name of protecting Kinyen cultural purity. In order to act against their fellow Gran on Hok and Malastare, Kinyen declared the colonists to be a separate species. To protect the purity of their culture, the Gran even went so far as to isolate Kinyen from all offworld influences, forgoing the benefits of outsider perspectives in order to avoid diluting their way of life.

Despite these harsh practices, those Gran who remain on Kinyen enjoy their days spent socializing with their fellow Gran. Numerous feasts, galas, and historical anniversaries are observed planetwide, giving Gran many opportunities to spend time with friends and family. Beyond special occasions, the entire society is structured around open socialization in everyday activities. While Gran only eat once a day, most restaurants feature communal tables. Though Gran may sit down as strangers, they often leave as friends. Most transports on Kinyen are droid-piloted, so that passengers can commiserate during commutes. In the workplace, most businesses punctuate the workday with lengthy company-wide social breaks a few hours before and after mealtime. Unlike most corporate cultures, those among the Gran encourage interoffice relationships as a way to keep their workplaces tightly knit.

POINTS OF INTEREST

The Gran have spread across the diverse terrain of Kinyen, founding hundreds of modern, vibrant cities, each an intricate architectural masterpiece in its own right. The less populated areas primarily comprise jagged mountain ranges, forests with crystal clear rivers, and swaying fields of silvergrass.

AYGION MOUNTAIN

The highest peak in the Pansat Mountain Range is Aygion Mountain, which rises over a dozen kilometers into the sky. Thought to be the Gran's ancestral homeland, it serves as the seat of Kinyen's planetary government. Kinyen's capital is built on terraces carved directly into Aygion's southern face, dark green perma-stone and stained transparisteel edifices stabbing skyward into the cloudline to house the city of 100 million. Most buildings have airspeeder garages at multiple elevations for convenience, although air traffic, particularly near the cloud line, is strictly confined to specific lanes.

FIRST TEMPLE OF DOELLIN

While far from being the first actual Doellinist temple, Aygion's First Temple is by far the largest and most opulent. The triangular cathedral of polished white stone and gleaming blue marble sits high on the mountain, just beneath the cloud line. Vibrant blue Tayan falcon motifs accent the temple, honoring Doellin's avatar on Kinyen. Unlike most Doellinist temples, which only provide services to worshipers, the First Temple is home to many other essential aspects of Doellinism.

The First Temple contains the Doellinist Historical Archives, which preserve the earliest works pertaining to the faith, including writings, tapestries, paintings, and sculptures that depict important moments in Doellinism. Some historical artifacts date from before Kinyen's contact with the Republic. Doellinist researchers have access to an information source that makes offworld historians salivate in hopes of corroborating historical theories or solving ancient mysteries. However, access is restricted to only Doellinist priests involved in scholarly research.

DOELLIN'S RING

Doellin's Ring is where the planetary government of Kinyen conducts its business. Allegedly, the building marks the site of the first defensive wall that Taya instructed the Gran to build to keep out the mythical Byllaya during the dawn of civilization. Today, Doellin's Ring is a narrow oval half a dozen kilometers wide and thirty stories high. Separate branches of the government are given their own slices of the oval, each according to its need. At the center of Doellin's Ring are a series of parks, museums, monuments, restaurants, and entertainment venues. Kinyen's center of government is a source of pride among Gran, and Doellin's Ring is a popular tourist attraction visited by Gran from across the planet.



DEATH BY EXILE

Gran who stray from Doellin's narrow path are often sent to rehabilitation clinics, but repeat and violent offenders are usually exiled. In the most severe cases, exiles cannot socialize with other Gran anywhere in the galaxy. Violating the terms of their exile earns them a death sentence, typically carried out by contracted bounty hunters.

Gran in exile seldom survive more than a few years. The onset of mental illness begins within weeks of separation from other Gran, serious depression and often psychosis set in soon after. Within a few years, exiled Gran typically become suicidal or indiscriminately violent. In a desperate attempt to fill the void, they may even develop several distinct identities.

Similar behavior is seen in those Gran who become social outcasts for possessing a genetic condition of the extremities that causes severe swelling. The afflicted Gran are often ostracized even in their own communities, which eventually leads to the same psychiatric issues caused by exile. When these conditions manifest, Kinyen wastes little time officially exiling the affected Gran.

LEGISLATIVE HOUSES

The two most important sections of Doellin's Ring are the Field and Hearth Houses. These two legislative bodies collaborate to govern Kinyen. The Field House is composed of Kinyen citizens randomly selected from a pool of those with a minor education in politics in addition to their primary course of study. These legislators serve one-year terms and make certain that the working class of Kinyen has a voice in government by having veto power over the Hearth House. Members of the Hearth House are appointed to their positions for life by the Field House from a pool of candidates educated for a life in politics. Hearth House generates most new laws and is responsible for presenting them to the Field House for approval.

KINYEN EMIGRATION OFFICE

Gran who wish to travel offworld must first receive approval from the Kinyen Emigration Office, located in Doellin's Ring. The maze of datawork pales in comparison to the endless hours of interviews and psychological testing mandated before departure. Any Gran thought to be susceptible to isolation illness or addiction is denied passage. The process can take months to complete; however, once it is finished, maintaining a visa only requires annual psychological screenings.

COURT OF EXILE

The most terrifying threat to all Gran on Kinyen is that of exile, heralded by a summons from Aygion's Court of Exile at Doellin's Ring. There, accused Gran are imprisoned and given psychological evaluations while evidence and witnesses are brought before an exile judge. If convicted, the exiled Gran is taken by the constabulary to a special tunnel carved through Aygion Mountain, through which a hovertrain delivers them to the spaceport. Exiles are immediately loaded onto a shuttle and dropped off on worlds that have signed agreements with Kinyen.

OFFWORLD QUARTER

The offworld quarters help the Gran keep undesirable influences out of Kinyen society. They have been so successful that nearby worlds, including Cerea, have adopted similar policies. The Aygion offworld quarter, the oldest designated area for non-Gran visiting Kinyen, is confined to a few blocks near the city's center. Diplomatic embassies and offworld purchasing agencies fill most of the district, clustered around the spaceport, though many facilities were demolished to make room for the Imperial garrison.

CAPRA

A large city located along the Saeduree River, Capra was founded as a transcontinental shipping hub. The city has long since grown into a sprawling metropolis straddling the river, with tens of millions of residents. The river runs beneath and through several buildings downtown and has even been channeled throughout the district as a lane for amphibious transports, which provide architectural tours of the city.

The spires of downtown Capra conjure the feeling of flowing water; most feature broad swaths of vibrant blues and greens with hints of umber along their exteriors. For those whose vision extends into the ultraviolet, an intricate web of complex details that complement the organic curves of the structures becomes visible. Inside, no matter how large the building, the Gran shy away from large, imposing atria, favoring intimate vestibules that encourage conversation.

SRS TOWER

The largest building in all of Capra is the Saeduree River Shipping headquarters, a gleaming metallic sea-foam green building designed to evoke a vertical field of silvergrass. A series of hidden tractor fields and a centralized pump keep large streams of water winding down the long, undulating curves of SRS Tower. Several meters wide and deep, the streams contain a number of colorful glass-cleaning fish. The flow configurations automatically shift every few days to ensure that the building's exterior sparkles.

Saeduree River Shipping is thousands of years old, founded when yields of silvergrass were floated downriver to the city for shipment across the ocean. As one of the first major shipping concerns in Capra, SRS enjoys a privileged status within Kinyen's socialist government, and it has exclusive shipping rights for much of the continent's export food production. While Kinyen's government nationalizes most businesses, including food production and construction, shipping is one of the few sectors in which business is semi-privatized, allowing the Gran to compete with offworlders without government interference. However, shipping concerns on Kinyen don't compete with each other over export contracts, as these are awarded by the government.

GRAND KHANUM STADIUM

Known as limmie in the Core Worlds, bolo-ball is one of the few offworld cultural influences adopted by Kinyen. "The beautiful game," as many call it, has a massive stadium in Capra with capacity for 150,000 spectators. The stadium is primarily used for Galactic Cup matches. Each seat features an interactive holoivid display on which spectators can view statistics and instant replays. Further, a massive holoprojector hovers over the field to provide additional content. While the Gran are very enthusiastic about bolo-ball, their team is often ranked among the weakest, and sometimes struggles to even qualify. The stadium has seen reduced use since the Galactic Cup was suspended after the destruction of Alderaan.

CAPRA SPACEPORT

Set at the far edge of the city in Capra's offworld quarter, away from the river, Capra Spaceport is a kilometers long, amber building that leans at a seem-

ingly impossible angle. Inspired by the line of a Tayan falcon's wings in flight, the spaceport slopes away from the city, as though driving predators away with the bird's distinctive swooping attack. Landing-bay doors flutter open and shut throughout the day as offworlders travel to and from the station.

Thousands of starships come and go from Capra Spaceport on a daily basis. Though in years past, the Gran constabulary and customs agents provided security, the Empire has since taken over. The Gran of Kinyen rankle under Imperial control of the spaceport, especially because of the recent increase in alcohol and spice flooding black markets on Kinyen.

CHORBA CHUGGERS

Hidden behind an unmarked door between a local fabric retailer and an electronics repair shop in Capra's dense offworld quarter, Chorba Chuggers is one of the only places to get a drink on Kinyen. Kinyen's prohibition on alcohol makes the speakeasy a gathering place for a variety of deadbeats and criminals, as well as smugglers bringing in illicit goods. The cantina gets its name from the chorba fruit distilled into potent rum on site.

Chorba Chuggers' location is a secret carefully guarded by its customers, and most first-time visitors are escorted by regular patrons. Beyond the unmarked door and down a winding set of stairs is a short corridor where a Cragmoloid bouncer named Dimbu guards the entrance, ensuring the constabulary and troublemakers stay out. The speakeasy is little more than a rough-hewn counter with a few tables, and the jukebox volume never quite gets high enough to drown out the patrons.



AYANEE FARMING CLUSTER

Typical of the thousands of farming clusters scattered across Kinyen's plains, Ayanee is located far from the friendly cities most Gran prefer. The Ayanee Farming Cluster is a hexagonal plot divided into six triangular silvergrass farms. Also known by the derogatory name of "goatgrass," the leafy, silver-green vegetable is a staple in galactic cuisine and is essential to the Gran diet. The families and farmhands of the Ayanee Farming Cluster all work together to meet the government's annual silvergrass quotas.

Each of the six farms has a large, communal house near the center of the cluster, such that the six families and their employees live in close proximity. This fosters a powerful sense of community and reduces the risk of isolation illness among farmers. Within the ring of six farmhouses are a few simple stores and communal facilities for pre-specialty child education, shopping, and entertainment.

LEES FARM

Tayala Lees, the government-selected leader of the Ayanee Farming Cluster, manages the Lees farm. Tayala was the head of her class in agricultural school, and her family has a long and proud history of farming. Four generations of Lees still work the farm today, along with sixty employees and dependents, all living in the farmhouse.

For the past two years, Tayala has been under secret orders from the Office of Agricultural Export to siphon ten percent of her clusters' yield and hide the losses. Tayala hates the secrecy and risk, but she is a loyal daughter of Kinyen and follows her orders to the best of her ability. During the local harvest gala, when most of the Ayanee Farming Cluster is away visiting distant relatives, Rebel agents pick up the allotted crops.

MALTHEE CRATER

Once a thriving city of tens of millions, Malthee suffered sustained, intense Imperial bombardment. The charred crater that remains stands as a monument to Imperial aggression. A polished granite ledge rims the crater, displaying the carved names of those lost in the attack. In recent years, many Gran have organized pilgrimage marches to Malthee. The pilgrimage is usually a week-long funeral procession, in which stories of those lost to the bombardment are shared. Upon arrival at the crater, Gran often go to see the names of friends or relatives carved in the granite, and they trace the names of the dead with their claws.

MALTHEE TEMPLE

Recently, a Doellinist temple was erected at Malthee Crater to provide services for those visiting to honor the lost. The Malthee Temple is a massive cathedral with hundreds of small rooms. In these rooms, Doellinist priests lead group discussions as Gran work through their grief over the Malthee tragedy. More private, one-on-one services are also available. A number of Doellinist priests are sympathetic to the Rebel Alliance; its undercover agents operate in and around the temple, recruiting Gran seeking justice. It has become fashionable to be cremated at the Malthee Temple and have the ashes scattered over the crater.

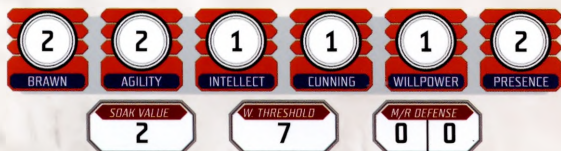


CREATURES AND CHALLENGES

The Gran of Kinyen cherish all life on their homeworld, be it the lowest wild gamwidge or the highest Doellinist priest.

HOUIX [RIVAL]

Perhaps most famous for its place as a game piece in dejarik holochess, the houjix is a large, skittering split-legged lizard with toothy spikes on its tail and in its mouth. On Hok, houjix are bred for aggression and forced to fight for sport. This practice is condemned on Kinyen, where the slobbering beasts are known to be very affectionate. Renowned for its ability to help Gran cope with brief periods of isolation, the houjix is the preferred companion animal among Gran.



Skills: Brawl 2 (Hok houjix), Charm 2, Perception 1, Survival 1.

Talents: None.

Abilities: Companion Animal (once per encounter, may make an **Easy** (♦) **Charm check** targeting an engaged character; that character recovers 1 strain per ✨).

Equipment: Teeth (Brawl; Damage 4; Critical 3; Range [Engaged]; Pierce 2), tail (Brawl; Damage 4; Critical 4; Range [Engaged]; Knockdown).

TAYAN FALCON [RIVAL]

The Tayan falcon is a sparkling, amber-plumed bird of prey that nests in the mountains of Kinyen. During the day, the birds ride thermal updrafts above fields of silvergrass to feed on various rodents and large insects that would otherwise destroy crops. Many are trained by gamwidge ranchers to ward off Ilayas that threaten their herd.

The Doellinists revere the bird as avatars of Doellin herself, keeping her fields free of pests. The Tayan League takes much of its philosophy from the falcon. The concepts of exile and pacifism are linked to the falcon's unique trick of driving off Ilayas with shrieking and dive-bombing feints. Falcon imagery is often incorporated into religious symbols and trappings of both priesthood and government office.



Skills: Brawl 2, Coercion 2, Perception 3, Vigilance 2.

Talents: None.

Abilities: Silhouette 0, Dive-bomb (as an action, may make an **opposed Coercion check vs. Cool** against one character at up to medium range; on a success, the target is staggered for one round and the falcon moves to engaged with the target; ♻️ may be spent to cause the target to suffer 1 strain, and ⚡ may be spent to extend the effect of the stagger by 1 round).

Equipment: Talons (Brawl; Damage 2; Critical 4; Range [Medium]; Pierce 2).

DOELLINIST HIGH PRIEST [NEMESIS]

The Doellinist priesthood on Kinyen is the only career path Gran can choose without government interference. Any Gran interested in joining the priesthood, or who wish to escape the job sector chosen for them by Kinyen's government, can apply. The priesthood also offers part-time opportunities that allow Gran to remain in their designated profession as well. An estimated one in ten Gran have achieved some measure of standing within the priesthood and are trained to provide counsel, comfort, and company to those Gran in need.



Skills: Charm 2, Discipline 2, Knowledge (Education) 3, Knowledge (Lore) 4, Leadership 3, Negotiation 3.

Talents: Command 2 (add □□ to Leadership checks; affected targets add □□ to Discipline checks for the next 24 hours), Inspiring Rhetoric (as an action, may make an **Average** (♦♦) **Leadership check**, each ✨ removes 1 strain or wound from one ally within short range; each ♻️ removes an additional strain or wound), Kill with Kindness 2 (remove ■ from all Charm and Leadership checks the Doellinist High Priest attempts), Nobody's Fool 2 (upgrade difficulty of Charm, Coercion, and Deception checks targeting Doellinist High Priest twice).

Abilities: Invoke Doellin (once per encounter, the Doellinist High Priest may re-roll a social skill check that targeted a Gran character).

Equipment: Comlink, datapad, Tayan staff, priestly robes, 500 credits.

MON CALA (DAC)

Astronavigation Data: Calamari system, Calamari sector, Outer Rim region

Orbital Metrics: 398 days per year / 21 hours per day

Government: representative council

Population: 27,500,000,000 (Quarren 60%, Mon Calamari 39%, other 1%)

Languages: Mon Calamarian, Quarrenese, Basic

Terrain: oceans, reefs

Major Cities: Aquarius, Coral City, Coral Depths, Foamwander, Quarren City

Areas of Interest: Mkbuto Seatree Preserve, Knowledge Bank, shipyards

Major Exports: seafood, high technology, starships

Major Imports: foodstuffs, medicine, technology

Trade Routes: Overic Griplink, Giblim Route

Special Conditions: none

Background: Known also as Mon Calamari and Dac, Mon Cala is covered by a great ocean with scattered reefs and atolls poking through the surface. Mon Cala is teeming with aquatic life, some of which has evolved unique forms of sentience. However, two species rule the planet: the squid-like Quarren are isolationist miners and laborers, while the fish-like Mon Calamari are engineers and explorers with their eyes on the stars.

Though the initial discovery of Mon Cala occurred within the last few millennia, the Quarren and Mon Calamari had already developed their unique drives and taken to the stars. The Mon Calamari colonized nearby Ruisto, where they first encountered Republic scouts, as well as Mantan and Hinakuu. Meanwhile, the Quarren claimed Minntooinne, Buchich, and Pammant for themselves. Another dozen key systems were settled over the millennia, defining the borders of Mon Calamari Space.

Eventually, Mon Cala was welcomed as an allied state of the Republic shortly before the New Sith Wars. Renowned for its citizens' skills as engineers and shipwrights, Mon Cala saw its economy boom; both the Quarren and the Mon Calamari became common sights throughout the galaxy. After the Clone Wars, the Empire invaded Mon Calamari Space and enslaved its inhabitants in retaliation for Quarren separatism during the conflict.



Mon Cala and surrounding space wasn't freed until a year before the Battle of Yavin, after a planetwide uprising followed by a number of skirmishes with the Empire. When, with the help of the Rebel Alliance, Mon Cala restored its independence, the Mon Calamari and Quarren agreed to join the Rebellion. Mon Cala immediately became the premier source of capital ships for the Alliance.

IN DEFENSE OF MON CALA

Since ousting the Empire, the Rebel Alliance has tried to help its newfound allies fortify Mon Calamari Space against Imperial reprisals. While the bulk of the Rebel Fleet remains mobile, jumping to random points in the galaxy, a defensive fleet has been undergoing construction in the Mon Calamari Shipyards.

Mon Calamari Space has three layers of defense. First, sensor buoys are deployed in a sensor net along the hyperlanes to Mon Calamari Space. Next, interdiction pickets at Reginard and Kamdon, and along the Giblim Route just past New Alderaan, defend the three routes into Mon Calamari Space. Finally, Mon Cala hosts the bulk of the defensive fleet, made of converted passenger liners. In the event of an attack, reinforcements are sent from Mon Cala to ensure a decisive victory.

BOUND BY FREEDOM

Mon Cala is a far-flung world on the galactic edge. Enslaved by the Empire for their vast shipbuilding resources, the Mon Calamari and Quarren banded together and liberated their world before joining the Rebellion.

MON CALA'S HISTORY

The abyssal oceans of Mon Cala gave rise to countless lifeforms. While the Whaladons, the Knowledge Bank, and the Moappa all possess forms of intelligence, the Quarren and Mon Calamari are the dominant species of the watery planet. Unfortunately, Quarren pragmatism and Mon Calamari idealism have put the two species at odds throughout history.

Four and a half millennia before the Battle of Yavin, despite their differences, the Mon Calamari and Quarren united under Mon Calamari King Morn, the first of his line. A little over a century later, Mon Calamari convinced the Quarren to help construct genius mathematician Q-Viza's cavitation drive ships to explore the vast ocean of space. The cavitation drives were slow, but the Mon Calamari eventually reached Mon Eron, the fifth planet in their system. As terraforming on Mon Eron's subterranean oceans began, the Mon Calamari settled Ruisto, Mantan, and Hinakuu. The Quarren grew jealous when the Mon Calamari returned with stories of their new homes, and soon they coveted settlements of their own.

Decades after colonization efforts began, the Mon Calamari made contact with Republic scouts. As the centuries rolled forward, Mon Cala was given the opportunity to join the Republic. While the Mon Calamari relished the opportunity, the Quarren dreaded it. In the end, Quarren Chieftain Allat Za forced the king to compromise, and Mon Cala was instead made an independent allied state of the Republic. In spite of Allat Za's victory, the Quarren continued to feel increasingly marginalized by the Mon Calamari, as if they were little more than subsentient laborers.

ENSLAVED BY THE EMPIRE

Quarren resentment simmered, until it finally boiled over during the Clone Wars when the Quarren Isolationist League allied with the Confederacy. Twice, the Clone Wars brought devastation to Mon Cala as the Separatists tried to break the royal bloodline and deliver the throne to the Quarren. Prince Lee-Char survived the Clone Wars to be crowned the eighty-third King of Mon Cala. He achieved a measure of peace on his world, but it was short lived.

When the Empire coalesced under Emperor Palpatine, one of his first acts was to punish the Republic's

enemies from the Clone Wars. Mon Cala, along with the rest of Mon Calamari Space, paid a terrible price for Quarren separatism. The Empire, led by Grand Moff Tarkin, sent an invasion fleet to punish the Quarren and all who would stand with them. Ironically, it was a small group of Quarren Isolationist League holdouts led by Seggor Tels that Tarkin tricked into sabotaging Mon Cala's shield generators at Coral City, Foamwander City, and Reef Home. The king died in the assault, and the Mon Calamari and Quarren were enslaved by the Empire, forced to strip-mine their worlds and build Imperial warships.

Isolated incidents of sabotage and resistance began immediately, though it was years before the two sides began coordinating their efforts. United against a common enemy, the Mon Calamari and Quarren began making Imperial occupation of Mon Calamari Space very costly for the Empire.

INDEPENDENCE AT LAST

After a meeting with ranking Alliance leadership, the Mon Calamari and Quarren fought together to drive the Empire from Mon Cala. In response, the Empire annihilated three cities on Mon Cala by orbital bombardment. Galvanized by the wanton destruction, the planet's entire populace fought under joint Quarren and Mon Calamari leadership.

The Empire was taken off guard and forced to retreat. It packed its ships with slaves and headed for the edge of the system. As Imperial forces withdrew, the Alliance fleet sprung a cunning ambush, destroying many Imperial ships and freeing most of the slaves. Mon Cala officially joined the Rebel Alliance, committing its ships and shipyards to the cause.

PEOPLE AND CULTURE

Mon Cala is a populous planet with multiple species, each of which exhibit many cultural differences from city to city. The active ecosystems of Mon Cala's oceans contain vicious predators and other dangers. As a result, most beings on Mon Cala cluster together in protected cities. Cities are often constructed around natural barriers, breakwaters, or reefs that isolate the citizens from danger. This same philosophy was applied to the colonization efforts in the surrounding sector of space.

MON CALAMARI

The Mon Calamari are a species that values creativity, honor, and intelligence, and they are great patrons of the arts. Mon Calamari ballet is a unique art respected

THE PRIESTHOOD OF MON CALAMARI

Ancient Mon Calamari worshiped a god named Pakoukou, their name for the Knowledge Bank. The priests had a special, meditative state they would enter to commune with the Knowledge Bank before advising the king. Access to the Knowledge Bank was strictly controlled, and the Mon Calamari went to great pains to make certain the Empire never discovered its existence.

Devotees had a Calamari blessing pot in their home, commonly given as a wedding gift. The pots featured a grated lid, which kept a trio of kulthka fish safely within. It was believed the pots ensured Pakoukou would watch over the family.

The priesthood protected the equatorial Mkbuto Islands, convincing their king to create the Mkbuto Seatree Preserve, to safeguard the undersea forest there. Mon Calamari creation myths suggest the islands were their ancestral home and the location of a hidden power that Pakoukou took from them after they abused it. He allegedly summoned a seaquake and buried most of the islands. Recent expeditions have uncovered a massive fault line running along the island chain, sparking renewed interest in the priesthood.

throughout the galaxy, and many popular shell horn bands and sculptors have come from Mon Cala. The Mon Calamari also consider shipbuilding to be an art form. The best shipwrights believe that it is not their job to bend the components to their design; instead, they allow the materials to suggest their own shape and use.

Traditionally, the Mon Calamari's cities are at least partially on the surface, where they can see the stars at night. Peaceful explorers at heart, the Mon Calamari have led a life of relative luxury for millennia on the backs of Quarren labor. The violence of the Clone Wars, followed by Imperial enslavement, was a cultural shock to all beings on Mon Cala, but particularly to the Mon Calamari. As a species, they suddenly recognized the need of all beings to be equal and free, and they vowed to do right by the Quarren, if given the chance.

QUARREN

As a species, Quarren tend to focus only on the task at hand. They are often described as gruff or even rude to strangers. For thousands of years, the

Quarren labored under the Mon Calamari, working long hours in dangerous conditions on mining and construction projects. Still, the Quarren are naturally drawn to mining, and their language has more words than most to describe gemstones and their qualities. Despite their lack of formal education, they also enjoy building Mon Calamari ship designs, seeing it as an opportunity to learn.

The Quarren are also interested in the arts. Their singers double as lore-keepers, and from an early age, most children are taught hundreds of songs that explain the history of their ancestors. The Quarren obsession with gems has resulted in their perfecting the art of cutting and polishing stones. They have learned the art of coral-shaping from the Mon Calamari, growing intricate sculptures from living coral.

The Quarren were much better adapted to endure Imperial slavery, and many secretly relished watching the Mon Calamari struggle to survive. Despite the new government and the Quarren's current peace with the Mon Calamari, the truce between the two remains uneasy. Many Quarren still harbor resentment toward the Mon Calamari and are unable to let go of old prejudices. However, most Quarren know that the Mon Calamari keep their word, and they are willing to try to make the new government work.

THE NEW DAC COUNCIL

Mon Cal was ruled by a monarchy for eighty-three generations. Its king was advised by the Calamari Council, made up of experts and city leaders from across the planet. Although a small number of Quarren chieftains served on the council, the Quarren were pushed into mining and construction jobs, while the Mon Calamari pursued the arts and sciences. This systemic inequality led to tensions between the species for millennia.

However, the entire paradigm on Mon Cala has shifted in the wake of the Clone Wars. Ironically, it was Mon Cala's enslavement under the Empire that provided the impetus for change. With the monarchy broken, an opportunity to form a more pragmatic government took shape, influenced by the Chandrilan planetary government. The Calamari Council reconvened and renamed itself the more species-neutral "Dac Council." Governors and deputy governors are elected every two years from each district on Mon Cala and each colony to serve as council representatives. Each faction on the council selects a candidate for leadership, and the candidates are put to a general vote. The winner is named chief of state, while the runners-up fill the offices of prime minister and defense minister.

POINTS OF INTEREST

Mon Cala is a world of deep oceans. As such, it is a vertical environment, with large populations living in cities extending from the ocean floor all the way up to the water's surface.

MON CALAMARI CITY

The capital of Mon Cala is Mon Calamari City, though, since restoring their own government, the Mon Calamari and Quarren have taken to calling it Coral City. Coral City features the Royal Palace, from which Mon Calamari kings once ruled Mon Cala. The Dac Council continues to use the city as its capital, thanks to its high-tech infrastructure. The city is divided into two distinct districts. Coral City is a buoyant metropolis not unlike Bespin's Cloud City. Far below the surface is the other half of the city, known as Coral Depths.

City transit is accomplished via a network of current tubes. The rapidly flowing water spirits swimmers along at speeds in excess of thirty kilometers per hour. However, swimmers, sleds, and undersea mounts are also used throughout the city. A series of long, pressurized turbolifts dangle from the Coral City to anchored points in Coral Depths to facilitate rapid vertical transit without causing decompression sickness.

CORAL CITY

The newest part of the metropolis is the buoyant Coral City. Half of the city complex is submerged, while the other half stretches toward the stars. The buildings and blisters are a



FLOATING CITIES OF MON CALA

Dozens of large floating cities similar to Foamwander and Coral City can be found across the surface of Mon Cala. A network of drone shuttles transports commuters between cities quickly.

Heurkea: Located near the Mester Reef in the southern latitudes, Heurkea was an attempt by Mon Calamari and Quarren to peacefully coexist. During Imperial occupation, this city was used as a base by Grand Moff Tarkin and the 181st Imperial Fighter Wing. It was the site of one of the first battles to liberate the planet.

Kee-Piru: Not far from Heurkea, Kee-Piru is a high-tech city thanks to the headquarters of Kee-Piru Computronics, which engages in the marketing of proprietary Mon Cala technologies off-world. Kee-Piru has often sent delicate technology across the galaxy, hiring private couriers to do so.

Mon Ubris: A poor city in the north, only a few hours from Foamwander, Mon Ubris has a reputation for criminal activity and a large homeless population.

Morjanssik: Funded by the Separatists, Morjanssik was built by the Quarren without any

Mon Calamari assistance. The city floats above a trench where farium is mined to support ship construction. A boomtown, the city has an abundance of cantinas serving vlizz-kick cocktails to miners, and a growing criminal element.

Orotoru G'am: This bustling metropolis was once the site of the Royal Palace, during an extended renovation of Mon Calamari City. The palace still stands today. The historical site is a tourist destination for Mon Calamari who want to see the Hall of Heroes, which features a large statue of the great Mon Calamari warrior-queen Nasrabi slaying a wild keelkana. The impressive Grand Reefs are located nearby.

Reef Home: This elegant floating city is webbed in polished pink coral. It houses one of the generators for Mon Cala's planetary shield, along with Coral City and Foamwander.

Wildwater City: Less than a century old, Wildwater City was built as an entertainment and tourist destination above Rako's Rift, a known habitat for the lethal krakana. A number of adventure resort spires, such as Fathoms, cater to visitors' every need.

variety of colors, mostly pearl, pink, salmon, and bright shades of blue and green. The city was built to better facilitate trade and negotiations with the Empire, which had a distinct lack of aquatic representatives.

CORAL DEPTHS

The oldest part of the city, Coral Depths embodies some of the earliest engineering marvels of the Mon Calamari and Quarren. Each building is hundreds of meters tall. Coral Depths is also home to the Royal Palace, where generations of kings once ruled over the seas. The palace is largely converted into a museum today, but it is still an impressive sight. It is a source of pride for the Mon Calamari, but a symbol of oppression to some Quarren. Coral Depths is also famous among young Mon Calamari Rebels as being the hometown of Admiral Ackbar.

QUARREN CITY

This major Quarren population center is just a few leagues from Coral City, down on the ocean floor. The city is a collection of disc-shaped dwellings networked into a metal framework anchored to the seafloor. It sprawls across a forest of tall plants that grow atop volcanic vents. The ocean depths are dark, made murky by the smoking vents. To help with navigation, much of the city is awash in bright-green lights.

Located near the Alopia Rift, the city is composed primarily of support industries for the bustling mining activity in the rift. Many Quarren, even those who work at the farthest mining outposts, prefer to call on Quarren City when they need to resupply. Quarren Industrial is one of the city's more powerful factions. Until recently, Quarren City was considered the capital of the Quarren population. It was from here that, alongside Separatist Riff Tamson, the Quarren amassed a Confederacy army and attacked the Mon Calamari.

ALOPIA RIFT

The Alopia Rift is home to thousands of Quarren mining camps, where heavy metals and precious gemstones are extracted. It is one of the safest mining trenches in use on Mon Calamari. Most are home to exotic life with poisonous stingers, and the hardy predators that feed on them. In the Alopia Rift, the biggest danger is the potential for a cave-in. The rift has been plumbed for so long that its structural stability has been undermined in some places.

QUARREN INDUSTRIAL HEADQUARTERS

The creators of many models of mining vehicles, some of which are automated, Quarren Industrial has made a small fortune for itself drawing upon its wealth of mining experience. The company tests many of its new

designs right in the Alopia Rift. Once they are refined, it sells them across the galaxy. Quarren Industrial's designs are among the best for undersea mining. However, it offers a line of repulsorlift mining vehicles as well, in hopes of breaking into new markets.

FOAMWANDER

The megalopolis of Foamwander is among Mon Cala's oldest floating cities. One of the largest population centers on all of Mon Cala, Foamwander drifts in a small pattern around the Knowledge Bank. Originally much smaller, the city has undergone major construction and has grown tenfold. At a distance, Foamwander's vaguely pyramidal, pearl-colored outer shell is often mistaken for a large iceberg by newcomers. The city is one of the largest trade hubs on Mon Cala. While its surface contains docking bays for visitors, its bulk is below the waterline. Early resistance against Imperial rule was conducted by a group known as the Foamwander Five.

DATUM DISTRICT

In addition to trading goods, Foamwander also contains a bustling financial market. The Datum District hosts the exchanges where commodities and stocks are ruthlessly bought and sold. A number of holo-net news outlets maintain offices within the district to monitor the pulse of financial outlooks for investments in Calamari Space.

HANGAR MARKET

The surface of Foamwander is almost entirely made up of docking bays, which all funnel toward a central marketplace. Here, all manner of offworld and local goods are available for purchase in bulk. Most of the commerce is conducted by independent merchants and traders, rather than large corporations. Paying full price without negotiating a little first is seen as rude.

CORAL DEPTHS CITY

Often confused with the district of the same name below Coral City, Coral Depths City is a small, suburban community just outside Foamwander. Most Mon Calamari who live in Coral Depths City are merchants or financial traders who work on the floating city of Foamwander, but prefer to live surrounded by nature.

THE KNOWLEDGE BANK

A collection of semisentient mollusks not far from Foamwander City, the Knowledge Bank is a unique hive-minded organism that has recorded all history on Mon Cala since it achieved sentience. The Knowledge Bank is telepathic and in contact with schools of the non-sentient kulthka fish. These fish are ubiquitous

throughout Mon Cala, and the Knowledge Bank passively records everything they see or hear. Considered one of the great wonders of Mon Cala, this knowledge resource has been protected by Mon Calamari priests for millennia. While many on Mon Cala know of its existence, great care has been taken to ensure the Empire never learns of it.

MON CALAMARI SHIPYARDS

The shipyards around Mon Cala, built more than four thousand years ago in a joint venture by the Mon Calamari and Quarren, ring the planet. The original cavitation drive colony ships that allowed for early exploration of Mon Calamari Space came from here. A nearby asteroid belt still provides the bulk of raw materials used in the shipyards. While building its own designs, Mon Calamari Shipyards had several construction contracts with Rendili StarDrive.

During the Imperial occupation, the Loronar Corporation took over the shipyards. The yards perfected the *Strike*-class cruiser design, though Mon Calamari and Quarren sabotage delayed the project for years.

After the liberation, the *Strike*-class design was copied and eventually improved upon. The MC-series line of cruisers incorporates key design elements, particularly the modular weapons blisters. These blisters are the same size and shape as passenger blisters on Mon Calamari luxury liners. Many an MC-class cruiser was built as a cruise ship, only to have its luxury accommodations pulled out and replaced with weapons blisters in a secret refit that took only days. The Rebel Alliance keeps the yards working at capacity to bolster its fleet throughout the galaxy.

KRINEMONEN 3

This ocean moon of the gas giant Krinemonen supports a ring of shipyards and serves as a refuge world for aquatic beings seeking asylum from the Empire. Priapulins, lyra, and more flock here in great numbers. The shipyards churn out medium-sized MC30a and MC40a light cruisers. The designs for these ships are modified from stolen Loronar Corporation *Strike*-class cruiser schematics.

MINNTOOINE

An important world for the Quarren during the Clone Wars, Minntooinne was the site of the shipyards for the Free Dac Volunteers Engineering Corps. There, under the guidance of the Commerce Guild, Quarren shipwrights stretched their imaginations while creating *Recusant*-class light destroyers and *Providence*-class carriers for the Separatists.

PAMMANT

During the Clone Wars, Pammant was the site of the premier Quarren shipyards, where the mammoth Subjugator-class heavy cruisers were built. A hyper-space mishap at the very end of the conflict cracked the world open, annihilating all planetary life. Though the shipyards remained intact, the lethal doses of radiation penetrated inadequate shields and flash-fried all the workers. The ring of yards is still there today, a radioactive monument to the sudden death of billions.

RUISTO

The very first world settled by the Mon Calamari, and the site of their first meeting with the Republic, Ruisto is a mostly terrestrial world with small, high-saline oceans. Small shipyards ring the planet. Two years after the Battle of Yavin, the aged Grand Moff Tarkin grew frustrated with his inability to retake Mon Cala and ordered a sustained orbital bombardment that wiped out all life on Ruisto.

CREATURES AND CHALLENGES

The oceanic depths of Mon Cala hold countless life-forms, a significant number of which are sentient or on the verge. This high level of intelligence mixed with predatory instincts makes Mon Cala's waters an incredible place full of both terror and wonder.

MON CALA EEL [MINION]

An oddity of the coral depths, Mon Cala eels graze Mon Cala's ocean floor, electrocuting those who threaten them. These elongated, four-eyed creatures range from one to three meters in length and have textured, phosphorescent skin. Quarren have been known to create makeshift prison cells out of lashed-together eels.



Skills (group only): Athletics, Brawl, Vigilance.

Talents: None.

Abilities: Silhouette 0, Aquatic (Mon Cala eels suffer no penalties for moving through water and can breathe underwater, but cannot move or survive on land).

Equipment: Electric skin (Brawl; Damage 8; Critical –; Range [Engaged]; Stun Damage).



TRAINED KEELKANA [RIVAL]

During the reign of the Mon Calamari monarchy, the order of Mon Calamari knights defended the kingdom from a variety of undersea threats while mounted atop armored keelkana eels. While undersea war mounts lost favor after the Clone Wars, keelkana racing has recently grown in popularity in Mon Calamari Space. The massive, snakelike fish have a vicious temperament and teeth sharp enough to pierce armor plating. Wild keelkana can be found in deep sea trenches across Mon Cala.



Skills: Athletics 3, Brawl 2, Survival 2, Vigilance 2.

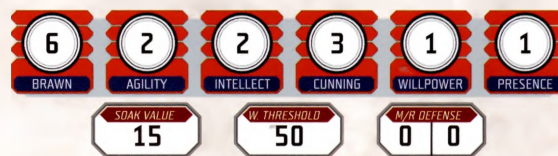
Talents: None.

Abilities: Silhouette 3, Aquatic (keelkana suffer no penalties for moving through water and can breathe underwater, but cannot move or survive on land), Lightning Charge (once per encounter, a keelkana can use a maneuver to move to engaged with a target at medium range; any melee attacks made by the keelkana or its rider against that target this turn add 2 damage), Trained Mount 2 (add   to a rider's Survival checks while mounted on a Keelkana).

Equipment: Jaws (Brawl; Damage 8; Critical 3; Range [Engaged]; Pierce 3, Vicious 3).

WHALADON [RIVAL]

Whaladons are enormous, cetacean-based marine mammals that live within Mon Cala's seas. These whalelike creatures, which can reach almost thirty meters in length, are one of the many sentient species of their world. Whaladons have coexisted with Quarren and Mon Calamari for millennia. They maintain an unofficial embassy around the domed city of Aquarius, communicating in songlike calls. Despite whaladons' sentience, offworlders have been known to hunt them for sport and profit.



Skills: Athletics 3, Brawl 2, Survival 3, Vigilance 3.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once).

Abilities: Silhouette 4, Aquatic (whaladons suffer no penalties for moving through water and can breathe underwater, but cannot move or survive on land).

Equipment: Tail (Brawl; Damage 15; Critical 5; Range [Engaged]; Concussive 1, Slow-Firing 1).

MON CALAMARI SHIPWRIGHT [RIVAL]

One key defining aspect of Mon Cala is its natives' artistic aesthetic when it comes to design, especially starship design. In both orbital and underwater shipyards, millions of Mon Calamari engineers and shipwrights collaborate with Quarren shipbuilders to create vessels of a quality rarely seen in the galaxy. Although these shipbuilders work from similar schematics to mass-produce certain starship models, no two ships are quite alike.

| | | | | | |
|-----------------|---------|-------------------|---------|--------------------|----------|
| 2 | 2 | 3 | 1 | 2 | 2 |
| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
| SOAK VALUE 2 | | W THRESHOLD 11 | | M/R DEFENSE 0 0 | |

Skills: Computers 1, Knowledge (Education) 2, Mechanics 2.

Talents: Known Schematic (once per session, may perform the Known Schematic Maneuver; make a **Hard [◆◆◆] Knowledge [Education] check**; success grants familiarity with a building or ship's design).

Abilities: Amphibious (Mon Calamari can breathe underwater without penalty and never suffer from movement penalties for traveling through water).

Equipment: Comlink, datapad with schematics, repair tools.

MON CALAMARI COMMANDER [NEMESIS]

The vast majority of bridge crews onboard Mon Cala capital ships are Mon Calamari, and few know the ins and outs of Mon Cala battle cruisers better than their commanders. The captains of MC80 star cruisers are some of the most respected officers in the Alliance Navy, capable of maximizing the benefits of Mon Calamari ship design and squeezing every bit of power from their systems. This level of familiarity and efficiency makes posts under Mon Calamari commanders the most coveted positions in the Alliance.

| | | | | | |
|-----------------|---------|-------------------|---------|--------------------|----------|
| 2 | 2 | 4 | 1 | 3 | 3 |
| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
| SOAK VALUE 2 | | W THRESHOLD 12 | | S THRESHOLD 12 | |
| | | | | M/R DEFENSE 0 0 | |

Skills: Coercion 2, Cool 3, Discipline 2, Knowledge (Outer Rim) 3, Knowledge (Warfare) 3, Leadership 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Commanding Presence (remove ■ from Leadership and Cool checks), Fire Control (as an action, perform Fire Control action; make all combat checks made from current starship or vehicle count their target's silhouette as one higher than normal until beginning of next turn).

Abilities: Amphibious (Mon Calamari can breathe underwater without penalty and never suffer from movement penalties for traveling through water).

Equipment: Comlink, datapad.



SULLUST

Astronavigation Data: Sullust system, Brema sector, Outer Rim region

Orbital Metrics: 263 days per year / 20 hours per day

Government: corporate

Population: 18,500,000,000 (Sullustans 96%, humans 2%, Biths 1%, other 1%)

Languages: Sullustese, Basic

Terrain: mountains, volcanoes, caves

Major Cities: Byllurun, Fulluusb, Serres Sarrano

Areas of Interest: SoroSuub Central, Piringiisi

Major Exports: starships, computers, droids

Major Imports: foodstuffs, water

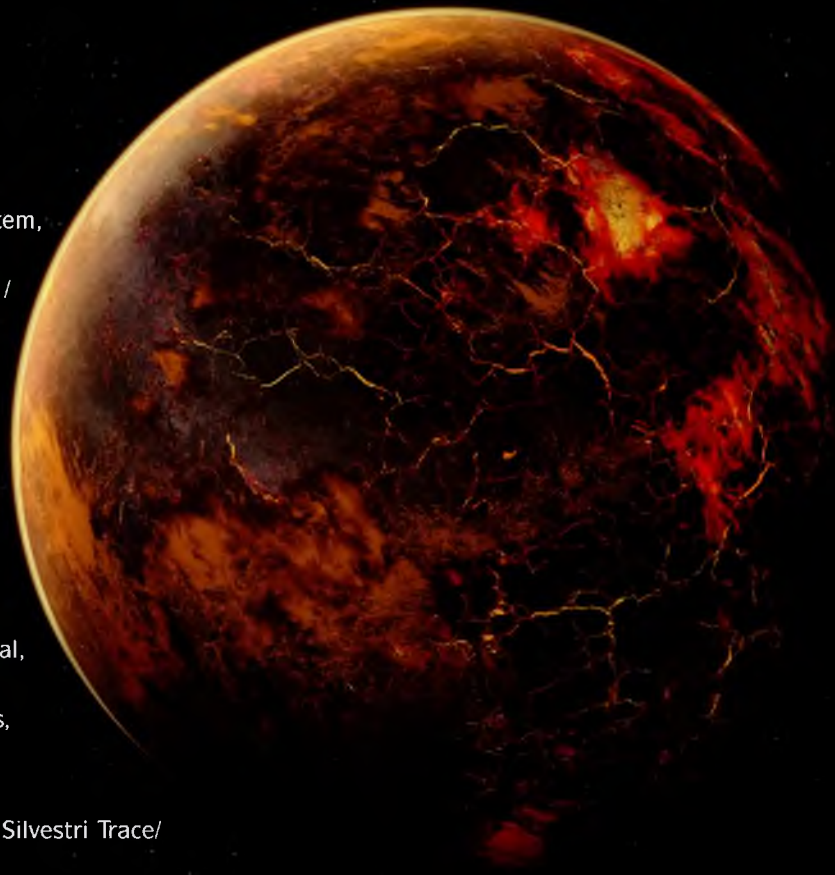
Trade Routes: Rimma Trade Route, Silvestri Trace/Sanctuary Pipeline

Special Conditions: breath mask or similar apparatus often required outside when volcanoes are active

Background: Sullust is a volcanic world on the inner edge of the Outer Rim, in the Trailing Sectors bordering the Western Reaches. The noxious surface of ash, lava, and toxic gases make Sullust an unlikely home for intelligent life, but the native Sullustans evolved in an underground ecosystem. Descended from rodents, Sullustans have a natural sense of direction, which serves them well in the dark caverns and twisting tunnels they call home.

While early Sullustans were limited to occupying inactive lava tubes and natural caverns, their engineering prowess has tamed their hostile environment. Sullustan cities have nothing to fear from volcanic eruption; shunts divert lava to the surface after passing through geothermal energy collectors. The abundance of lava provides for most of Sullust's energy needs, and shielded geothermal power plants speckle the surface to power the lights of underground cities.

Far removed from their primitive roots as lichen scavengers, the Sullustans run SoroSuub Corporation, one of the largest companies in the galaxy. While SoroSuub exports a variety of products throughout the galaxy, it also manufactures and sells almost all consumer goods on Sullust and employs ninety percent of Sullust's workforce. SoroSuub enjoys a vertical monopoly; it mines, designs, manufactures, transports, and even sells its own products



throughout the galaxy. As a result, Sullustans are a common sight almost anywhere, most often transporting SoroSuub goods to far-flung worlds.

After the end of the Clone Wars, Sullust labored for the Empire until a corporate coup reversed SoroSuub's trajectory. Having officially declaring neutrality in the Galactic Civil War, Sullust secretly supports the Rebellion, supplying the Alliance with asylum, arms, and equipment. Sullust urges its Rebel allies to launch a decisive strike against the Empire, fearful the Empire is close to discovering Sullust's true allegiances.

SULLUSTAN MOONS

Two moons orbit Sullust. The barren Umnub was once a major source of raw materials for SoroSuub, but it has long since run out. Sulon, however, bustles with activity, and its spaceport dwarfs those on Sullust. Most of Sullust's food is grown on Sulon and shipped down to Sullust. SoroSuub maintains a lavish retreat near the spaceport for business meetings with offworlders. The potential loss of life threatened by a subterranean ordnance accident on Sullust prompted SoroSuub to move certain high-risk operations to Sulon. Weapons manufacturing and testing facilities occupy what little land isn't used for agriculture.

RULED BY COMMERCE

The subterranean cities of Sullust are managed by the mammoth SoroSuub Corporation. Most settlements on Sullust exist to serve some core function for the megacorporation, be it mining, manufacturing, shipping, or datawork.

SULLUST'S HISTORY

A relative newcomer to the galactic stage, Sullust joined the Republic 5,500 years ago when Sullustan merchants discovered the Tapani sector. By this time, SoroSuub Corporation already dominated Sullust's economy and government, and it monopolized trade along the Sullustan Corridor. The Corridor eventually linked to the Hidakai Pool to create the Rimma Trade Route, connecting the Southern Core to the Outer Rim. Sullust's strategic location and manufacturing capabilities have made it a target in almost every galactic conflict since. The volcanic world suffered greatly under the Sith in ancient times, when the Sith engaged in war against the Republic.

CORPORATE REBRANDING

Sullust hoped to break the cycle of victimization when the Separatist Crisis reached a boiling point and actively joined the Confederacy of Independent Systems. After numerous attempts, the Republic successfully invaded Sullust a year into the Clone Wars. SoroSuub was quick to replace its CEO and President, and Senator Beolars Bribbs, with Siin Suub, who supported the Republic, and later the Empire. Two years before the Battle of Yavin, Suub issued Corporate Proclamation 137d, which formally disbanded the Sullustan Council.

The corporate takeover doesn't sit well with everyone, especially Imperial Senator Sian Tevv, who led a political movement that pressured SoroSuub to support the Alliance. Tevv's efforts paid off when he replaced CEO Siin Suub just after the Battle of Yavin. Despite having secretly signed an agreement with the Rebel Alliance before the Battle of Yavin, Tevv publicly declared neutrality. Still, Tevv keeps the Sullustan Resistance independent from, but allied with, the Alliance.

While Tevv keeps SoroSuub contracts with the Empire, he also supplies arms and equipment to the Rebellion. Every time the Rebels locate an Imperial facility, they send a strike team to destroy it. Every time the Imperials locate a Rebel base, they try to infiltrate and plant listening devices or tracking beacons in hopes of locating the Rebel Fleet. A year after the Battle of Yavin, the famed Rogue Squadron led a strike on the Capacitor, one such secret Imperial facility. Once Tevv learns that the Empire knows of his treachery, he urges the Alliance to force a decisive

battle, well aware that Imperial retribution on Sullust is only a matter of time.

PEOPLE AND CULTURE

The three core Sullustan values boil down to hard work, persistence, and family, in that order. The basic family units of Sullustan society are the matriarchal warren-clans, large communal homes that shelter as many as one hundred Sullustans. Because of the scarcity of Sullustan females, clan-mothers often take several husbands, the first of which is called the Uupa. However, sometimes this paradigm is flipped for extraordinarily successful males.

Females generally remain with their warren-clan, while males leave the warren-clan when they marry. Some of these marriages are arranged to strengthen ties between clans, in which case mistresses are both common and tolerated. However, the majority of Sullustans marry for love. Plenty of young adults opt out of the warren-clan system, at least for a time, instead focusing on finding careers or achieving some personal goals before rejoining their warren-clan or settling down to form their own.

SOROSUUB CORPORATION

SoroSuub has been the most powerful and influential organization on Sullust for centuries. However, unlike many capitalist corporations, SoroSuub does feel some responsibility toward the well-being of Sullustans everywhere. Most Sullustans believe SoroSuub has Sullust's best interests at heart, so very little controversy surrounds the corporate control of the planet. Throughout history, CEOs' actions have convinced most Sullustans that their trust isn't misplaced.

SoroSuub offers a variety of career paths for Sullustans. SoroSuub Central (formerly Byllurun) is entirely devoted to managing the company's bureaucracy. Other cities are small mining towns or industrial hubs filled with refineries, factories, and shipping ports, which employ locals accordingly. Most employees are cargo haulers, who often leave Sullust for lengthy deliveries across the galaxy, with little downtime. As SoroSuub is such a mammoth employer, its needs often outweigh those of individuals. Employees who endure far-flung separations for the company are a source of pride among fellow clan members with lower incomes.

There are very few jails on Sullust. In fact, it has among the fewest incarcerated citizens per capita anywhere. Corrupt and criminal-minded Sullustans are rare. Sullustans tend to be very gregarious and seek to create happy but productive social atmospheres

both at work and at home. This attitude has grown in prevalence as SoroSuub has grown in power. Subversives fired from SoroSuub usually must leave the planet to find work, a fate worse than imprisonment.

DEFENSE

The Sullustan Home Guard is a fleet of corvettes and frigates established by SoroSuub Corporation to defend Sullust and other corporate assets from pirates. Unfortunately, when Sian Tevv's Sullustan Resistance began targeting SoroSuub shipments bound for the Empire before the Battle of Yavin, Commodore Deeb turned his attention to rooting out Rebels. The Home Guard's new mission ensures it receives regular reinforcements and training from the Imperial Navy.

The Home Guard defends the spacelanes, but for millennia, the Sullustan Constable Brigade has defended SoroSuub assets dirtside. The legal author-

ity of the Constable Brigade extends beyond Sullust to all SoroSuub property. Its agents are ranked according to the nine bands of the light spectrum. Infrared and red constables are cadets and rookies, while orange and yellow represent more experienced patrol officers. Green constables are regional leaders. Blue and indigo constables are detectives, and violet and ultraviolet officers comprise the constabulary's top leadership. The Sullustan Council also has a reserve military known as the Sullustan Regiments, activated in the event of imminent invasion.

The Empire also has garrisons both on Sulon and in SoroSuub Central. The Imperial Fleet maintains a presence in system to safely transport SoroSuub products and raw materials to classified Imperial facilities on the Silvestri Trace. Both garrisons feature nearby embassies, where Imperial liaisons work with SoroSuub to ensure it meets production quotas and quality standards.

POINTS OF INTEREST

The cities of Sullust are unique engineering marvels. While some cities, particularly the oldest population centers, are warrens of tunnels and small chambers, most modern cities are built within cyclopean magma chambers in active volcanoes.

SOROSUUB CENTRAL

Historically named Byllurun, this city was annexed by the SoroSuub Corporation and renamed "SoroSuub Central." Like many Sullustan cities, SoroSuub Central sits within a former magma chamber long-since shunted, cleared, and settled. SoroSuub Central is the capital of Sullust, and one of its most prestigious cities. While the finest in culture, food, and entertainment awaits in SoroSuub Central, in truth, it caters largely to Sullustan natives. Offworlders tend to prefer negotiating deals on the much more terrestrial environment of Sulon. However, the city does have a number of tourist attractions that draw from offworld. SoroSuub Central is one of the few cities with clearly marked signs, street names, and easy-to-reference landmarks.


SOROSUUB CENTROPLEX

The SoroSuub Centroplex encompasses a single, three-kilometer-high support pillar in central downtown and can be seen from anywhere in the city. The gargantuan SoroSuub flagship store rings the bottom floors, but the rest of the spire is dedicated to the burgeoning corporate bureaucracy necessary to manage a cor-

poration as far-reaching and diversified as SoroSuub. While the entire city of SoroSuub Central is dedicated to SoroSuub corporate functions, the Centroplex is the nerve center, where policy is set, final manufacturing and sales numbers are compiled, and books are balanced. Executives and key division heads enjoy stunning views from their offices on the highest floors.

CITIES OF SULLUST

To create a new city, SoroSuub tests the composition of erupting lava. When valuable minerals are found, or geological studies suggest a particularly suitable magma chamber, a city construction crew is sent to the site. Powerful sensors map the magma chamber so engineers can determine where to install pillars. Specialized droids, programmed by the architects, use a lava-proof carbon alloy to construct molds for the massive supports. Once the droid are finished, the lava is shunted away, draining the chamber. Aggregate stones and special additives are mixed with the magma trapped in the molds while cooling, until it becomes loadbearing. Sometimes, these pillars are hollowed out to serve as buildings or turbolift shafts to the surface. What remains is a cavernous, flat-bottomed chamber ready for construction and settlement.



The Centroplex has become a tourist destination all its own, drawing shoppers from along the Rimma Trade Route and surrounding sectors. Nearly every SoroSuub Corporation product is available for purchase, and outdated models are sold at huge discounts. The spire's three museums are dedicated to the history of the company, the city, and old products. An art gallery features long dead Sullustan poets reciting their masterpieces via holorecording.

LEQUANA HOTEL

Located in downtown SoroSuub Central, the Lequana Hotel is walking distance from the Centroplex. Originally designed to host visiting executives and major buyers, the Lequana is the final word in luxury hotels. However, because of the non-Sullustan preference for living and working above ground, the Lequana predominantly entertains Sullustan guests instead of offworlders. Still, SoroSuub Corporation uses the hotel exclusively for site managers and executives that work for SoroSuub in other cities or offworld.

Aside from business use, the hotel is known for a dramatic lava fountain that attracts visitors from all over the galaxy. Contained by a combination of repulsorlift and mag-lev technology, the lava shoots up through the main shaft of the hotel in a dazzling display of SoroSuub technology and art.

SOROSUUB BUSINESS ACADEMY

Established centuries ago as the preeminent Sullustan institution of higher learning, the SoroSuub Business Academy is the best place to network for upper level positions within SoroSuub. The campus is situated a few kilometers from the Centroplex, and field trips to SoroSuub's headquarters are common throughout the semester. Over two million students are enrolled at the SoroSuub Central campus, with another two million at satellite branches. Expelled students and dropouts often move to Fulluusub or leave the planet in shame.

SULLUSTAN COUNCIL BUILDING

Prior to corporate takeover of Sullust, the ancient Sullustan Council Building hosted both the Sullustan Council and its president. The facility was built in front of a major support pillar, with surrounding administrative buildings that, together, comprised the government district. Today, constables patrol the abandoned complex. Occasionally, the Sullustan Resistance paints political protest messages on the sides of its buildings. SoroSuub attempted to convert the district into a data archive, but it was met with enough opposition that the measure was tabled.

PIRIN CITY

If Pirin City is anything, it is a traditional Sullustan mining town. Established only a few centuries ago, when city construction crews drained the magma chamber, the city is a vast, empty, flat-bottomed chamber with half a dozen massive support pillars holding up the cavern ceiling. The small mining community is off to one side, where the magma shunts are located.

There are two major mining operations near Pirin. Although the volcano the city occupies is now dead, the magma shunts have revealed precious lodes of gemstones and heavy metals that cooked in the heat and pressure it generated for millions of years. In addition, a lava skimming operation takes advantage of the magma flowing through the shunts.

Like most small towns, Pirin City is a close-knit community where everyone knows everyone else. Almost every citizen is employed by the SoroSuub Corporation. Life as a miner is hard work, and the pay is almost criminally meager. However, Sullustans live in corporate-subsidized housing and shop at the SoroSuub Outlet, where they enjoy deep discounts. SoroSuub provides its workers with almost all their needs, including health care, education, and even entertainment.

MINES

The mine staging area is only a ten-minute speeder trip from Pirin City, and SoroSuub provides speeder trucks to transport its workers to and from the site. Most Sullustans in Pirin City work in the mines, extracting aurodium, cubirian, and other heavy metals. While droids perform most of the actual mining, the workers are responsible for programming and maintaining those units. Breakdowns are common, and workers are sometimes called on to make dangerous repairs on-site. The bonus pay for such jobs attracts a number of outside contractors for particularly risky repairs on the more expensive beamdrill diggers.

SKIMMERS

Flowing lava carries with it a number of rare elements and minerals that are collected by specialized skimming droids. The heat also causes chemical reactions that form mineral deposits. Skimming operations are popular on other volcanic planets, such as Alabash, Eos, Mechis III, and Mustafar. On Sullust, skimmers patrol controlled open areas of shunt lines, which are always located farther downstream than the geothermal generators that generate energy for Pirin City and for export to other communities.

PIRIN STATION

Minerals, ores, gems, and skimmed materials are all brought back to Pirin Station, which is housed within a massive support pillar. Here, the raw materials are loaded onto medium transports, which fly in a circular holding pattern, orbiting the main pillar until granted clearance to transit the surface breach tunnel. The tunnel is magnetically sealed to keep Pirin's air free of surface contaminants. Transports then return, usually with workers, replacement parts, and SoroSuub inspection teams.



SERRES SARRANO

A key industrial city on Sullust, Serres Sarrano is built within a dormant volcano called Mount Sarrano. The city is home to millions and has mammoth facilities devoted to manufacturing and shipbuilding, as well as to refineries and power plants. The blue-collar workers at Serres Sarrano work hard and they seek diversion during their downtime. Racing of almost any kind is popular, and the Sullustan innate sense of direction makes them local pilots competition on any track.

Rebel operations in Serres Sarrano often focus on disabling or sabotaging factories, or otherwise subverting their production capabilities. While the Sullustans are sympathetic to the Rebellion, most fear reprisal, and SoroSuub cannot risk open collaboration. As such, Rebel shipments often have to be “liberated” from spaceports, factory floors, and warehouses at great risk. While SoroSuub makes certain its own employees are not in danger, the Rebels must still get past Imperial blockades and patrols.

SOROSUUB ARMS FACTORY

The SoroSuub Corporation has numerous contracts with the Empire for arms and supplies. Its most lucrative arms contract is the licensed manufacture of BlasTech’s E-11 blaster rifle and the SC-4 blaster pistol for the Empire. Frustrated with licensing fees for the E-11, SoroSuub eventually reverse-engineered the design to create the Stormtrooper One blaster rifle, and it improved upon the design with two later models.

After the Battle of Yavin, Sullust grew increasingly sympathetic to the Rebellion. Although Serres Sarrano’s factories continue producing Imperial arms throughout the Galactic Civil War, they also secretly stockpile arms for the Alliance. The rifles are rebranded as the Freedom One, Two, and Three and sold at cost to the Rebel Alliance.

QUADANIUM REFINERY

The Empire placed massive orders for quadanium steel early in its relationship with Sullust. While SoroSuub imports some elements, most of the ingredients necessary to forge quadanium steel are locally abundant. SoroSuub uses quadanium in starship hulls, and assumed the Empire required the large sheets for the same reason. It would not be until after the Galactic Civil War that the Sullustans would realize they had been helping construct Death Star all along.

SARRANO YARD

While most beings think of shipyards as the massive orbital facilities above Corellia, Kuat, and Fondor, most small craft are built in ground-based facilities. Sarrano Yard is a small SoroSuub shipbuilding facility capable of constructing vessels under seventy-seven meters long. An adjacent factory and foundry manufactures most starship components. Anything that isn’t built on-site must be imported from offworld.

Under the Empire, Sarrano Yard produced countless *Ambassador*-class luxury shuttles. However, a year after the Battle of Yavin, the yard instead manufactures *Cutlass-9* patrolcraft and other starfighters for the Rebellion. Sections of the complex occasionally suspend operations to accommodate races that wind through the workplace.

FULLUUSUB

A city of three million, crammed into a series of natural caverns and winding tunnels, Fulluusub is the largest city on Sullust not under the direct control of the SoroSuub Corporation. Here, all the Sullustans rejected by SoroSuub make a last-ditch effort to find honorable work before leaving the planet. Most of the population suffers from antisocial behavior patterns, though many are artists and inventors who find the unique city feeds their creativity.

Despite the general shunning of Fulluusub by other Sullustans, SoroSuub Corporation still employs nearly a third of the residents. Most employees who have been moved here consider Fulluusub a dead end. The bulk of the population works independently, and many are inventors looking to strike it big when SoroSuub buys one of their designs. Fulluusub also hosts a large artistic community, particularly musicians and poets. Many of the best tomb-wailing ceremony speakers live here, at least a while. A significant Bith population of engineers and musicians considers Fulluusub one of the great cities of the galaxy.

NEED’S MEAD

Need Nunb, third cousin of resistance leader Nien Nunb, runs a popular cantina near Fulluusub’s modest spaceport. Need’s is in a rough part of town populated by smugglers and swoop gangs. As a result, bounty hunters have taken to watching Need’s to keep an eye out for potential work. A Rebel safe house is located only a few blocks away, and despite their leadership’s best efforts, Alliance agents have adopted the rough-and-tumble Sullustan gin joint as their hangout. Corellian smuggler Elias Halbert and his crew have a habit of drinking too much and picking fights when they are in town.

REBEL TARGETS ON SULLUST

Across Sullust, targets of opportunity that might appeal to different Duties, or function as entire adventures, abound. Below is a list of potential targets.

Blaster Factory: Serres Sarrano's blaster factories ship thousands of blaster rifles and create thousands more daily. The PCs are ordered to steal, destroy, or sabotage the rifles.

Quadanium Steel Refinery: Serres Sarrano refines vast quantities of quadanium steel for the Empire. The PCs must infiltrate the refinery and compromise the quality of the refined quadanium by changing the formula in the computers.

If they are successful, any time the PCs face an Imperial ship, they can attempt a **Hard (◊◊◊) Knowledge (Warfare) check** to ascertain whether it was made after the sabotage of the refinery. If it was, all attacks on that ship for the remainder of the encounter gain **■**. This effect cannot stack multiple times.

Volcanic Garrison: Bothan spies at Keff Base have located an Imperial Capacitor-style gar-

rison on the surface of Sullust. The PCs must draw up a plan to destroy the garrison. First, they must bypass or take down the impermeable shield around the garrison. This requires either an act of clever infiltration, or destroying the dozen transmitters powering the shield with explosives or a starfighter.

Standard Garrison: Imperial garrisons in SoroSuub Central and on Sulon are targets of Rebel raids until just after the Battle of Yavin. Each garrison holds a datacore with details of SoroSuub's Imperial shipments. This intelligence, if gained, could be invaluable to the Alliance.

Bulwark Break-In: SoroSuub orbital shipyards has just finished construction on the *Bulwark*-class battlecruiser *Arrow of Sullust*. Since SoroSuub is unable to openly give the ship to the Rebels, the PCs must steal the ship, cruise to a safe distance, and jump to the rendezvous point. However, with only a skeleton crew, can the PCs hold off Imperial forces long enough to make the jump?

PIRINGIISI

Piringiisi (the name translates to "healing lava") dates back thousands of years. The ancient city was built through a vast network of caves formed by subterranean rivers. These rivers wind through the city until they fall onto open magma, which flash-boils the water to steam and sends it back up to the cave ceiling, or sometimes even the surface. While its water made Piringiisi fundamental to early Sullustan life, today the resort city is famous for its first-class hotels, hot springs, green mud baths, therapeutic spas, and scenic vistas. Tourists from as far as the Core come to experience the healing powers of the green mud baths and forget about the stresses of daily life.

IMPERIAL CAPACITOR-STYLE GARRISON

The Empire maintains secret facilities on Sullust from which to launch covert operations even after being ousted following the Battle of Yavin. One such installation, hidden within active volcanoes across Sullust, is the volcanic environment garrison. These facilities are also called capacitor garrisons, thanks to the dozen or so geothermal capacitors that power their weaponry and impenetrable shields. The troops within are specially outfitted for combat in mountainous, underground, and volcanic environments.

SULLUSTAN ORBITAL SHIPYARDS

The majority of Sullustan spacecraft are relatively small freighters and starfighters, which are constructed at smaller shipyards down on Sullust. The orbital yards work on some of the larger yachts, cruisers, and carriers built by SoroSuub. Despite their focus on large ships, the yards themselves are small when compared to the nearby mammoth facilities at Sluis Van and Fondor.

SHIPS OF THE HOME GUARD

Since the Imperial rise to power, the yards have taken on the repairing and maintaining of Imperial vessels for most of their business. However, when the Home Guard was established, a number of ship designs were created or converted for use in SoroSuub's antipiracy armada. Some of the designs had not been seen since the Clone Wars.

Capital ship designs include the converted *Brayl*-class bulk freighter, which serves as a corvette, and the *Quasar Fire* and *Hornet*-class ships, which are frigate analogues that carry starfighters, though only the *Hornet*-class carrier was designed for combat. The *Liberator*-class cruiser is an armed-to-the-dewlaps antipiracy vessel built to take on entire armadas of small pirate craft, while the *Bulwark*-class battlecruiser can absorb and mete out punishment on par with *Imperial*-class Star Destroyers.

CREATURES AND CHALLENGES

Most Sullustans are friendly and more than willing to help visitors to their world. However, members of the Home Guard and Constable Brigade are skilled, ready, and able to defend their world

MIIM [RIVAL]

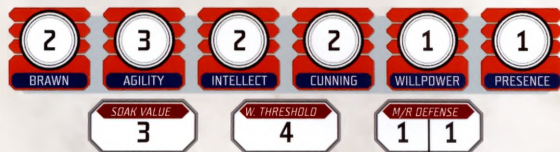
Miim are large, fat, burrowing creatures that were used as beasts of burden in early mining and agricultural efforts on Sullust. The creatures are smart, social, and easily domesticated. When frightened, miims thrash potential threats with their large tails and flee. Today, Sullustans romanticize the miim and their place in history.



Skills: Brawl 1, Perception 3, Resilience 2, Survival 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).
Abilities: Silhouette 2, Trained Mount 1 (add to a rider's Survival checks while mounted on a miim).
Equipment: Tail (Damage 5; Critical 5; Range [Short]; Knockdown).

ORANGE-RATED CONSTABLE [MINION]

Infrared-rated constables are still recruits, and red-rated constables are rookies, but most of the constabulary comprises orange-rated constables. These constables operate in teams of two, usually with a long-term partner who is a relative. Orange-rated constables often patrol a specific beat from within a speeder or guard a specific checkpoint or location.



Skills (group only): Discipline, Perception, Piloting (Planetary), Ranged (Light), Vigilance.
Talents: Skilled Jockey (may remove from all Piloting [Planetary] and Piloting [Space] checks).
Abilities: Constabulary Honor 2 (add automatic to all social checks made to convince an orange-rating constable to act against the best interest of Sullust).
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), armored clothing (+1 soak, +1 defense).

BLUE-RATED CONSTABLE [RIVAL]

Constables who attain a blue rating are investigators who typically operate alone. Their authority reaches beyond Sullust to any facility owned by SoroSuub, allowing them to track suspects across the galaxy. It is the dream of most blue-rated constables to achieve the indigo rating, as those investigators receive the most difficult and dangerous cases.



Skills: Coercion 2, Cool 2, Discipline 2, Perception 2, Piloting (Space) 3, Ranged (Light) 3, Vigilance 3.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Skilled Jockey (may remove from all Piloting [Planetary] and Piloting [Space] checks).
Abilities: Constabulary Honor 3 (add automatic to all social checks made to convince an orange-rating constable to act against the best interest of Sullust).
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), armored clothing (+1 soak, +1 defense).

COMMANDER FREILA [NEMESIS]

Originally from Chandrila, Jyn Freila joined the Rebellion after pirating one of Mon Mothma's speeches from the shadowfeed. Formerly a starfighter pilot, Jyn was promoted out of an X-wing cockpit after losing an eye and most of her squadron during a raid on an Imperial shipment of quadanium steel gone horribly wrong. Commander Freila is an experienced pilot whose combat record speaks for itself. Her chief concerns are keeping Keff Base hidden and "capturing" supplies arranged by SoroSuub to be unguarded.



Skills: Astrogation 2, Cool 3, Discipline 2, Gunnery 3, Knowledge (Warfare) 4, Leadership 2, Perception 3, Piloting (Space) 3, Ranged (Light) 2, Vigilance 2.
Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Natural Pilot (once per session, may reroll one Piloting [Space] or Gunnery check).
Abilities: None.
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

ORD GIMMEL

Astronavigation Data: Ord Gimmel system, Ado sector, Mid Rim region

Orbital Metrics: 256 days per year / 28 hours per day

Government: hereditary monarchy

Population: 111,790,000,000 (Deaons 42%, other 58%)

Languages: Basic

Terrain: urban, forest preserves, mountains

Major Cities: Geharr

Areas of Interest: Geharran Royal Palace, SoroSuub Corporation Factory

Major Exports: technology, hyperdrive components

Major Imports: foodstuffs, raw materials

Trade Routes: Ad Spine, Senex Trace

Special Conditions: light gravity (the effects of slightly lighter-than-normal gravity add ■ to any Brawn-based checks [except Resilience] and Coordination checks)

Background: Located at the junction between the Ado Spine and Senex Trace, Ord Gimmel is an important trade hub in the Western Reaches. It's also a common stop for travelers cutting between the Corellian Trade Spine and the Rimma Trade Route through the Senex sector. Originally a secret Republic military supply base, Ord Gimmel was reborn as a major manufacturing center after its reintegration into the galaxy a few thousand years ago.

Ord Gimmel is a unique location for very specialized high-tech manufacturing. The world's slightly lower-than-normal gravity enables factories to accomplish engineering feats that usually require expensive orbital manufacturing stations. Ord Gimmel is also home to a highly skilled labor force known as the Deaons. These two factors combine to make Ord Gimmel an industrial powerhouse, particularly in the construction of hyperdrive components.

For more than a decade, Queen Nehanna ruled Ord Gimmel and enjoyed the support of her subjects and corporate investors. Unfortunately, her sudden disappearance over a year ago has left Ord Gimmel without a clear heir. The populace has split along factional lines, each side backing its own preferred successor to Ord Gimmel's throne. Most groups have sought offworld backing, and outsiders ranging from regional governments to galactic powers have flocked to Ord Gimmel to pick sides.



TRADE LANES

Ord Gimmel is located in the middle of the Senex Trace, a major Mid Rim hyperspace lane that connects Outer Rim trade and travel hub Eriadu to the rich and powerful Senex sector, with branching routes to the Corellian Trade Spine. The Ado Spine runs the length of the Ado sector from Ord Gimmel Coreward on the Rimma Trade Route at Medth. Ord Gimmel's privileged location at the junction of these two routes has been a boon to the local economy since the world's reintroduction to the galaxy.

Paranda and sometimes Fengrine along the Senex Trace supply most of Ord Gimmel's food. Most raw materials for manufacturing also funnel onto Ord Gimmel from points along the Senex Trace. In turn, Ord Gimmel sends its high-tech goods to Medth and Eriadu, from which they travel on to major starship manufacturers at Sullust, Sluis Van, Patriim, Keltos, and elsewhere.

STREETS OF WAR

Day-to-day life on Ord Gimmel remains unchanged from the time of Queen Welnarra. However, the past year has seen sudden skirmishes erupt on city streets between various factions vying to rule Ord Gimmel.

ORD GIMMEL'S HISTORY

Republic military scouts discovered Ord Gimmel over ten thousand years ago. Its discovery was immediately classified by the Supreme Chancellor, who ordered its covert colonization to support the Twelfth and Fifteenth Pius Dea Crusades. When the conflict ended, the knowledge of Ord Gimmel ended with it. For thousands of years, the colonists remained alone and forgotten.

Left to fend for themselves, the Deacons supported a royal bloodline of rulers descended from Grand Vicar Sidharra, the spiritual leader from the original cathedral ship. They eventually abandoned religious practices, though vestigial influences are evident in Deacon colloquialisms and architecture. When the Republic rediscovered Ord Gimmel around two thousand years ago, Queen Welnarra pursued a path of quick reintegration with the galaxy. The queen signed key manufacturing agreements with offworld interests, contingent on offworld investment in retraining her subjects as a skilled workforce.

UNCLEAR SUCCESSOR

Queen Welnarra's policies resulted in unprecedented growth for Ord Gimmel as word of Deacon manufacturing prowess spread. By the final centuries of the Republic, Ord Gimmel was the top hyperdrive component manufacturer in the region. At the start of

THE MISSING QUEEN

Queen Nehanna went missing a year before the destruction of the Death Star. While no one knows exactly what happened, everyone on Ord Gimmel has a theory. Some suggest the Empire assassinated her after she covertly met with Rebel agents, or that the Induparan Crown Worlds killed her to create an opportunity to seize power. Others claim a spurned suitor murdered her in a fit of unrequited love.

A shrinking minority believes the queen is alive. Some think she disappeared to draw out her enemies, while others believe she is a prisoner in need of rescue. The only thing certain is that her absence has created a power vacuum threatening Ord Gimmel's stability.

the Clone Wars, Sidharra's most recent heir, Queen Nehanna, openly declared her support for the Republic and voided all contracts with Separatist shipbuilders.

Tragedy struck a year ago when Queen Nehanna went missing. While outwardly, Ord Gimmel seems to be functioning normally, the populace is close to tearing itself apart in a battle for control of the planet. Acting Regent Solfinn defends the throne from usurpers while he devotes his remaining resources to investigating the queen's disappearance. No fewer than four factions vie for royal authority over a vital link in the galaxy's hyperdrive manufacturing chain.

Nehanna's oldest son, Ebrahi, is too young to rule, but he has received backing from the powerful Induparan Crown Worlds. Nehanna's sister, Meilarra, has allied with the Empire, claiming a desire to rule as queen-regent until Ebrahi comes of age. Another candidate for the throne is Geit Chambell, who claims his ancestry traces back to Sidharra. Finally, the Rebel Alliance supports a young local girl named Salana, who has no royal blood but has emerged as a resistance leader.

PEOPLE AND CULTURE

The Deacons are a passionate, hot-tempered people who speak their minds and follow their hearts. Their world is experiencing a boom in urbanization. Many city planners predict Ord Gimmel's expanding city sprawls will wipe out the shrinking parks and preserves within a few generations.

NOBLE WORKERS

Left stranded on the world after the Republic withdrew most of its assets, the local humans have been transformed by several thousand years of adaptation into a species of near-humans with pale yellow skin and long, spindly limbs. Derogatorily called "the Gimmers" by Imperials, the natives refer to themselves as Deacons. All across Ord Gimmel, Deacons publicly and loudly express themselves without hesitation, shame, or apology.

The lack of social niceties is off-putting to newcomers unused to having hard truths laid bare, or unable to forgive and forget. Fortunately, the Deacons are among the more forgiving cultures in the galaxy and rarely carry a grudge. The people of Ord Gimmel feel it is healthier to speak their mind in the moment. They let a tidal wave of emotion guide their thoughts, words, and actions. Once the moment passes and the emotions have been fully experienced, the Deacons move on entirely, forgiving all transgressions.

POINTS OF INTEREST

With the exception of mountain ranges, a few forest preserves, and a token amount of farmland, Ord Gimmel is quickly becoming a planet of city continents.

GEHARR

Originally, Geharr was six separate valley cities. These combined before spreading across most of the land on Ord Gimmel's largest continent. In the dialect of High Galactic still alive on Ord Gimmel, Geharr translates to "Keeper of the Faithful." Most buildings in the city are imposing, kilometer-high, ziggurat dwellings; deceptively large block-shaped factories; or monolith commercial corporate towers. Geharr contains thousands of smaller, often circular, districts, many dominated by a single corporate entity.

GEHARRAN ROYAL PALACE

The Geharran Royal Palace is an imposing kilometer-high dome framed by a dozen thin spires. Nine gates in concentric rings protect the Royal District and control access to the palace. The farthest gate—ten kilometers distant—marks the edge of the palace shields when activated. While most traffic moves freely through all but the innermost rings, the entire district goes into lockdown whenever violence erupts nearby.

The current Deaon ruling from the palace is Acting Regent Credi Solfinn. He has yet to do much governing beyond continuing all of the queen's policies,

instead focusing on the investigation into her disappearance. The various insurrectionist factions regularly assault the palace, and as a result, the regent has gradually increased security measures around the it. Tens of thousands of guards loyal to the crown protect the Royal District from violence.

SOROSUUB DISTRICT

The Sullustans maintain an entire factory district in Geharr dedicated to creating hyperdrive components to supply the shipyards around Sullust. SoroSuub's headquarters tower is at the center of hundreds of factories filled with Sullustans and Deaons laboring around the clock to meet production goals. A ring of commercial support enterprises and more distantly located residential ziggurats encircle the outer edge of the district.

Brothers Sien and Fiev Kyak manage SoroSuub's operations in the district. The Kyak brothers are also secretly Rebel sympathizers. When she was little more than a street urchin, Salana, now the Alliance's candidate for the throne, rescued the Kyak brothers from the depredations of a drunken Imperial officer on the streets of Geharr. The brothers have since taken the Deaon girl under their wing and groomed her as the leader of a Rebel cell on Ord Gimmel. The brothers provide Salana with an abandoned factory to use as a headquarters and supply her with arms and advisors.



IMPERIAL GARRISON

Meilarra has taken up residence within the Empire's primary garrison, who feel her claim to the throne is strongest. She has the strongest military force behind her by far, but the Emperor's agents have thus far preferred to move diplomatically. Imperial Intelligence says it is inevitable that Solfinn will eventually step down and install Meilarra as queen-regent until Ebrahi comes of age. Taking the palace by force runs the risk of weakening her claim.

In the interim, Meilarra is marched across Geharr as bait to draw her enemies out into open conflict. Salana's Rebels, Chambell's militia, and even Ebrahi's loyalists and Induparan Crown mercenaries have made attempts on Meilarra's life. It has become so common that many civilians take cover as soon as they see the armored speeder convoy featuring the Imperial cog and Geharran royal family seal, in expectation of an attack.

MEIHANNA ISLAND

A small island off the coast of the Geharran city-continent, Meihanna Island is a nature preserve and retreat reserved for the royal family. While there are many vacation homes for distant relatives and staff quarters on the island, the royal retreat is the most noticeable. Prince Ebrahi, his staff, and hangers-on occupy the retreat, a one-hundred-meter replica of the palace, where he remains under royal guard until he comes of age. The island is one of the most secure locations on the planet. An array of royal forces protects it from infiltration, and a powerful shield generator ensures it can repel any assault.

INDUPARAN CROWN WORLDS EMBASSY

The prince has given use of a lavish guesthouse adjacent to the royal retreat to representatives of the Induparan Crown Worlds. Representatives of King Indupar are visiting Prince Ebrahi under the pretense of protecting his royal claim. They have been giving the prince arms, equipment, troops, and advisors to ensure he ascends to the throne. While King Indupar gives his support openly, most Deacons fear that if the prince were to ascend to the throne now, Ord Gimmel would become a vassal of the Induparan Crown Worlds within a few short years. However, many Deacons argue that the prince is the only Deacon with a legitimate claim to the throne, and support him.

CREATURES AND CHALLENGES

Few wild creatures remain on Ord Gimmel, as endless cityscapes dominate the planet.

REGENT CREDI SOLFINN [RIVAL]

Once an advisor to Queen Nehanna, Credi Solfinn has taken to the role of acting regent with a public reluctance and quiet calm that inspires the general populace to trust him. He frequently addresses the public with progress reports on the investigation into the queen's disappearance.



Skills: Charm 2, Cool 4, Deception 3, Discipline 2, Knowledge (Education) 3, Negotiation 3, Perception 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Kill with Kindness 1 (remove ■ from all Charm and Leadership checks Solfinn attempts).

Abilities: None.

Equipment: Comlink, datapad, royal guards.

SALANA [NEMESIS]

A teenaged Deacon girl who came seemingly out of nowhere, Salana has been launching attacks on Imperial targets across Ord Gimmel since before the queen vanished. Claiming her only parents are the streets of Geharr, she has grown into a mythic figure among her followers. She leads her battles from the very front, only to emerge from each conflict unscathed. She plans every strike and, over the past two years, she has amassed several hundred loyal followers.



Skills: Charm 3, Coercion 2, Knowledge (Warfare) 2, Leadership 3, Negotiation 3, Perception 2, Ranged (Light) 2, Skulduggery 2, Streetwise 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Inspiring Rhetoric (as an action, may make an **Average** [◆◆] **Leadership check**; each ✨ removes 1 strain or wound from one ally within short range; each 🛡️ removes an additional strain or wound).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6, Critical 3; Range [Medium]); Stun setting, comlink, personal deflector shield (defense + 2).

ROCHE ASTEROID FIELD

Astronavigation Data: Roche system, Roche sector, Mid Rim region

Orbital Metrics: 283 days per year / 23 hours per day (artificial)

Government: direct democratic technocracy

Population: 1,618,000,000 (Verpine 37%, Verpine workers 62%, other 1%)

Languages: Verpine, Basic

Terrain: caves, urban, manufacturing centers, terrariums, vacuum

Major Cities: Nickel One (capital), Slayn, Korpil

Areas of Interest: atmospheric generators, hive factories, shipyards

Major Exports: starships, technology

Major Imports: foodstuffs, raw materials

Trade Routes: Perlemian Trade Route

Special Conditions: spacesuits required on most asteroid surfaces and outside habitable zones

Background: The Roche system sits directly on the Perlemian Trade Route in the Mid Rim leg of the northern Slice. Roche appears as nothing more than a tiny asteroid field circling a modest yellow sun. However, among the dense cluster of dust and rocks hides the bustling civilization of the insectoid Verpine.

As one of the galaxy's early spacefaring civilizations, Verpine are renowned for their technical aptitude. Many consider the Verpine among the best engineers and shipwrights in the galaxy. Spacers frequent the greater asteroid colonies searching for unique items and Verpine expertise. Corporations subcontract Verpine hives to resolve tricky design issues when in-house developers run out of ideas, as well as to exploit the hive-mind efficiencies the Verpine display regarding rapid mass production of existing designs. However, under the Empire, the altruistic nature and engineering expertise of the Verpine is considered a threat if left unchecked.

Despite frequent Imperial patrols through the Roche Asteroid Field, after the Battle of Yavin, a Rebel contingent infiltrated the system and elicited aid from the Verpine shipwrights at the Shantipole Project asteroid base. Upon discovery, the Empire blockaded the Roche system and took the Verpine Hive Mother hostage to prevent further incident. The Hive Mother lives under Imperial guard in her lair at the heart of the Verpine capital, Nickel One. To ensure the per-

petuation of their species, the Verpine cooperate with the Empire, conducting repairs and producing various technologies for the Imperial military.

SHANTIPOLE PROJECT

The Shantipole asteroid colony sits in the densest zone of the Roche Asteroid Field, away from uninvited interstellar traffic. This asteroid contains one of many facilities where the Slayn and Korpil colonies conduct joint research and development. The joint venture has led to several designs, including the H-60 Tempest bomber and the V-19 Torrent starfighter.

Slayn & Korpil was approached by Admiral Ackbar to mass-produce a Mon Calamari prototype for a heavy assault fighter designed to take on Imperial warships. Working in concert with Ackbar, the Verpine refined the B-wing starfighter and then began limited production within the asteroid. Unfortunately, a spy within Ackbar's staff alerted Imperial Governor Nothos. As the first B-wings rolled off the assembly line, Nothos blockaded the facility.

The Rebels, with the help of the new B-wing, managed to evacuate and scuttle the facility before punching a hole through the blockade to escape. The event was a major debacle for the Empire, and the Emperor stripped Nothos of his governorship for his failures. Although the Alliance is long gone, the Imperial blockade of the system remains firmly in place.

IMPRISONED BY GENIUS

The marvels of the Roche Asteroid Field are testament to the Verpine's technological ingenuity. Throughout their history, the Verpine have mastered nearly every engineering field and have made significant advances that surpass those of almost every other known galactic civilization.

ROCHE'S HISTORY

The Verpine have explored the stars and populated the spacelanes in the Mid Rim since so long ago, they have no record of it. The Verpine were among the first independent spacefaring cultures to join the Republic, gaining membership during the Tionese War. Throughout their time in the Republic, the Verpine maintained their home within the Roche Asteroid Field. However, many believe they originated elsewhere, and that the sea of rocks that comprise the Roche system are merely remnants of an ages-old Verpine civilization.

Whether it is their birthplace or colony, the Verpine have transformed the Roche Asteroid Field into a home filled with unbelievable technological wonders. Over millennia, Verpine work has become the epitome of technological innovation, rivaling even Corellian ingenuity. Several engineering firms, shipwrights, hypernavics centers, and munitions developers were founded within the Roche Asteroid Field. Companies come from all over the galaxy, credits in hand, to benefit from mind-bending Verpine solutions to impossible technological problems.

Verpine technical aptitude drew the attention of Emperor Palpatine shortly after the Declaration of a New Order. He stationed a flotilla of Imperial warships inside the asteroid field to keep tabs on the Verpine. Soon after, several well-known noble houses of the Core aristocracy, including Siemar and Tagge, took an interest in Roche's inhabitants, and the Verpine became slaves of the Imperial military. Despite their views on conflict, the Verpine support the Rebel Alliance and provide starships and other technology to them in secret.

PEOPLE AND CULTURE

While no proper planets or moons circle Roche's yellow sun, it does have several dense asteroid belts that revolve around it in orbits of varying stability. To survive, the Verpine chiseled habitats out of the asteroids

QUESTIONABLE ORIGINS

The Verpine's continued existence within the asteroid field relies so heavily on technology that many theorize the insectoids originated elsewhere. Some historians suggest the Verpine are descendants of a colony established by an extragalactic society long forgotten. Others claim the Roche Asteroid Field is all that remains of their homeworld after its destruction by a great cataclysm or a brutal civil war.

The events surrounding the Verpine's origin may be so ancient that they may not even remember. However, the otherwise talkative Verpine remain suspiciously guarded about their distant past, leading historians to believe there is truth to the civil war theory. Their tenet of pacifism may stem from the harsh memory of that conflict.

themselves, using a series of technological innovations to create environments capable of sustaining life.

The Verpine civilization as a whole holds an almost religious fervor for advanced technology, which is evident in nearly every facet of their society. This emphasis on advancing and inventing new technologies has made them among the premiere innovators and shipwrights in the galaxy. The Verpine are known for using commonplace technology for uncommon purposes, and for reviving obsolete technology and repurposing it in new and creative ways.

The Verpine communicate mind to mind instantaneously via radio waves, allowing an unprecedented level of collaboration and organization in their efforts. Collaboration and consensus-building is natural to a hive-minded species like the Verpine, infiltrating all aspects of their lives, including government, work, and social activities. This openness between all Verpine makes deception an abstract concept, and they can appear naive to other species.

All Verpine are born from the same Hive Mother, but there are two distinct races within the hive. All sentient Verpine encountered throughout the galaxy belong to the dominant hermaphroditic race, while much of the Roche Asteroid Field's population consists of sterile, semisentient worker drones. These worker drones are the primary labor force of the asteroid colonies and technology centers. The dominant Verpine use their telecommunicative ability to assign menial tasks to the worker drones, who carry out their duties without question.

POINTS OF INTEREST

Most asteroid fields are dense clusters of lifeless rocks helplessly afloat around their solar systems. However, dozens of areas within the Roche Asteroid Field bustle with activity, home to over a billion Verpine scurrying about, innovating and producing new technology.

BELTWAY TRANSIT SYSTEM

Navigating the dense asteroid belt around the Roche system can be treacherous. To solve this dilemma, the Verpine created a high-speed transit system to quickly move everything from passengers to raw materials. Using a combination of technologies, the insectoid engineers created thousands of seventeen-meter diameter acceleration rings situated around the Roche Asteroid Field dubbed the Beltway Transit System.

By communicating with a decentralized supercomputer network, travelers can schedule autopilot courses from one location to another anywhere along the Beltway route. Some major colonies, such as Korpil, Nickel One, and Slayn, have dedicated Beltway paths for unscheduled Beltway access. The Verpine use the Beltway for personal travel, transporting asteroids to mining yards, and sending goods between colonies. To pass the time, many TIE fighter pilots take turns blazing through sections of the Beltway, seeing who can keep their cool the longest. The Rebel Alliance has also adopted this practice, and it uses acceleration rings acquired from the Verpine in its pilot proving-grounds.

HABITABLE ZONE GENERATORS

Every major Verpine asteroid colony uses complex integrated systems to produce atmosphere, pressure, gravity, and other life-sustaining components. Transparisteel domes containing terrariums, each a kilometer in diameter, dot the asteroid surface, providing food, clean drinking water, and fresh air for the entire settlement. Microthrusters stabilize the asteroid to make it spin on one axis, providing optimum terrarium efficiency and a day/night cycle.

Repulsor coils placed on the asteroid surface create artificial gravity throughout the settlement and form a protective shell around the colony to help prevent collisions with other asteroids and space debris. Gravity can be adjusted within the colony sections manually. Tractor beams and magnetic fields nullify the shell's effect, allowing ships to dock.

KORPIL

One of the largest and oldest Verpine colonies, Korpil is the premier designer of power generators, ion engines, and hyperdrives in the Roche system. Situated within the second orbital belt near the center of the system, Korpil Research & Development houses dozens of laboratories, short-run assembly lines, and test facilities dedicated to designing and improving ion drives and alternate propulsion systems. Korpil produces thousands of vital drive components for other manufacturers. This Verpine colony also collaborated with the Rebel Alliance to produce the B-wing.

More than one thousand Verpine researchers, engineers, and laborers scurry throughout the laser-cut stone passageways of the Korpil complex, testing theories that defy conventional thinking. In the center of the asteroid, beneath several layers of null quantum shielding, Korpil scientists test artificial singularities and hyperspace anomalies as potential power sources.

Outside the asteroid facility, Verpine hyperphysicists conduct tachyon and hypermatter testing, using the Beltway transit rings to create a massive particle accelerator with a circumference the size of the entire inner star system.

NICKEL ONE

The largest planetoid on the outskirts of the Roche system, Nickel One serves as both the Verpine capital and their most prominent industrial munitions center. Ages ago, Nickel One was the Verpine's primary source of iron-nickel, and the alloy formed the base component for slugs in shatter guns. Although these veins have long since run dry, the hollowed-out caverns have been polished and repurposed as gleaming metallic embassies, corporate centers, and manufacturing floors.

The planetoid's knobby exterior emits a soft red-blue glow as trace elements within the rock glisten in the sunlight. Nickel One's rocky surface bristles with countless weapon emplacements for protecting the Hive Mother and her blue lichen-encrusted egg chambers burrowed within the capital. The space surrounding Nickel One is largely devoid of any debris, as if an invisible shell envelops the egg-shaped colony. Only a dense, elongated ring of space dust exists around the facility, a testament to the millennia of weapons trials targeting nearby rocks.

CREATURES AND CHALLENGES

Asteroid fields across the galaxy are naturally occupied by a variety of creatures. The Roche Asteroid Field is no exception, and the Verpine inhabitants frequently struggle with these troublesome beasts.

MYNOCK [MINION]

Mynocks are parasitic, silicon-based life forms that wreak havoc on starships the galaxy over. Mynocks are avian in nature, with lithe, skeletal frames, leathery wings that span over a meter wide, and two wiry legs tipped with razor-sharp talons. Gaping suckers lined with conductive filaments dominate their bulbous heads, which they use to absorb power from unsuspecting starships.

Mynocks live within the vacuum of space, causing trillions of credits in damage every year when they latch onto passing starships, then burrow through hull plating to leech off power supplies. If threatened, mynocks often flee, but reports indicate that, if starved, mynocks sometimes swarm organic beings to devour their body heat. Mynocks are extremely allergic to helium, which causes them to blister and even explode when exposed.



Skills (group only): Brawl, Coordination.

Talents: None.

Abilities: Vacuum Dweller (can survive in vacuum without penalty, and can move in a vacuum environment), Energy Parasite (mynocks can make an **Average** (◆ ◆) **Coordination check** to latch onto any starship or vehicle they are engaged with; ships or vehicles with a mynock attached suffer 1 system strain per mynock each day and reduce their handling by 1), Flyer (mynocks can fly, see page 214 of the **AGE OF REBELLION** Core Rulebook), Helium Allergy (when exposed to helium, mynocks suffer 1 wound per round ignoring soak, until their bodies inflate and explode).

Equipment: Sucker-mouths and claws (Brawl; Damage 4; Critical 5; Range [Engaged]).

ENORMOUS SPACE SLUG

Space slugs, also known as exogorths, are one of the largest silicon-based life forms in the galaxy. Space slugs dwell in asteroid fields and radiation zones, living on a steady diet of rocks, stellar radiation, mynocks, and the occasional starship. These snakelike creatures are truly enormous. They hide in chewed-out burrows, waiting for unsuspecting prey to fly into their wide-open mouths before swallowing them whole.

The enormous space slug is presented as a starship profile, but is an independent creature. When rolling for initiative or attacking with its insatiable maw, it rolls a Coordination skill check, counting as having **Coordination 3** and **Agility 1**.



Encumbrance Capacity: 50,000 (in its stomach).

Weapons: Insatiable Maw (Fire Arc Forward; Damage 12; Critical 3; Range [Close]; Breach 3, Slow-Firing 2).

ADDITIONAL RULES

Consume Ship: When a starship of silhouette 5 or lower is attacked by the enormous space slug's insatiable maw, its pilot must make a **Hard** (◆ ◆ ◆) **Piloting (Space) check** to avoid letting the ship be swallowed whole. This is triggered even if the attack was unsuccessful.

If swallowed, the ship is slowly digested, suffering 10 hull trauma every day it remains in the slug's stomach. The stomach of an enormous space slug is also usually home to mynocks, and they will waste no time attaching themselves to the ship after it is swallowed.

THYFERRA

Astronavigation Data: Polith system, Jaso sector, Inner Rim region

Orbital Metrics: 479 days per year / 21 hours per day

Government: corporate plutocracy

Population: 117,000,000 (Vratix 72%, humans 28%)

Languages: Vratix, Basic

Terrain: forests, tropical jungles, mountains, caves

Major Cities: Xucphra City (capital)

Areas of Interest: Alliance comms center, Zalxuc City

Major Exports: bacta

Major Imports: foodstuffs, technology

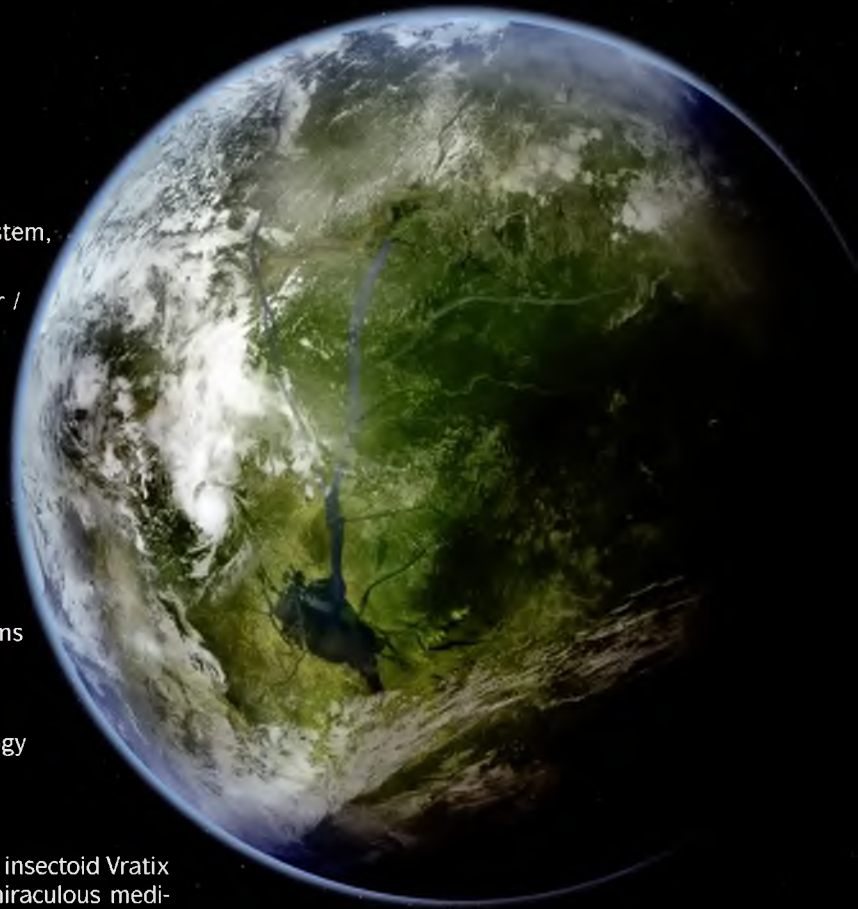
Trade Routes: Rimma Trade Route

Special Conditions: none

Background: Thyferra is home to the insectoid Vratix species, the producers of bacta, a miraculous medical compound that promotes rapid cellular regeneration in most species. The planet lies along the Rimma Trade Route in the southern Inner Rim. More than half its surface is dedicated to growing alazhi, a bone-white bacteria necessary for bacta production, and the rest is a thick rainforest, in which the Vratix live among the treetops. While the Vratix independently achieved interstellar travel and colonized several moons within their system, it wasn't until they joined the Republic that their civilization truly embraced advanced technology. Although the Vratix are indispensable to bacta's manufacture, producing the majority of the galaxy's bacta supply in part through their own natural bodily processes, an amoral conglomerate of offworld companies called the Bacta Cartels controls all the industry on Thyferra.

The Bacta Cartels hold incredible political influence, which they wield to protect Thyferra's neutrality. This allows the Bacta Cartels to sell their product to both the Rebel Alliance and the Galactic Empire. However, contracts with the Imperial military ensure the Empire receives the vast majority of the bacta produced, which it then resells to maintain control of the market.

The Vratix are content to let the Bacta Cartels handle marketing and distribution of their product as long as the insectoid laborers feel they are treated fairly. Unfortunately, competition between the two companies of the Bacta Cartels is fierce. The Vratix are often caught in the middle of their corporate



squabbling. In protest, a Vratix resistance group called the Ashern emerged, carrying out anticorporate acts of sabotage and terrorism to draw attention to its cause and reclaim control of its homeworld.

MAKING A MEDICAL MIRACLE

Ancient Vratix evolved the ability to secrete bacta as a means of keeping prey alive and regenerating while being devoured over days. Vratix biology creates very small quantities of bacta by combining alazhi bacteria and the enzyme kavam. The Vratix evolved away from eating live prey, but when the market potential for their evolutionary quirk became apparent, the Vratix began searching for a way to accelerate the bacta-making process.

The turning point came when the Vratix learned how to culture the bacteria rapidly within xoorzi fungus, which grows in abundance on Thyferra and Verkuyl. Kavam, on the other hand, must be milked from Vratix secretion glands, though it is much more readily available. In underground facilities, blend masters called Verachen carefully mix the two chemicals to become bacta, which is absorbed through the skin, taken orally, or mixed with ambori suspension fluid for dunking in bacta tanks.

HEALERS BY NATURE

The bacta trade has flourished on Thyferra since supplanting kolto as the galaxy's primary medical drug three thousand years ago. As the Bacta Cartels are the primary suppliers of the wildly popular healing gel, factions compete for their support and favor.

THYFERRA'S HISTORY

Thyferra joined the Republic over four thousand years ago. The planet's inhabitants, the insectoid Vratix, were immediately thrust into the spotlight thanks to their amazing medical compound called bacta. The Vratix' true talent lay in creating this restorative agent and not in galactic trade law, so it wasn't long before opportunistic offworld corporations descended upon Thyferra to take advantage of the galactic newcomer. Within a few short years, a number of companies abused the Vratix' business naivete, and the resulting monopoly created the Bacta Cartels, which control the entire industry.

Following a series of kolto shortages, bacta became the preferred regenerative compound used by medical establishments the galaxy over. Cartel-funded smear campaigns aimed at the kolto industry sealed the fate of the old medical staple, despite evidence proclaiming kolto's superiority over bacta. Bacta emerged as the number-one medical product in the galaxy. With no remaining competition, the Bacta Cartels turned on each other. Centuries of infighting, corporate espionage, and hostile takeovers whittled away at their numbers, until only a handful of companies remained.

Perhaps the biggest cartel plot was a fabricated shortage designed to drive up bacta prices almost fifty years before the Battle of Yavin. By sabotaging refineries within the capital, the Bacta Cartels feigned financial distress, then sold from vast stockpiles at ten times the going rate. The facilities' destruction killed thousands of Vratix blend masters and sparked massive outrage in the normally passive Vratix labor force. A small Vratix activist group led a political movement that ousted the Bacta Cartels, allowing the Vratix to control the bacta industry in an era called the Thriving Season. This allowed offworld interests such as BioTech Industries, Genetech Laboratories, and even the Hutt Cartels to establish bacta-related R&D and production facilities on Thyferra.

The economic growth of the Vratix Thriving Season lasted for over a decade, until the formation of the Galactic Empire. The Emperor stripped control of bacta production from the Vratix and established exclusive contracts with the Xucphra and Zaltin Corporations; effectively enslaving the Vratix. Because contracts between the Imperial military and the Bacta Cartels afford Thyferra neutrality, the Empire maintains minimal presence in Zalxuc City.

PEOPLE AND CULTURE

Native to Thyferra, the Vratix are a hermaphroditic insectoid species with the incredible natural ability to produce bacta. Idealistic and practical, Vratix feel their natural ability to heal other species is their most beneficial contribution to the galaxy. However, their clinical nature makes it difficult for them to grasp concepts like creativity and compassion, so they end up viewing the recovery process and emotional trauma as mere chemical reactions, making it difficult for them to form personal bonds with their patients.

The Vratix possess a hive mind which they use to communicate with other members of their hive-clans, and they often refer to themselves as "we." When communicating with other hive-clans and different species, Vratix accent their speech with a series of high-pitched squeals, clicking sounds, and changes in skin coloration. Vratix also prefer to use tactile sensation to establish the presence of others, rather than using conventional hearing and sight, which most species find an uncomfortable invasion of personal space.

The Bacta Cartels are an uneasy cooperative between the Xucphra and Zaltin corporations that sets prices and trade agreements related to bacta. These corporations collect raw bacta from the Vratix and bring it to the industrial centers in Zalxuc City. There, bacta is blended by Verachens to target certain ailments, made into alternate products like bacta patches and sprays, or packaged for distribution offworld. While publicly, these two companies uphold a working relationship, acts of corporate espionage are common as Xucphra and Zaltin battle for dominance.

Although the Empire has forces stationed on Thyferra, conditions within Thyferra's treaty with the Emperor ensure Thyferra remains a neutral world. The Bacta Cartels may sell to other parties, but the Empire purchases the bulk of bacta produced on Thyferra and then resells it to medical organizations of its choosing at inflated prices. This allows the Empire to uphold its agreement with the Bacta Cartels while still controlling the supply.

Imperial forces and the Bacta Cartels work in concert to maintain strict customs guidelines at their spaceports. Incoming traffic is subjected to intense scrutiny, scanned for pathogens that might damage the local ecosystem and interfere with the alazhi harvests. Although Thyferra's neutrality allows the cartels to market to any interested party, the strong Imperial presence at its main port makes selling to the Rebellion difficult. Most of the bacta the Alliance receives is shipped offworld by smugglers.

POINTS OF INTEREST

Alazhi paddies dominate more than half the Thyferran countryside, and dense rainforests take up most of the rest. However, Thyferra does possess limited urban development, spearheaded by the Bacta Cartels.

ALLIANCE COMMS CENTER

Although bacta makes Thyferra a major strategic military asset, agreements between the Empire and the Bacta Cartel make the Imperial presence within the Polith system remarkably light. Before the Battle of Yavin, the Rebels took advantage of the system's loose patrols and established a major regional communications center, hidden within the highland jungles of Thyferra's northern hemisphere. The Alliance Comms Center on Thyferra handles encrypted Rebel communications for the Inner Rim in the Trailing Sectors, the Western Reaches, and the Rimward side of the Southern Core.

The comms center is a prefabricated bunker fitted with several high-band holonet transceiver dishes. It maintains and relays communications with Alliance High Command and the neighboring Sector Forces via shadowfeeds. A company-strength barracks and a mechanized infantry pool with speeder tanks and airspeeders support the bunker, with perimeter markers placed up to ten kilometers away. This complex is also responsible for coordinating with the Ashern Resistance and Alliance contractors smuggling bacta.

ZALXUC CITY

Only a handful of urban areas exist on Thyferra, and the sprawling Zalxuc City is by far the largest. Zalxuc City is a vast industrial center with an economy dedicated to the refinement, packaging, and exportation of bacta. The city is neatly divided into two districts, one dedicated to each of the two members of the Bacta Cartels: Xucphra Corporation and Zaltin Corporation. Nearly all of the planet's human population, with the exception of field inspectors, live and work entirely within the city limits for the Cartels.

However, the city's population is not exclusively human. Many Vratix administrators and representatives work alongside employees of the Xucphra and Zaltin corporations to maintain offworlder-Vratix relations and ensure quality control. Vratix also staff many of the refineries, medical facilities, and aid stations located within the city.

Thyferra's primary starport is located in Zalxuc City within the Xucphra Corporation district, not far from its corporate headquarters. From the starport, freighters carry shipments of alazhi to Vratix colonies and distribute bacta to Imperial supply depots galaxy-wide.

MORBO'S PLACE

In the Zalxuc City business district, Morbo's Place is an intimate little cantina with a quiet, relaxing atmosphere. Cartel professionals and offworld representatives stop at Morbo's after work for a quick nightcap or three. The cantina has a reputation as one of the finest after hours establishments in the city, with sparkling clean facilities, friendly staff, and the most amazing homemade brandies and Norvanian grogs this side of the Inner Rim. The cantina's owner, Voralla Morbo, is a permanent fixture behind the bar. Cartel managers and viceprexes frequent the bar just for a chance to interact with the stunning barkeep.

CREATURES AND CHALLENGES

The bacta industry has tamed much of the Thyferran wilds, but the remaining jungles and rainforests still support an abundance of vicious wildlife.

KNYTIX [MINION]

One of the most common creatures on Thyferra, the half-meter-tall knytix are docile, mantis-like insects that reside within the planet's rainforests, easily blending in with the plant life. Vratix view the knytix as childlike genetic cousin, and often keep them as pets. The Vratix use a mixture of mud and knytix saliva to build their adobe-style treetop homes, which forms a compound that is incredibly durable and stands up to the high humidity of Thyferra's jungle. It is also customary for Vratix, when they cause a deep offense to someone, to slaughter a pet knytix and make a soup of it for the offended party as a formal apology.

| | | | | | |
|------------|---------|--------------|---------|-------------|----------|
| 1 | 4 | 1 | 3 | 1 | 1 |
| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
| SDAK VALUE | | W. THRESHOLD | | M/R DEFENSE | |
| 1 | | 2 | | 0 0 | |

Skills (group only): Athletics, Brawl, Survival.

Talents: None.

Abilities: Silhouette 0, Sticky Saliva (knytix produce viscous saliva that can be used as an adhesive).

Equipment: Barb and teeth (Brawl; Damage 2; Critical –; Range [Engaged]).

BLOOD EAGLE [RIVAL]

Many creatures inhabit the Thyferran rainforests, but few are as formidable and terrifying as the gigantic blood eagle. Blood eagles are massive birds with waxy red feathers, long curved beaks, and oversized talons capable of grasping a mature Vratix. In flight, these creatures have a wingspan over four meters wide, and they scan the treetops and alazhi fields in search of their next meal. Once a blood eagle spots its prey, it swoops down to snatch it up, thrashing armored targets against rocks with its blood-red beak. While Vratix take many precautions, blood eagle attacks during alazhi harvests still occur, with lethal results.



Skills: Brawl 2, Perception 4, Survival 2, Vigilance 3.
Talents: Improved Stunning Blow (blood eagle may inflict strain instead of wounds; may spend \oplus on Brawl checks to stagger target for 1 round per \oplus).
Abilities: Silhouette 3.
Equipment: Razor talons (Brawl; Damage 7; Critical 2; Range [Engaged]; Ensnare 3, Pierce 2, Vicious 2).

BLACK CLAW SABOTEUR [MINION]

The Ashern, also called the Black Claws, have been a part of Thyferra for decades. This radical group of Vratix freedom fighters was ultimately responsible for the Thriving Season, a ten-year period during the Separatist Crisis during which the Vratix reclaimed control of bacta production from the cartels. When the Emperor returned governmental control of Thyferra to the Xucphra and Zaltin corporations, the Ashern resurfaced. They have plagued the Bacta Cartels ever since, sabotaging production lines, bombing shipping platforms, and stealing alazhi shipments. Ashern agents often sharpen their claws and dye their carapaces matte black.

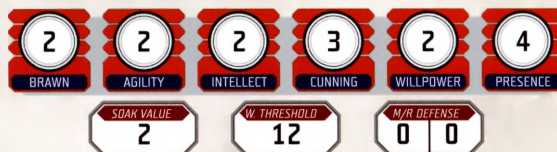


Skills (group only): Brawl, Mechanics, Ranged (Light), Stealth.
Talents: None.
Abilities: Create Bacta (Vratix can secrete one liter of bacta per day).
Equipment: Black claws (Brawl; Damage 4; Critical 5; Range [Engaged]; Vicious 1), 3 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1).

VORALLA MORBO [RIVAL]

As a vibrant young girl, Voralla Morbo grew up on the Isle of N'Van, a corporate retreat on Ban-Satir II within the Corporate Sector. Spending years in the service industry, working around executives from all over the galaxy, she developed a head for business and keen ears. After flitting about the galaxy with smugglers and earning a disdain for the Empire, Morbo joined the Rebel Alliance. Voralla's unique background made her an ideal candidate to serve as an intelligence operative, and General Airen Cracken tapped her to serve as a spy and contact on Thyferra.

Voralla invested in a cantina within the Zalxuc City business district. She called it Morbo's Place, and it quickly gained a reputation as one of the finest establishments in the city. The tall, slender bartender with sultry looks and sandy blonde hair is a great conversationalist, and Morbo's famous homemade brandy is great for loosening lips. Little do her high-class patrons know that when Voralla goes out to pick berries to make her brandy, she's delivering regular reports back to Alliance Intelligence.



Skills: Charm 3, Deception 2, Perception 2.
Talents: Kill with Kindness 1 (remove \blacksquare from all Charm and Leadership checks).
Abilities: None.
Equipment: 100 credits, Morbo's Place cantina.

YAVIN 4

Astronavigation

Data: Yavin system, Gordian Reach sector, Outer Rim region

Orbital Metrics: 4,818 days per year / 24 hours per day

Government: none

Population: no permanent population

Languages: none

Terrain: jungle, rainforest

Major Cities: none

Areas of Interest: Great Massassi Temple (abandoned Rebel base), Temple of Exar Kun, Temple of the Blueleaf Cluster, Palace of the Woolamander

Major Exports: none

Major Imports: none

Trade Routes: none

Special Conditions: none

Background: An insignificant moon in a seemingly insignificant system, Yavin 4 has been the site of several important events throughout history. In the distant past, Yavin 4 was home to a civilization called the Massassi, which worshiped Dark Lords of the Sith. Recently, Yavin 4 was the site of the unlikely battle in which a small Rebel force destroyed the Death Star, the most powerful super-weapon in the galaxy.

The Yavin system is far from any major trade route in an out-of-the-way sector called the Gordian Reach, within the Trans-Hydian Borderlands of the Outer Rim. Yavin 4 is covered in lush jungles and sprawling rainforests, separated by modest oceans. Its dense ecology thrives due to numerous active volcanoes scattered about the moon's surface. Yavin 4 is one of twenty-six moons orbiting the red gas giant Yavin Prime.

After the Alliance destroyed the Death Star and evacuated Yavin 4, the Empire blockaded the system. It scoured the wreckage of the battle station to prevent any remaining technology from falling into the wrong hands. After a six-month cordon, the Empire finally loosened restrictions and allowed

traffic back into the system. Miners and prospectors flocked to Yavin Prime, harvesting valuable Corusca gems from the gas giant's atmosphere. Explorers and academics have followed, hoping to unlock the mysteries of the ancient ruins that dot the moon's surface. Predictably, crime syndicates have been infiltrating Yavin 4's infrastructure to poach exotic animals, traffic spice, and pilfer priceless gems. Even Alliance smugglers are sneaking back onto Yavin 4, hoping to retrieve Alliance equipment from hidden stores.

YAVIN EVACUATION

The Alliance victory at Yavin sent shockwaves throughout the galaxy and distinguished the Rebels as the single greatest threat to the Emperor's reign. Alliance High Command knew retaliation would be swift and terrible. The Empire seeks to punish the Rebels for their victory as well as to investigate the system for any remnants of the battlestation.

SURROUNDED BY DARKNESS

An ancient civilization once prospered on the fourth moon of Yavin, then was forgotten by the galaxy for millennia. The remnants of its society suggest a history of dark, twisted servitude to a god-king, but the Rebel Alliance utilized this world for a brighter purpose.

YAVIN 4'S HISTORY

Though only recently charted and settled by the Rebellion, the jungle moon bears startling evidence of previous habitation. Amazing feats of ancient engineering lie scattered across the Wetyin continent in temples, shrines, and statues that pierce the jungle canopy. These structures are covered with inscriptions and glyphs that paint a vivid picture of the forgotten Massassi culture, which worshiped a dynasty of ancient Sith Lords.

Yavin 4's dark past mattered little to Alliance High Command, which was in desperate need of a new location for its hidden base. Before the Battle of Yavin, the Alliance transferred a considerable portion of its soldiers, supplies, and support personnel to its new Yavin base, set up inside the ruins of the Great Massassi Temple. This base remained secure until a tracking device on board the *Millennium Falcon* led Grand Moff Tarkin and the Death Star straight to Yavin 4, forcing an epic battle.

After the Death Star's destruction, Alliance personnel scrambled to evacuate the Yavin base, but they were caught off guard by the speed with which the Empire dispatched reinforcements to blockade the system. Most Alliance assets and personnel had already evacuated the system before their arrival, but the temple still contains some equipment left behind in the confusion. Imperial patrols now occupy the abandoned Rebel base and patrol the surrounding jungles in search of stranded Rebels.

PEOPLE AND CULTURE

Alliance High Command established a new command center within the Great Massassi Temple on Yavin 4, designated Base One. The repurposed temple housed the bulk of High Command personnel, who coordinated with allied Sector Forces all over the galaxy to strike the Empire. As Base One was a core facility for the Alliance, base personnel adhered to strict military protocols set forth by the headquarters' commanding officer, General Jan Dodonna.

Security around the base was tighter than in any other Alliance military installation. All personnel were required to carry identification code cylinders at all times, and they were given specific routes and alternate routes to use while carrying out their assigned duties. Armed guards enforced security procedures with necessary force. Anyone discovered in an area not cleared for his rank and duty was subject to investigation and punished by military tribunal. While Base One had many permanent security checkpoints to protect key areas, several floating checkpoint teams moved throughout the facility at random intervals. Sentry towers were erected throughout the surrounding jungle, and weapon emplacements were stationed at every major temple entry point.

Although High Command rarely saw combat, Alliance personnel were kept at fighting strength. Fighter crews kept the base's modest starfighter complement running at peak effectiveness, and they received damaged fighters from front-line units to maintain their technical expertise. Auxiliary soldiers and pilots ran daily drills to keep their skills sharp. Security teams patrolled the temple perimeter and maintained constant readings with sensor markers. Despite this grueling routine, soldiers received fair treatment, working ten-hour shifts every other day, even though many volunteered for more spots in the rotation.

Life within Base One was one of service, but it did have its perks. Soldiers were cycled in and out of High Command in platoons, and units were kept together in order to maintain morale and unit cohesion. Units that performed their duties admirably were rewarded with amenities such as extra rack time, bonus rations, and first pick on the duty roster.

After the Battle of Yavin, however, living conditions changed drastically. Those left stranded by the blockade have struggled to survive in the rainforests with little to no supplies. Those aware of secret supply and weapons caches in the jungles have organized small guerrilla assaults on Imperial scouts. Small groups of soldiers also make supply runs into the old Yavin base while avoiding Imperial patrols. Survivors rarely establish outposts for fear they'd show up on Imperial sensors, but often hop from one Massassi temple to another for shelter.

POINTS OF INTEREST

Although Yavin 4 faded into obscurity millennia ago, many of its important locations have stood unharmed since ancient times. The jungle hides many secrets awaiting rediscovery, and even more perils await unsuspecting travelers.

GREAT MASSASSI TEMPLE

The Great Massassi Temple is one of the largest structures in the known galaxy made without the use of gravitonic techniques or heavy machinery. Several thousand-ton slabs of granite form the temple steps, yet no granite excavation sites have been found; nearly every phase of the temple's construction baffles engineers and scholars. Historians claim the Massassi, the warrior caste of an extinct, ancient species, built the enormous stepped temple on Ersham Ridge to honor their God-King Naga Sadow more than five thousand years ago.

The Rebel Alliance established its primary headquarters inside the Great Temple after evacuating its previous base on Dantooine. The Alliance Corps of Engineers cleared the temple interior and renovated the ground and subterranean levels, creating hangar bays big enough for dozens of medium transports and an entire wing of starfighters. The upper floors became barracks and support facilities, while Alliance Command set up sensor nets, communications grids, and a command post in the topmost levels. While the base was in service, perimeter defenses and sentry posts surrounded the compound, and troops patrolled the entire Ersham Ridge.

Since the Rebel evacuation, the jungle has begun to reclaim the Great Temple. The interior still contains Rebel supplies abandoned in the rush to evacuate. Six months after the Battle of Yavin, the Empire has removed some traffic restrictions within the Yavin system, but the Great Temple remains off-limits to all but the Imperial personnel who scour the complex in search of intelligence left behind by the Rebellion.

MASSASSI TEMPLES

Several strange temples penetrate the tree canopy of the Yavin 4 landscape, each with unique architectures and oddities contained within. Experts from several prestigious galactic universities have come to study these ancient temples and the mysterious language inscribed on the temple walls. While some sites exist on the Kooos, Starloft, and Swivven continents, most of these landmarks reside within an area dubbed by explorers "the Massassi Site," where the Great Massassi Temple and other, smaller structures lie scattered across Wetyin, the moon's largest continent.

PALACE OF THE WOOLAMANDER

Along the banks of the Unnh River, entwined within the dense overgrowth of the Val'Arnos Jungle, hide the crumbling remains of a squat stone monastery. Temple hieroglyphics suggest the temple was constructed by the Massassi for their master, Exar Kun, an ancient Sith Lord. Its discoverer, the Sullustan scout Dr'uun Unnh, dubbed the site the "Palace of the Woolamander," after its abundant iconography of a local arboreal creature some of which inhabit the temple. Inside the temple, a web of crisscrossing corridors span several sub-levels, stretching dozens of meters beneath the surface. Claims of disembodied wails and moans inside the subterranean passages have been reported. Some explorers recall that hidden within the underground maze is a vaulted chamber that contains a shimmering golden globe several meters wide, hoisted onto a diamond-shaped dais. Unfortunately, holorecordings of the chamber and the artifact are distorted and indecipherable, audio samples are nothing but static, and the explorers responsible for the find can never seem to retrace their steps to relocate the chamber.

TEMPLE OF THE BLUELEAF CLUSTER

The Temple of the Blueleaf Cluster is a three-tiered cylindrical ziggurat on the Taurin Delta, just downstream from the Great Massassi Temple. Impossibly huge chunks of smooth granite and red metamorphic rock make up its barrel-shaped construction, and aside from ornamental glyphs of blueleaves on the temple exterior, the rock face is devoid of any toolmarks. As with many other structures on Yavin 4, the absence of any excavation makes the construction of the temple a mystery to xenoarchaeologists. Testing performed on the temple's exterior estimates the temple is thousands, perhaps even tens of thousands of years old, although a strange interference surrounds the temple, making conclusive readings impossible to obtain.

Twenty-meter-high triangular corridors line the temple perimeter. These colossal passageways are filled with conical obelisks covered in strange markings. Seemingly bottomless pits are equipped with malfunctioning hologram emitters that display ghastly images degraded and distorted by time. The heart of the temple is an enormous conical hollow, with a vertical shaft piercing the chamber roof. Although the temple is exposed to the elements, the vines, moss, and lifeforms that dominate the planet dare not trespass here, leaving the central chamber absent of flora and fauna. Cronau radiation within the temple's core caused Alliance scouts to evacuate the structure, and Alliance High Command ordered the temple sealed.

TEMPLE OF EXAR KUN

To the northeast of the Great Massassi Temple, the obsidian spires of the Temple of Exar Kun stand at the center of a placid crater lake. The temple is accessible via a path of stepping stones just beneath the water's mirrored surface, creating the illusion that those who approach are walking on water. Corusca gems line the temple exterior, and an onyx statue honors the God-King Exar Kun at the temple's apex. Inscriptions around the structure suggest the Massassi erected the palace as a retreat for their conqueror more than four thousand years ago.

One year after the Battle of Yavin, xenoarchaeologists from Corellia University led an expedition into the temple. Vaults discovered beneath the complex hint that it was once the site of Sith alchemy and experimentation. Several artifacts have been acquired from within, but their removal was met with a series of bizarre accidents, leading superstitious explorers to believe the temple is cursed. Explorers claim to experience a sense of dread upon entering the temple, and they speak of shadowy figures roaming the catacombs.

MINING OUTPOST

Since the Battle of Yavin thrust the system back into the galactic spotlight, thousands of miners and prospectors have flocked to Yavin in search of riches, undeterred by the overwhelming Imperial presence. After months of negotiation and datawork, representatives from the Mining Guild have convinced the Empire to issue exemption passes for prescreened mining traffic. The Mining Guild has placed several prefabricated buildings on the northern coast of the Wayward Jungle to serve as a mining outpost until an orbital facility can be ferried to Yavin. Spacers land at the mining outpost for guild inspections and resupply before their departure.

Of course, corruption always follows the credits. Profits brought in from gem-diving in the red gas giant attract representatives from the Hutt Cartels. The Hutts bribed Imperial customs officials to allow unauthorized traffic through the outpost, circumventing Mining Guild fees and Imperial tariffs. Now, cartel smugglers move Corusca gems, hallucinogenic blueleaves, and wild animals off Yavin 4. This security loophole also allows Alliance smugglers to ferry Rebel personnel onto Yavin 4 to retrieve stashed equipment caches and rescue those stranded during the evacuation.

CREATURES AND CHALLENGES

Yavin 4 is abundant with wildlife in all shapes and sizes, which are packed onto every centimeter of the jungle moon's surface.

CHOKU [MINION]

Choku are aggressive reptavian pack hunters that navigate the dense vines and tree limbs of Yavin 4's jungles. Although the quadrupeds' bright white and gray fur, punctuated with brown and tan stripes, should stand out against the verdant jungle, they are difficult to spot when on the hunt. Traveling in packs of three, choku outmaneuver their prey, killing with beaks filled with sawlike teeth.



Skills (group only): Brawl, Coordination, Stealth.

Talents: None.

Abilities: Camouflaged (when in jungle, choku add to all Stealth checks), Surefooted (choku suffer no penalties when moving through difficult terrain).

Equipment: Serrated teeth (Brawl; Damage 3; Critical 5; Range [Engaged]; Vicious 1).

MAMIEN [RIVAL]

An oversized simian of the Yavin 4 jungles, the average mamién stands upright and measures almost three meters tall. Mamién appear as woolly, potbellied humanoids with spindly arms and legs, stubby noses, and heavy brows. Mamién are unafraid of most species and possess a curious and casual demeanor. However, they are highly protective of their young; entire troupes may turn violent in a heartbeat if an infant is threatened.



Skills: Brawl 4, Survival 3, Vigilance 2.

Talents: Surefooted (mamién suffer no penalties when moving through difficult terrain).

Abilities: None.

Equipment: Pummeling fists (Brawl; Damage 6; Critical 4; Range [Engaged]; Knockdown, Vicious 2).

INDEPENDENCE

The flagship of the Rebel Fleet, the *Independence* was home to Alliance High Command until shortly after the Battle of Hoth, when the flag was transferred to *Home One*.

Once a deep-space exploration vessel, the *Independence* was equipped with specialized sensors and comms equipment. During most of the Clone Wars, the ship was cruising Rimward of the far-flung Mon Calamari sector, taking readings and exploring worlds at the edge of the galaxy.

| | | | | | | | | | |
|------------|-------|----------|--------------|-----|---|---|---|--------------|----|
| 8 | 2 | -2 | DEF | 4 | 4 | 4 | 3 | ARMOR | 10 |
| SILHOUETTE | SPEED | HANDLING | | | | | | | |
| | | | HT THRESHOLD | 150 | | | | SS THRESHOLD | 90 |

Hull Type/Class: Heavy Star Cruiser/*Home One*.

Manufacturer: Mon Calamari Shipyards.

Hyperdrive: Primary: Class 1, Backup: Class 9.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 5,400 officers, pilots, and enlisted crew.

Starfighter Complement: 120 starfighters.

Vehicle Complement: Detachable shuttlecraft and numerous shuttles, landing craft, and utility vehicles.

Encumbrance Capacity: 20,000.

Passenger Capacity: 1,200 troops.

Consumables: Two years.

Price/Rarity: 150,000,000/7.

Customization Hard Points: 2.

Weapons: Six forward, twelve port, twelve starboard, and six aft twin heavy turbolaser batteries (Fire Arc Forward, Port, and Starboard *or* Forward, Port, and Aft *or* Forward, Starboard, and Aft, *or* Aft, Port, and Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Six forward, twelve port, twelve starboard, and six aft twin battleship ion cannon batteries (Fire Arc Forward, Port, and Starboard *or* Forward, Port, and Aft *or* Forward, Starboard, and Aft, *or* Aft, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Six hull-mounted heavy tractor beams (Fire Arc All; Damage –; Critical –; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 2: When making an attack targeting this starship, the Critical rating of any weapons used counts as 2 higher.

HISTORY

The crew of the *Independence* returned home to Mon Cal in the last months of the Clone Wars to many changes. Their king, Yos Kolina, had been murdered, and Prince Lee-Char had succeeded him. War had ravaged the planet, and many crew members saw their homecomings soured by news of lost loved ones. After the Clone Wars, the *Independence* was still docked in the shipyards above Mon Cala, having just finished the refitting of a new comms suite, when the Imperial invasion began. With only a skeleton crew of 1,230 aboard, *Independence*, alongside *Liberty* and *Defiance*, punched a hole through the blockade and jumped to hyperspace.

The ships hid deep within the Calamari sector for years, harassing Imperial forces when able, but primarily focused on their own survival. Prior to the Battle of Yavin, the cruisers fell in with the Rebel Alliance and assisted in liberating their homeworld. After the battle, Mon Calamari Commander Ackbar was elevated to Alliance Fleet Admiral, and given *Independence* as his flagship.

The *Independence* led the Rebel Fleet through hyperspace, always a step ahead of the Empire, while countless guerrilla operations and fighter strikes launched from her hangars. The cruiser also serves as home to Alliance High Command, including Mon Mothma. As such, the *Independence* participates in a number of diplomatic summits and recruiting efforts.

REDUCED CREWS

While capital ships usually have fully staffed complements that rotate shifts to ensure all stations are crewed by someone fresh and alert, this might not always be the case. In some situations, a ship can be forced to operate with a light crew or a skeleton crew.

Light Crew: A light crew is anything over half the normal ship's complement, but less than full. Light crews cannot rotate watches, and crew members quickly grow fatigued, reducing response times and making them more prone to error. All checks made from that ship suffer a until the crew is fully staffed.

Skeleton Crew: A skeleton crew is anything between a quarter and half the normal ship's complement. Skeleton crews allow for no watch rotation, and often call upon crew members to take on increased responsibilities and workloads in order for the ship to operate. Upgrade the difficulty of every check made from a vehicle operating a skeleton crew once.

POINTS OF INTEREST

The interior of Mon Calamari cruisers are filled with seawater by default, but the *Independence* has had her passageways drained to accommodate most terrestrial species.

BRIEFING ROOM

Alliance strategy requires the fleet to coordinate and launch several guerrilla strikes at once, hitting the Empire where it least expects it, then retreating to the hidden base before Imperial reinforcements can arrive. Alliance forces are briefed before every military operation and debriefed afterward. There are several different types of spaces on board the *Independence* where these meetings take place.

Pilots have two ready rooms, one at each of the main hangars. Each is equipped with a central holo-display, a podium, and dozens of stations for pilots. Special Operations forces sometimes utilize these spaces, but normally use one of several secure rooms on the command deck. Larger operations and joint branch operations use the tactical theater. This large room features a sunken pit with a large holo-emitter surrounded by tiered seating.

INTELLIGENCE CENTER

Outside the normal chain of command, Alliance Chief of Intelligence Airen Cracken operates a major data analysis center on board *Independence* near the comms center. Two sets of heavy doors that require a code cylinder and passcode to open secure the facility. Rebel troops guard each entrance at all times. Inside are stacks of datacores and processing units, tended by banks of intelligence officers and analysis droids.

From within the IC, Cracken's staff analyzes reports filed by his agents throughout the Empire. Briefings are prepared for High Command, and actionable Intelligence is sent to mission planning officers, so that strikes and raids can be planned. However, Cracken occasionally requires more information before he can submit to Mission Planning, and he instead orders intelligence collection missions of his own. Cracken makes frequent use of the ship's communications abilities to keep in touch with his agents throughout the galaxy.

SIMULATOR ROOM

Alliance starships and their astromech droids are almost universally equipped with flight recorders, which, after classified information is redacted, can then be uploaded into flight simulators. The gruff Commander Dafid, "retired" to the position of tactical training officer after surviving 150 Alliance combat sorties, is responsible for overseeing the final stages of simulator training for flight cadets. *Independence's* simulator room features four banks of twelve pods, though more are in the starfighter repair bay. The forty-eight pods can simultaneously run separate missions or link together so that multiple squadrons can train together. Each pod can be modified to resemble the standard cockpit of any number of Alliance starfighters or shuttlecraft. The simulator room is available to all pilots and flight cadets at all hours, though a sign-up board allows for scheduled training periods.

HANGAR BAY

As a starfighter carrier and flagship, the *Independence* has several hangar bays. Port and starboard bays each support up to two squadrons. These main bays feature a turbolift to a lower bay, where an additional three squadrons can be stored. The turbolift can accommodate three starfighters simultaneously. An auxiliary hangar bay handles most shuttle traffic and functions as a repair bay. During part of the Galactic Civil War, Red, Blue, Gold, and Rogue squadrons were stationed on the *Independence*.

The auxiliary hangar bay handles the bulk of the *Independence's* traffic. Every day, new recruits, diplomats, supplies, and crew transfers make their way through this small bay. A deck officer, most often from Alliance Ordnance and Supply, is always on watch. Supply officers have a tendency to be bad sabacc players, and most crew members accept winnings paid in luxury goods smuggled on board via supply shipments.



ADDITIONAL WORLDS & LOCATIONS

Many planets defy the Emperor's rule, but not all sympathetic worlds can support the Alliance as openly as Mon Cala or Ralltiir. Many star systems secretly provide financial or logistic support, supplies, safe havens, or even recruiting grounds to the Rebellion. The descriptions that follow offer prime examples of planets that struggle against the Empire's tyranny or provide essential support so the Rebel Alliance can continue its fight against the Galactic Empire.

BARKHESH

Barkhesh is an Empire-controlled world in the Outer Rim situated between the Corellian Trade Spine and the Hydian Way. The planet is a lush world of farmland, canyons, and valleys, broken up by large forests and seas. A number of ancient ziggurats, similar to those found on Yavin 4, dominate the landscape of a region known as Great Temple Valley. Within one such temple is a hidden Rebel supply base.

The Barkhesh Resistance has no hope of dislodging the Empire from its fertile agriworld, but it is determined to help the Alliance in any way it can. Rebels on Barkhesh grow food, sew uniforms, assemble survival packs, machine simple parts, and create many other simple but vital items for the Rebellion. Several times a year, all members of the resistance bring their resources to the supply base, where they are loaded onto a large speeder convoy. The caravan rendezvous with an Alliance shuttle, usually an Imperial model with a false identity to avoid suspicion and inspection, and the supplies are delivered to the Rebel Fleet, which distributes them where most needed.

CHARDAAN

In the early days of the Republic, a Fondorian travel consortium settled Chardaan as a refuel and resupply station for its luxury starliners that toured breathtaking astral phenomena like the Black and Itani nebulae. Over millennia, Chardaan's ship repair yards expanded into a sprawling ecumenopolis with an immense infrastructure catering to shipwrights. Even as its tourist industry dwindled, pollution took hold, and the gleaming tourist traps became run down and caked in grime. Chardaan's location at the crossroads of the Shipwright's Trace and Hydian Way solidified its role as a shipbuilder's and a spacer's haven.

During the Clone Wars, Chardaan became the base of operations for the Republic's 16th Sector Army. As the Empire came to power, Grand Moff Coy tasked the 16th with patrolling the entire Pallis Oversector, which took many customs vessels out of rotation from

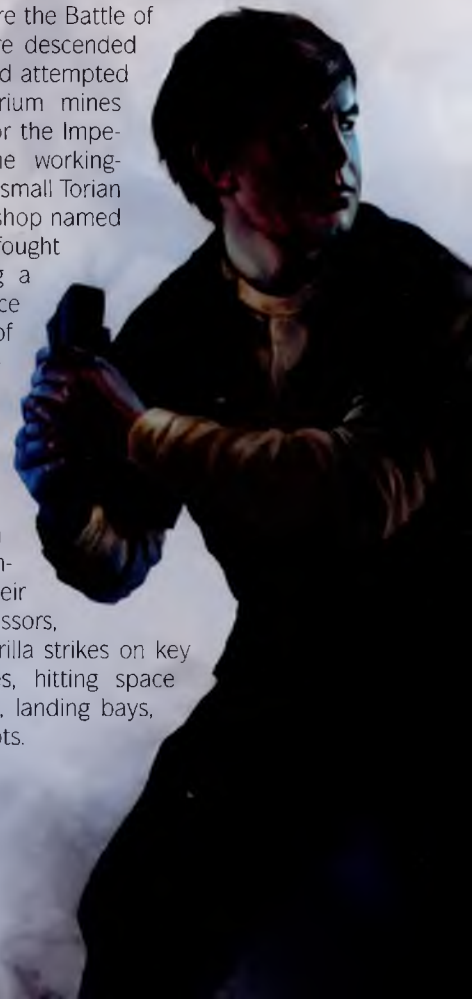
orbit over Chardaan. Overworked inspectors focused on traffic headed into Chardaan, but they paid little attention to outbound traffic. This allowed the Rebel Alliance to infiltrate the smoky industrial world and sway several shipbuilders to their cause without the Empire ever noticing. A-wings, X-wings, and Y-wings rolled off several dirtside assembly lines and from Chardaan's spherical orbital shipyards, then were shipped offworld hidden in bulk freighter containers, completely lost in the bustle of shipyard traffic.

CONTRUUM

One of the most prominent planets of the Mid Rim, Contruum is a tropical world that lies just off the Perlemian Trade Route. Aspiring geologists, metallurgists, and engineers from all along the Vaathkree Trade Corridor flock to Contruum to study at its prestigious applied sciences colleges. Interns and graduates from Contruum universities can easily find work-study programs and employment within the planet's foundries as well as its borium mining and shipbuilding industries. Several manufacturers of borium-tipped excavators and industrial drills also recruit heavily from Contruum's graduate pool.

During the Galactic Civil War, Contruum was thrust into the spotlight when it became one of the first worlds to actively rebel against the Empire.

Eight years before the Battle of Yavin, the Empire descended on Contruum and attempted to seize its borium mines and shipyards for the Imperial military. The working-class owner of a small Torian City mechanics shop named Airen Cracken fought back, organizing a small resistance group made up of mechanics, miners, and engineers and colloquially named Cracken's Crew. This band of rebels led a years-long campaign against their Imperial oppressors, performing guerrilla strikes on key Imperial facilities, hitting space docks, garrisons, landing bays, and supply depots.



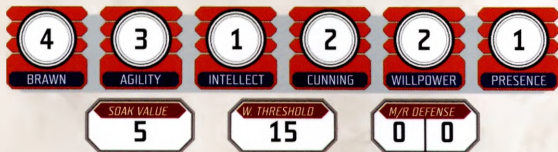
This war of attrition was so costly for the Empire that shortly before the Battle of Yavin, the Truum sector Moff acquiesced to Contruum's demands and made a full withdrawal from the system. Contruum became one of the first worlds to successfully throw off Imperial occupation. Despite holonet blackouts surrounding the events, it became a galaxy-wide model for rebellion against the Empire. When the Declaration of Rebellion became public, Cracken became an intelligence operative; he was later commissioned as a general in the Rebel Alliance. Contruum's reputation for rebelling against the Empire was so powerful that it would likely have been the Death Star's next official target after Mon Cala and Chandrila, had the Battle of Yavin ended differently.

HOTH

The sixth planet of the Hoth system is a frigid world of ice plains and tundra. The Hoth system is in the Outer Rim, just off the Corellian Trade Spine between the Koda Spur and the Lipsec Run, in a stretch called the Ison Corridor. Hoth and the surrounding systems have very little military or commercial value, making it ideal for the Rebel Alliance to establish its new High Command Base there after the Battle of Yavin. Although the frozen planet has no indigenous sentient species, it hosts a remarkable variety of wildlife.


TAUNTAUN [RIVAL]

The tauntaun is a bipedal, reptomammalian herbivore with a woolly, thick hide, short front legs, and a bone-crested skull framed by a pair of curved horns on either side of its stubby snout. While out on the ice plains, tauntauns survive on a steady diet of frozen algae; within the grottos where tauntauns typically nest, they eat lichen and the abundant plant matter hidden within the caves. For sentient beings traversing Hoth's frozen fields, tauntauns are ideal mounts due to their even temper and the thick coat of blubber that allows them to survive the biting cold.



Skills: Resilience 3, Survival 1, Vigilance 1.

Talents: None.

Abilities: Silhouette 2, Trained Mount 1 (add  to a rider's Survival checks while mounted on a tauntaun).

Equipment: Horns (Brawl; Damage 7; Critical 5; Range [Engaged], Disorient 1).



WAMPA [RIVAL]

Wampas are the fearsome alpha predators of Hoth. Their shaggy white hair allows these vicious creatures to perfectly blend with Hoth's snowy landscape so they can sneak up on their prey undetected. Wampas typically dwell in ice caverns formed by underground hot springs nestled within the tundra, venturing out into the open only when hunting for food. Wampas subsist primarily on tauntauns, and they display a surprising degree of intelligence when stalking their prey. Unlike most carnivores, wampas prefer to capture their prey alive and dangle their future meal from the ceiling of their lair until they are ready to dine on fresh meat.



Skills: Brawl 3, Resilience 3, Stealth 3, Survival 3.

Talents: Stunning Blow (may inflict damage as strain instead of wounds; does not ignore soak).

Abilities: Camouflaged (when in snowy environments, add   to all Stealth checks), Suited to the Cold (wampas are immune to the effects of freezing and cold environments).

Equipment: Claws (Brawl; Damage 8; Critical 3; Range [Engaged]; Pierce 3, Vicious 2).

KOLAADOR

Kolaador is a barren, rocky world with twisting canyons. Massive, naturally occurring crystalline obelisks jut out from the surface in clusters, breaking up the horizon of an otherwise drab planet. Prior to the Battle of Yavin, an Alliance pilot training center was constructed near a particularly winding fissure filled with crystalline growths. Prospective starfighter pilots were required to navigate the canyons as a final trial to graduate from mere cadet to officer. For much of the base's existence, the witty and much-liked Commander Murleen was in charge of training.

In addition to the pilot proving ground, the training center houses a bank of simulators. Many pilots return to Kolaador Base for continuing training or to get certified to fly new combat craft. Bailout Squadron, an elite group of test pilots, also called Kolaador Base home. While brand-new starfighter models such as the A-wing and B-wing had dedicated testing crews during their prototyping stages, Bailout Squadron is often called upon to test production models, as well as variant models of existing starfighters, particularly the X-wing.



MYGEETO

At the end of the Clone Wars, the Empire disbanded and destroyed many of the organizations that had supported the Confederacy of Independent Systems. However, out of fear of galactic financial instability or economic collapse, the Empire took direct control of the InterGalactic Banking Clan and imperialized many IGBC assets. Mygeeto, an IGBC purse-world, was one of those assets. The Empire brutally subjugated it and enslaved its natives.

For years, the Empire forced its inhabitants to strip-mine Mygeeto for its rich deposits of carvanium (used to make durasteel), nova crystals, and relacite. Hundreds of thousands died of exposure and exhaustion. The abysmal conditions and harsh treatment the slaves had to endure made it easy for the Rebel Alliance to infiltrate the labor camps and incite an uprising just before the Battle of Yavin. Within weeks, the slave revolt, with the help of Alliance troops, successfully freed Mygeeto from Imperial domination.

Unfortunately, Mygeeto's riches are a prize the Emperor can not afford to lose. The Imperial Navy launched a major counteroffensive led by Darth Vader himself to reclaim the planet. Alliance forces were annihilated in the battle, and the Muun insurgency was quashed. Although Mygeeto remains a major currency reserve for the Empire, the brief liberation it enjoyed taught the slaves how to fight their oppressor. Even with the Imperial presence higher than ever, slave uprisings are common. Groups of escaped slaves actively harass Imperial outposts and liberate their fellow Muuns from labor camps.

NEW ALDERAAN

Discovered by Alliance Support Services around the time of the Battle of Yavin, New Alderaan would have been on a short list of prospective headquarters worlds had it not been for its remote location. Situated just Coreward of Mon Calamari Space in the Ash Worlds, far enough off the Giblem Route not to attract notice, New Alderaan was instead designated a potential safe world. Shortly after the destruction of Alderaan, Princess Leia Organa selected the safe world as a place for what few Alderaanians survived, and dubbed it New Alderaan.

Word quickly spread through the Alliance and its sympathizers that if any survivors wanted to go to New Alderaan, the Rebellion could take them. Strict security is in place for visitors, who are swept for beacons and communications equipment; sent through multiple, back-tracking jumps; and confined to quarters for the duration of the trip before finally setting foot on their adopted homeworld. Despite the security, the population of New Alderaan has soared to sixty thousand in short order.

New Alderaan bears a passing resemblance to the previous home of House Organa, featuring craggy mountains, verdant fields, and thick forests. Making manifest the Rebel cry to "remember Alderaan," the settlers have founded a city in the mountains and have named it New Aldera. Since the city's founding, the colonists have slowly been replacing prefabricated buildings with gleaming white and gold spires in a scaled-down replica of their former capital.

While the colonists have begun farming in earnest, and hope to one day produce enough to supply the Alliance with foodstuffs, New Alderaan's virulent weather has made life difficult for the farmers and ranchers, many of whom have little experience with such conditions. Perhaps New Alderaan's largest contribution to the Rebellion is its simply being a place where Alderaan survivors can go and remember, and be among their people. The world also functions as a recruitment center for the Rebellion, as many survivors seek revenge against the Empire for Alderaan.

Alliance safe worlds also serve one other important function for the Rebellion. The fact that they are remote worlds, unknown to the Empire and located far off of well-traveled hyperspace routes, make them ideal for refugees, but they are also the exact qualities the Alliance looks for in a prison. On a small, oceanic island on the opposite side of the planet from New Aldera, the Alliance maintains a maximum-security prison codenamed Cantham Cellar.

SANCTUARY

A small, island-pocked oceanic world at the southern edge of Mon Calamari Space, Sanctuary was originally a hideout for a few thousand pacifists dodging an Imperial draft. It also drew a number of nonhumans who felt discriminated against by Palpatine's New Order. These individuals colonized a small chain of islands. Scratch-built steam-powered ships fed the colony through deep-sea fishing, which was supported by small-scale agriculture.

Shortly after the formal Declaration of Rebellion against the Empire, the denizens of Sanctuary reached out to the Alliance. While those living on Sanctuary were unwilling to directly join the fight, the two groups were able to strike a mutually beneficial arrangement, whereby the people of Sanctuary would provide asylum to wounded Rebels, Alliance family members, and political exiles in exchange for an initial investment in supplies and equipment to increase their agricultural capability.

After a few years of operation as an Alliance safe world, Sanctuary's population swelled from just a few thousand to nearly thirty thousand. Fishing and agriculture produced far more than the refugees could ever hope to eat, and they began to trade their surplus to the Rebellion in exchange for common technology items such as datapads and labor droids. Sanctuary also began growing textile crops and became a major supplier of Alliance military uniforms. By the Battle of Hoth, Sanctuary was producing a significant portion of Alliance foodstuffs and exporting tons of fish and grains monthly.

The Rebels guard safe world locations, including Sanctuary's, at their most restricted levels. Only those few transport crews that ferry personnel and supplies back and forth are trusted with Sanctuary's coordinates.

TALAY

The oceanic planet Talay was the hidden location of the Rebel Alliance outpost designated Tak Base, a Mon Calamari-held communications depot that relayed encrypted Rebel comms traffic throughout the Rimward southern Slice. Several weeks after the Battle of Yavin, Tak Base intercepted an Imperial communique with information regarding a top secret Imperial Army program called the Dark Trooper Project. The Mon Calamari technicians failed to realize a tracer program had piggybacked onto the Imperial transmission, and Tak Base's location has been compromised.

Troops from the Dark Trooper Project descended on Tak Base to plug the leaked information before it could spread. A squad of Dark Troopers leveled Tak Base and the surrounding city in mere moments. The loss was costly to the Alliance, and it took weeks to reestablish communications with several sectors of the southern Slice. When news of the atrocity at Talay got out, the Alliance broadcasted images and details of the destruction on shadowfeeds across the galaxy. The example of Imperial brutality has served to sway many systems to the Alliance cause.

VERGESSO BASE

Beyond the Trailing Sectors, the Vergesso Asteroids drift on the edge of Wild Space along a winding hyperspace route called the Five Veils. Despite their remote location, the Vergesso Asteroids receive a fair amount of traffic from a variety of sources. Imperial patrols move throughout the system to combat the piracy that plagues the wilds of the Outer Rim. Shipping giant Ororo Transportation operates a modest distribution center within the main asteroid, Vergesso Prime, at the edge of the system. While few realize the facility is a front for the Tenloss Syndicate, even fewer suspect the Rebel Alliance hides a shadowport within the busy station.

Agents of the Tenloss Syndicate, working for the Rebellion, frequently raid Imperial storehouses and supply depots all over the galaxy, pilfering food, ammunition, medical supplies, and repair parts. These stolen goods are handed off to syndicate-employed smugglers, who funnel them back to Vergesso Base. The Rebellion maintains several hangar bays there, hidden deep within the asteroid facility, where smugglers deliver the contraband and transfer it to Alliance transports. This illicit supply chain aids Rebel Sector Forces all across the Western Reaches and as far spinward as Bothan Space.





HIDDEN BASES

*"You would prefer another target, a military target?
Then name the system!"*

—Grand Moff Tarkin

The hidden base is a mainstay of the Rebel Alliance, and the concept is an iconic part of the *Star Wars* universe. It is something the players can instantly relate to, due to the prominent appearance of hidden bases in *Star Wars* movies and other stories. Within the game, such a base gives the PCs an element to live in, interact with, sneak in and out of, protect, and even build upon. It provides a modicum of safety on worlds dominated by Imperial forces and threats. The hidden base may provide a source of drama and suspense that can center on efforts to keep it from being discovered, on internal rivalries, or even on deep divisions within the base staff.

This chapter provides a brief overview of hidden Rebel bases, including their typical purposes, possible command structures, and major threats and dangers. It also describes four hidden Rebel bases in detail. Three are from *Star Wars* movies and other

stories: Echo Base on Hoth, Polis Massa Research Base, and Tierfon Outpost. This chapter also introduces a new base called Defiant Core.

How the GM chooses to use these bases also affects the campaign. GMs whose campaigns closely follow the established *Star Wars* stories can intertwine their efforts with the existing history. This allows the players to experience a location or events they already know something about. However, some GMs and players feel that adhering to existing stories can limit PC choices and their impact on the location. Defiant Core gives the GM and PCs a location to use and alter for their own campaigns with few existing restrictions, if they so choose. On the other hand, GMs who run campaigns using alternate stories can allow the PCs more freedom with the existing locations.

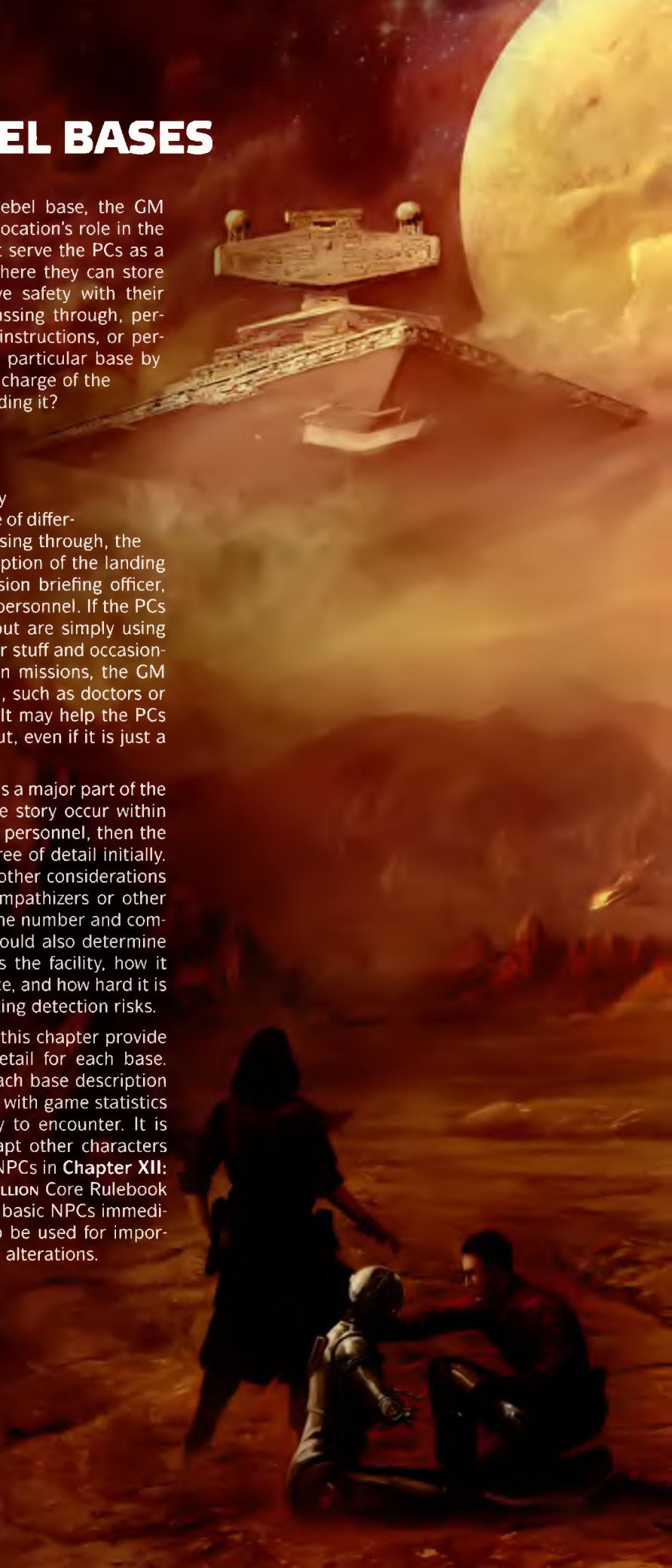
USING REBEL BASES

When using or creating a Rebel base, the GM should first determine the location's role in the adventure or campaign. Does it serve the PCs as a home base in the campaign, where they can store their gear and meet in relative safety with their superiors? Are the PCs just passing through, perhaps to pick up vehicles, gear, instructions, or personnel? Are they assigned to a particular base by their commanders? Are they in charge of the base and expanding it, or defending it?

As it is with most locations, the longer the PCs stay in the area or use the facility, the more detail the GM eventually needs to provide over the course of different game sessions. For PCs passing through, the GM might need a simple description of the landing bay, a conference room, a mission briefing officer, and possibly technical support personnel. If the PCs are not going to stay a while but are simply using the base as a place to store their stuff and occasionally to train or heal up between missions, the GM can create additional personnel, such as doctors or mechanics, as the need arises. It may help the PCs to have a map of the base layout, even if it is just a simple schematic.

If the PCs are using the base as a major part of the campaign, in which parts of the story occur within the base and heavily involve its personnel, then the GM needs a much greater degree of detail initially. In addition to the items above, other considerations include likely enemies, local sympathizers or other allies, the base's mission, and the number and competency of its staff. The GM should also determine how the Rebel Alliance regards the facility, how it prioritizes supplies and ordnance, and how hard it is to reach the base while minimizing detection risks.

The four sections included in this chapter provide much of this information in detail for each base. One exception to this is that each base description contains only one detailed NPC with game statistics whom the characters are likely to encounter. It is up to the GM to create or adapt other characters as needed. The pre-generated NPCs in **Chapter XII: Adversaries of the AGE of REBELLION** Core Rulebook and other volumes can provide basic NPCs immediately, and some are suitable to be used for important characters, with or without alterations.



BASE PERSONALITIES

To keep players interested in the base from which they operate, it needs to be more than just a location. Base staff and commanders should have their own distinguishable personalities. While not every single person in the base must be accounted for, the GM should have a few primary NPCs that the PCs regularly interact with. This might include commanders, briefing officers, maintenance crew, medical staff, or trainers. They might be personal friends, rivals, or relatives, but they are most likely acquaintances at best. Just a few memorable traits are all that is needed to give incidental characters a bit more depth than a generic description. **Table 9–4: Fifty Personality Traits**, on

page 331 of the **AGE OF REBELLION** Core Rulebook, provide personality ideas on the fly.

The Rebellion is constantly churning its staff and combatants. Personnel are regularly reassigned to other duties, sent to distant locations, or made casualties or prisoners due to Imperial engagements. The GM should occasionally alter the base staff to reflect this. The PCs might return to find a friendly quartermaster replaced with a stricter officer or to learn that a respected ally has been killed or captured. Such incidents can serve as hooks for future adventures. The PCs might also run into a friendly face at another base, or even in the field.

MISSION OF THE BASE

This section contains a brief overview of a hidden base. Rebel base types are covered in greater detail on page 396 in **Chapter XI** of the **AGE OF REBELLION** Core Rulebook. In contrast to the bases in that section, most hidden bases are not major military installations. They are secure areas in which to assemble, plan, and stage Alliance opposition to the Empire, and they are critical to the success of the Rebellion. Such bases are hidden out of necessity, as the Rebels are regularly outgunned and outnumbered by the Imperial forces that move against them.

Small bases serve local resistance units. They may only help a handful of volunteers. Safe houses are essentially small hidden bases with caches of weapons, medical supplies, and more. Small bases usually serve a restricted set of mission types—intelligence, sabotage, and the like—as they don't have the personnel or expertise for more. They may have a couple of dozen people or fewer, and they may or may not be staffed around the clock by duty personnel. The bases' defenses are minimal at best.

Large and medium-sized bases require dozens or even hundreds of personnel to operate effectively. They focus on one or more mission types, and they can and do aid other operations. These bases have fortifications and defenses that might be supported by armed vehicles or starfighters. Tierfon Outpost is a medium-sized base. Polis Massa is a medium base with access to better facilities, and it relies on outright deception to protect the Polis Massans themselves, in addition to traditional defenses. Defiant Core starts as a small base and grows more capable over time.

Command-level bases are among the largest and the best-defended. Alliance High Command used Yavin 4 and Hoth as main Rebel bases. Other command bases control Rebel forces in various sectors or regions of space.

WHO IS IN CHARGE?

Unless the PCs control their own base, all of the bases they encounter are under the command of other Rebels or resistance groups. Generally speaking, higher-ranking Rebels or local resistance leaders lead the larger and more important installations. However, a smaller base might have a high-ranking officer or leader if the mission warrants. Base commanders almost always outrank PCs and won't put up with anything that endangers the base or its secrecy. It is not uncommon for command staff to demand visitors be shuttled in by base-provided transport. This prevents the visitors from learning the actual location of the base and revealing it if captured or if they turn out to be Imperial spies or informants.

CROSSROADS OF THE REBELLION

A hidden base can serve as a crossroads for beings of all species and careers with a stake in the Rebel Alliance. GMs can use bases as opportunities to introduce the PCs to virtually any type of Rebel, from secretive intelligence officers to battle-hardened veterans and highly touted starfighter pilots. New or replacement Player Characters can be easily introduced at a base, without much effort required to explain why they are there. The ambiance of each base differs, and providing opportunities to introduce the PCs to life in that particular part of the galaxy.

ECHO BASE

With the destruction of the Death Star and the subsequent evacuation of the main Rebel base hidden on Yavin 4, the Rebels were forced to seek out locations across the galaxy for a new headquarters. Though there were innumerable planets and systems available, the activity the main Rebel base attracts is difficult to hide completely, making isolation key. Finding a location that is regularly ignored or omitted from official star charts, is essentially uninhabited but still relatively accessible, and yet is far from Imperial patrols and probes took time. Eventually, the Rebels settled for carving their new base from the icy caverns on the distant, harsh, and frozen world of Hoth.

LAYOUT AND NOTABLE LOCATIONS

Echo Base is among the largest Rebel bases in the galaxy. Built within the solid ice of a massive glacier, it features multiple levels with many chambers connected by tunnels and turbolifts. The glacier conceals massive hangar bays, sprawling corridors, natural caverns, a complete medical facility, and Rebel command operations. Few Rebel Alliance bases boast as modern and complete facilities as Echo Base.

- 1. Barracks and Living Quarters:** The barracks and living quarters are distributed on multiple levels around the base. Some barracks are self-contained units fully enclosed by the surrounding ice. Other quarters use a combination of natural or engineered caverns and enclosed units. Quarters are generally divided into troop barracks, officer quarters, in-transit personnel housing, and VIP quarters. However, given the rugged conditions of the base, even the best quarters are still subject to the intense cold of the surrounding glacier. Most quarters consist of little more than a bunk, limited storage space, and the necessities for daily living.
- 2. Briefing Rooms:** Rebel missions and strategy are discussed and conveyed in briefing rooms around the base. Some are small, with enough space for a dozen people or fewer. At least one is auditorium sized, with fixed seating and a large holodisplay and holoprojector for presenting battle plans, mission parameters, and any other information Rebels of any command level might need to convey to each other.
- 3. Command Center:** Echo Base's main command center is relatively understated. It is highly utilitarian, with freestanding control panels, electronics, gear, and other equipment housed in a central, natural cavern. The command center is the focus of all base operations. Broadcasts and

orders to other Rebel facilities or units throughout the galaxy are usually handled elsewhere, though they can be routed through the center. The command center monitors the surrounding area and star system, ever watchful for natural threats and Imperial probes or scout units. It coordinates starship and vehicle traffic, area patrols, and the base's extensive defense network.

- 4. Defensive Emplacements and Artillery (not shown):** The Rebels have built a sprawling network of trenches, tunnels, and outposts into the surface ice on and around the base, reinforced by permanent anti-vehicle and anti-personnel turrets, as well as by portable artillery units. Echo Base's formidable energy shield is expected to force any attackers to forgo an aerial assault and resort to a ground attack instead. The tunnels and trenches provide fast and safer path by which to relocate or deploy troops.
- 5. Hangar Bay 7 (North Entrance):** The smaller of Echo Base's hangar bays, Hangar Bay 7 contains and guards the north entrance. It typically houses a squadron each of snowspeeders and X-wing starfighters, as well a tauntaun pen (see below). It also has room for a small light freighter or similarly sized starship. Surface patrols to the north and surrounding areas are typically dispatched from this hangar bay. The north entrance is protected by a massive blast and shield door to shelter the base from attack and Hoth's extreme weather and cold. To protect sensitive equipment as well as life and limb, standing orders require the door to be closed every night and at critically low temperatures.
- 6. Main Hangar Bay (South Entrance):** Echo Base's main hangar is a sprawling cavern enlarged and improved by Rebel engineers. It can hold up to thirty medium transports, which stand ready to evacuate the base at any time. Some transports also ferry supplies and equipment in and out of the base. Other freighters and starships can be docked in the facility, though they are temporary guests. The hangar also holds Y-wing and other starfighter squadrons as needed. The massive hangar has two massive doors that comprise the southern access to the base and are large enough for freighters and their starfighter escorts to exit quickly. An exterior staging area provides additional landing space for loading ships and other needs.
- 7. Ion Cannon (not shown):** Echo Base features one of the Rebels' most formidable defenses anywhere in the galaxy. A massive KDY Planet Defender Ion Cannon provides enough firepower



to temporarily disable a Star Destroyer in orbit with a few well-placed shots. It can be used to repel attacking craft and cover departing starships in an evacuation. The ion cannon has its own power generator and sits apart from the main base.

8. Medical Center: The Echo Base medical center is the equal of any hospital in the galaxy, with an obvious focus on combat casualties and rehabilitation. It is staffed by hundreds of doctors and medical specialists, as well as by reliable medical droids such as the venerable 2-1B models and multi-armed FX units. The medical center regularly treats base personnel who are injured by accident or by one of Hoth's many environmental hazards and dangerous creatures. Rebel agents and troops based elsewhere may also be brought to Echo Base for critical treatment. However, in order to preserve the secrecy of the base's location, it is not intended to provide regular medical services to the Alliance at large.

9. Shield Generator (not shown): The shield provides the base's primary defense. It is able to repel bombardments from space or aerial attack, even those generated by a fleet of Star Destroyers. Operational parameters require that the generator sit on the surface, rather than hidden in a protected cavern. As such, Rebel defenses are designed to protect it so that the shield may remain in operation long enough to complete an emergency evacuation. Starships cannot fly through the shield, so it must be lowered for any incoming or departing traffic, even in combat situations.

10. Starfighter Maintenance Level: A large maintenance hangar sits below Hangar Bay 7. It has no direct access to the outside, so a massive lift provides transport between levels. Starships and vehicles in need of extended repairs or advanced modifications are brought below, where a lengthy stay does not inhibit day-to-day hangar operations. General maintenance is typically handled in the main hangers. The Rebels are adept at patch-

ing together starships and equipment from materials at hand. While they do have spare parts, they rarely have the newest and best options available.

- 11. Tauntaun Pen:** With the snowspeeders grounded until their technical limitations can be corrected to allow them to operate in the extreme cold, the Rebels rely on fast and hardy domesticated creatures called tauntauns to move around outside. The tauntauns' stealth is beneficial, as patrols using the creatures are less obvious to observers than a fast and high-flying speeder or low-flying starship. Despite their resistance to cold, tauntauns are not completely immune to it, especially Hoth's nighttime temperatures. The Rebels stable, feed, and care for them in pens within the base, near the hangars. Most are reserved for their rotation in the daily patrols, but special transportation requests are often accommodated.

COLD CAVERNS

After the Rebels discovered Hoth, technicians and engineers worked to build and expand the base. Using enormous laser ice cutters, the Rebels have expanded the natural ice caverns, cutting new passageways, corridors, lifts, and chambers. The laser cutters have given a distinctive horizontal texture to the icy walls, and stumps reveal where ice-formed stalactites and stalagmites were trimmed. Throughout construction, the Rebels cleared the area of Hoth's ferocious wampa ice creatures. Despite these efforts, the beasts continue to be a threat and are relatively unafraid of the Rebels. Some still find ways into the base, looking for their next meal. Others are a distraction to sensors, triggering automatic alerts when they wander inside the base's exterior defensive perimeter.

CURRENT STATUS

Echo Base is nearing completion, but it is already in partial operation. The extreme cold causes constant problems, especially with equipment designed for more temperate climates. Resourceful Rebel technicians have become adept at adapting gear and vehicles to the harsh conditions. Routine patrols are carried out on tauntauns while the vehicles remain grounded. Nighttime and darkness bring even lower temperatures, which can endanger portions of the base normally open to the exterior. The hangar bays are protected by enormous metal shield doors that are closed each night and not reopened until dawn.

Alliance High Command has recently settled into the facility, despite remaining complications from the cold and wrapping up construction. Echo Base



ECHO BASE ASSETS AND RESOURCES SUMMARY

Type: Main base.

Location: Sixth planet of the Hoth system, Anoat Sector, Outer Rim Territories.

Command: Alliance High Command.

Approximate Personnel: Thousands of support staff; 350 medical staff (+ 120 droids); 7,500 combat personnel and command staff.

Commanders/Leaders: General Rieekan, Princess Leia Organa, Luke Skywalker.

Notable Personalities: Han Solo, Chewbacca, Wedge Antilles.

Defenses: Ion cannon, laser turrets, mobile artillery, trenches, and a strong protective deflector shield for use against orbital bombardment.

Mission Support: Virtually every type of Rebel operation can be staged from Echo Base.

Facilities: Alliance High Command assets, barracks, complete medical facility, starship and vehicle maintenance bays, short and long-range sensors, tauntaun pens, training and briefing facilities.

Starships: 30 medium transports, 60 X-wing and Y-wing starfighters, one or two light freighters.

Vehicles: 12 or more snowspeeders and personnel transports.

Special Notes: An enormous exterior shield generator powers the base's shield.

is technically incomplete, so only limited operations are staged and dispatched from the base for the time being. The Rebels increase their preparedness and operations each day.

MISSION

Echo Base is not only a command headquarters base: it is the most important base. Rebel leaders, officers, and politicians use the base to plan and coordinate resistance groups and efforts throughout the galaxy. The base also provides military fortifications and a staging area. With no local population to worry about, the Rebels are free to carry out their plans without fear of Imperial reprisals against civilians and sympathizers.

OPERATING CONDITIONS

The biggest daily threat to the base and its personnel is Hoth's harsh environment. The extreme cold inhibits all operations, including those normally regarded as routine. Personal safety is stressed, and all staff are issued adverse weather gear and trained in subzero survival techniques. Wampas continue to be a problem, especially for those traveling outside. When the occasional ice creature does manage to find its way inside the base, attracted by the high-pitched sounds emitted by technology, Rebel troops quickly isolate the area and destroy the creature as needed.

Most of the personnel are focused on completing construction, aside from those who are engaged in dispatching operations elsewhere in the galaxy. Hoth's remote location benefits the Alliance by keeping its operations out of sight, but it also contributes to the isolation many Rebels already feel. With no local cities to relax in, personnel must provide their own sources of entertainment and recreational supplies.

Rebel missions against the Empire are increasingly planned and dispatched from Echo Base, though their targets are in the far-off reaches of the galaxy. Shake-down exercises at the base allow planners to streamline procedures and discover problems before they disrupt major Rebel operations.

DEFENSES

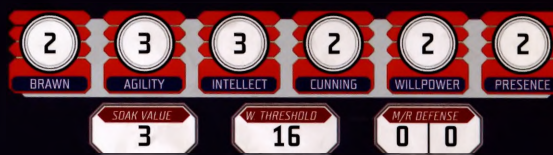
Beyond the aforementioned fortifications, weapon emplacements, and shields are Echo Base's highly trained and formidable defenders. Elite soldiers such as Rebel SpecForce (Special Forces) units comprise the core defenders, but the bulk of the soldiers are from the Alliance's standard forces. Elite units such as Rogue Squadron provide starfighter and airspeeder defenses. Virtually every branch of the Alliance military is represented in some form at Echo Base.

However, one obvious element is missing—the Alliance Fleet. Though Rebel warships and capital ships may transit through the system when required for their missions, the bulk of the fleet is deliberately deployed elsewhere. This enables the fleet to respond more quickly to other threats around the galaxy. More importantly, the Alliance cannot afford to lose both the main fleet and main base in a single battle. Therefore, the fleet is not expected to provide any meaningful defense for Echo Base. The main defensive strategy is to avoid pitched battles, escape, and live to fight another day, hopefully in better circumstances.

DECK OFFICER LT. NELA ARSELI [RIVAL]

Lt. Nela Arseli is one of a rotating pool of personnel serving as deck officers in Echo Base's hangars. When on duty, she tracks and directs operations occurring within the hangar at any given time. She often helps with organizing ships and vehicles as needed within the hangar to carry out their various missions and requirements, though other staff actually direct the traffic. She nominally knows who is working in the hangar at any given time, though in practice this only applies to those assigned to the current duty shift.

Lt. Arseli joined the Rebellion on Dantooine, serving at that base until it was relocated. She has since served in many smaller bases in a variety of roles, enabling her to meet many more pilots and personnel than the average Rebel. She has a sharp memory and runs an efficient hangar.



Skills: Discipline 3, Knowledge (Warfare) 3, Leadership 1, Ranged (Light) 2, Perception 2, Vigilance 2.

Talents: None.

Abilities: Tactical Direction (may perform a maneuver to direct one Alliance infantry minion group within medium range; the group may perform an immediate free maneuver or add ■ to its next check), Overwhelming Fire (may perform an action to direct one Alliance infantry minion group within medium range; the group may perform an immediate free combat check action).

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), adverse environment gear (soak + 1), com-link, datapad.

CONSEQUENCES OF DISCOVERY

With galaxy-spanning Imperial efforts to wipe out the Rebellion, discovery by Imperial forces is certain to bring a massive attack as soon as Echo Base is revealed for what it is. As Rebel defenses would quickly be overwhelmed, base operations are organized with the need for immediate evacuation in mind. For this reason, the Rebels keep enough transports to load and ship vital equipment, gear, weapons, and records away at virtually a moment's notice. During the evacuation, Rebel forces expect to fight a holding action, delaying the attackers and giving the evacuees more time to escape.

Discovery by criminal elements and other non-Imperials is handled on a case-by-case basis. The Rebels won't hesitate to destroy a ship or infiltrator to keep the base a secret, but if there is another option that would keep them secure, the Rebels usually try it. In some cases, it may be possible to disguise their true nature and convince the observer that they either don't exist or are a secret government or criminal enterprise.

PLOT HOOKS AND ALTERNATE STORYLINE IDEAS

As Echo Base is a prominent location in the *Star Wars* movies, a trip to it can be a highlight in an adventure or campaign. As with other movie-specific locales and events, the GM should decide ahead of time if the adventure should follow or deviate from the known *Star Wars* storyline in the area in question. For those GMs who wish to re-create the battle of Hoth with PC participation, see **The Empire Strikes**, on the opposite page. The GM can use the following plot hooks for adventures regardless of Echo Base's ultimate fate. The next section discusses deliberate storylines for alternate settings.

PLOT HOOKS

The following plot hooks can be used to create entire adventures or as inspiration for encounters.

Supply Run: In the time preceding an Imperial attack, the PCs are given a limited amount of funds and acquire a number of construction materials, laser cutters, weapons, droids, or other supplies, and ordered to transport them to Hoth. They soon discover that



the required items cost more than the funds available. The PCs must come up with a way to increase their credits or lower the cost of the goods without attracting undue attention from Imperial forces or informants. When the PCs finally arrive in the Hoth system, they are somewhat off course and must traverse a section of the nearby asteroid field before landing on the planet. If the GM wants to expand this beyond a single trip, the PCs could be ordered to make several emergency trips to pick up items lost in a wampa attack or construction accident, or the supply run could be combined with one of the hooks below or one from the sidebar on the following page.

Wampa Wipeout: The PCs are ordered to join or form a party to clear caverns of wampas so the base can expand into the area. The mission requires them to climb and traverse treacherous icy caverns with seemingly bottomless chasms. They may be required to camp one or more nights to accomplish their task. Along the way, they encounter single wampas, which alternately attack or flee. Isolated PCs might even be grabbed and hauled away. The PCs eventually encounter a large cavern that holds a wampa lair. They might find missing companions or other Rebels stashed away as future meals. At a minimum, the PCs must rescue any captives, though the ultimate goal is to either wipe out the creatures or force them out of the area.

THE EMPIRE STRIKES

In *The Empire Strikes Back*, Darth Vader leads an attack on Echo Base, infamously routs the Rebels, and forces their retreat. GMs who want to use Hoth and still maintain movie continuity could use this as an opportunity to re-create the battle. Prior to the attack, the PCs might be engaged in one or both of the plot hooks on the opposite page, giving them the opportunity to use and explore a known movie location. To maintain some element of surprise, the GM could stage several adventures or encounters at Echo Base. He could keep the PCs occupied elsewhere within the base until the Imperial probe droid is destroyed and General Rieekan orders the evacuation to begin.

PC participation in the battle or other events depends on their careers, goals, and current situation, plus their Motivations and Duties. The GM should take care with any opportunities for the PCs to interact with major characters and events. If the players won't play along and instead willingly take actions to contradict the movie, the GM may wish to divert them to their own problems, away from the main action.

Regardless of their exact path, the PCs have two primary elements to participate in: battling Imperial forces and escaping the planet. A few possible plot hooks are below:

One or more PCs are drafted into flying a spare snowspeeder against the AT-ATs. If the GM is concerned with disrupting events, they could be relegated to serving as tail gunners instead of pilots, essentially leaving their opportunities up to GM storytelling.

The PCs must staff the trenches or weapon emplacements. They have a frontline seat for the walker battle and can be kept busy battling Imperial Blizzard Force snowtroopers until ordered to retreat to their evacuation ships.

The PCs could be advance scouts or could staff the perimeter outposts that first see the walkers.

The GM might create a separate, flanking attack that threatens one of the entrances or the evacuation staging area. While the attack should not have AT-ATs, it could have virtually any combination of AT-STs and Imperial troops. The PCs might have access to a snowspeeder, but they are more likely to need to fight from the ground. PCs with higher ranks might lead areas of the defense or a vital counterattack against the invaders.

If the PCs are beginning characters or have their own combat specialties, they may remain in the base, helping to load transports and evacuate staff. The GM can create encounters tailored specifically to the PCs and use them when Imperial troops invade the base. Then the PCs can fight a holding action or make a fighting retreat of their own.

In most cases, the PCs must break off the battle to retreat and escape aboard a transport or their own ship. They may find their way blocked, have to deal with Imperial troops, or need to rescue wounded Rebels, all while time is ticking for the transport to depart.

Pilot PCs might be tasked with flying one or more of the transports or X-wing escorts sent to intercept the incoming Star Destroyers.

To enhance the feeling of being part of the battle, the GM should regularly give the PCs a chance to observe or overhear major events. If they are outside, they can see crashing walkers, Rebel ships taking off, the ion cannon firing, the destruction of the shield generator, or possibly even Darth Vader's landing. If they are inside, they see the base shuddering under fire, collapsing ice, and frantic evacuees. They may see or fight Imperial troops or even catch a glimpse of Darth Vader as he strides toward the *Millennium Falcon* in its hangar bay.

POLIS MASSA BASE

The Polis Massans have opposed the Emperor since the first days of the Empire. However, given their remote location, minimal contact with the rest of the galaxy, and intense inward focus on their own archaeological studies, they've mostly avoided Imperial ire. Their disapproval of the Empire, along with their isolation, made the Polis Massa asteroid an excellent choice for a hidden Rebel base.

The Polis Massans have many research and other outposts dotted throughout the Polis Massa Asteroid Field, the rocky remains of the planet Polis Massa. Their primary facility is the Polis Massa Research Base, which has existed in some fashion in this location for centuries. Known for excellent medical knowledge and care, this facility holds a great deal of the Polis Massans' research and provides living areas and support for their archaeological efforts. For more than 500 years, the Polis Massans have been tunneling into the asteroids, searching for anything that might link their ancient past to the shattered planet.

The Polis Massans' early aid for the Rebels was in the form of medical care. Over time, the Rebels steadily increased their operations. Several years ago, the Rebels expanded beyond the station and converted clusters of abandoned outposts and tunnels into their own hidden base. The distributed nature of the Rebel base protects them from Imperial attack, as well as giving the Polis Massans some plausible deniability for their secret (though suspected) aid.

Subsurface tunnels connect the extended Rebel areas on the main asteroid to the Polis Massa Research Base. The medical facilities still provide advanced care for sick and injured Rebels from across the Outer Rim Territories and sometimes beyond. The research base is used to coordinate Rebel actions as well as to provide a seemingly legitimate meeting location at which Rebel sympathizers and other allies can negotiate and plan their next moves.

LAYOUT AND NOTABLE AREAS

There are several distinct operational areas in the Rebel Polis Massa base. The first is the Polis Massa Research Base itself, which sits within the Wiyentaah crater. The second, several miles beyond the crater, is an area of abandoned archaeological digs in which the Rebels have expanded their base. Note that these areas are composed of multiple buildings clustered together in three or four groups connected by tunnels. The third operation area encompasses isolated outposts on the main asteroid and scattered throughout the asteroid field.

POLIS MASSA RESEARCH BASE

1. **The Local Dig:** The Local Dig is the large and important archaeological site of the ancient underground city of Wiyentaah. Viewed from space, the site looks unremarkable, as it is almost entirely underground. The Topside Dome covers the entrance and provides lifts down to the ancient city. The dome contains storage, analysis, and laboratory facilities for examining artifacts. Archaeologists and other workers also rest and dine here between shifts. The Local Dig is connected to the research base via pressurized surface connectors, which enabling swift and safe travel between sites without environmental suits or vehicles.
2. **Cloning Laboratory Dome:** This dome contains the specialized cloning research labs used to assess the suitability of ancient genetic material retrieved from Wiyentaah for cloning. The dome is connected to the main pressurized connector between the Local Dig and the Waystation dome. Some of the research base's most advanced and experimental cloning technologies are contained here. Access is highly restricted, and outsiders are rarely allowed in.
3. **Pressurized Surface Connectors:** These fully enclosed metal corridors provide comfortable passage between many Polis Massan facilities. Some of the longer connectors may contain small repulsorlift carts or trams to speed travel. Some of the tunnels are opaque while others have lines of small windows or even floor-to-ceiling transparent walls.
4. **Waystation Dome:** This dome contains the main archaeological processing center, which catalogs items from the Local Dig and starts the conservation process.
5. **Main Landing Bay:** The majority of the landing bay is contained underground. An open vertical shaft connects its many levels to the surface. The top of the shaft is protected by a shield generator ring, similar to those found protecting the hangars of large starships. Local starship and vehicle traffic is directed from control towers within the ring. Two pressurized surface connectors lead to the main research base, crossing over a wide fissure. While the bay has several levels of moderately sized hangars, the size of the tunnel opening restricts the landing facilities to small starships, such as shuttles and light freighters.

POLIS MASSA BASE



6. **Secondary Landing Bay:** A secondary landing bay connected to the main base by surface tunnel holds small, short-range spaceships often called flitters. They are used to shuttle between asteroids and other facilities. The bay is a smaller version of the main landing bay, with underground hangars and storage areas.
7. **Mooring Masts:** Ships that cannot fit in the landing bay are tethered physically or by short-range tractor beam to reinforced metal mooring masts, as the asteroid does not have enough gravity to keep them from floating away.
8. **Main Archaeological Research Section:** This is the heart of the Polis Massan archaeological effort. It is a complete analysis, conservation, storage, and laboratory facility. It is housed in a multilevel structure with a direct connection to the surface tunnel to the Local Dig. The best artifacts from other parts of the asteroid field are also studied here.
9. **Library and Recreation Area:** These are public communal areas for relaxation, recreation, and advanced studies. They house one of the best medical libraries in the Outer Rim, and possibly the galaxy.
10. **Main Habitat:** This section provides the main living quarters and related facilities for the majority of staff and visitors. Most chambers are set up for the Polis Massans, but some rooms are adaptable to almost any visiting species. The habitat is heavily reinforced and serves as an emergency shelter, should the base be damaged in an attack or asteroid collision. Rebels housed here have their own clusters of rooms, to minimize detection risks.
11. **Food Production:** Hydroponic facilities grow engineered, high-yield food for the research center and some nearby outposts. Rebel engineers have improved the operation, enabling it to quickly grow a wider variety of food that is more suitable for other species in Rebel units.
12. **Communications Center:** This tower is the hub of Polis Massan communications throughout the asteroid field. It can also provide holonet access, a luxury not found in most Rebel bases. Since the Imperials strictly monitor and control holonet access, its use is highly limited and risks detection of the Rebels. If it attracts too much attention, the Imperials might destroy it.
13. **Power Generator:** This tower contains the main fusion reactor and energy distribution system. Shorter, engaged towers around its base house the backup power generator, the artificial gravity generator, and sophisticated dating equipment. The artificial gravity generator serves the entire base complex, including the Local Dig.
14. **Surface Vehicle Garage:** A large garage with an attached maintenance bay supports the base's fleet of speeders and exploration vehicles. Special care must be taken when using these vehicles, due to the low gravity. They are primarily used to shuttle cargo and passengers between the research base and tethered starships.
15. **Underground Storage (not shown):** Below the base and secondary hangar are numerous underground storage facilities. Lifts and ramps provide access between the levels. Most of the storage space is used for archaeological items, though bulk storage of supplies can also be found here.
16. **Medical Treatment and Surgical Suites:** The advanced medical center provides sophisticated surgical suites, along with general treatment rooms and patient care rooms. To facilitate studies and learning, some operating rooms have floor-to-ceiling windows, allowing observers a clear view. The medical staff consists primarily of Polis Massans and medical droids. Rebel doctors and medical technicians support the medical staff and oversee and protect Rebels undergoing treatment.
17. **Biomedical Research Section:** The primary medical research facilities investigate and perform experiments to improve cloning techniques as the Polis Massans attempt to resurrect extinct species from recovered biological material. Cloning procedure data obtained from the Kaminoans is stored here. The scientists and technicians also catalog and analyze such materials. A massive life-support system filters the research base's air to maintain a sterile environment throughout the building.



- 18. Offices, Conference and Briefing Rooms:** A series of conference rooms and small auditoriums provide the Rebels with secret meeting places for visiting or potential allies. They also serve as briefing rooms for preparing Rebel missions as well as for post-mission debriefing. Base administration offices are primarily run by the Polis Massans, but a few offices are secretly used by the Rebels for coordinating field operations and starship traffic with their hosts.
- 19. Tunnels to Rebel Base and Outposts:** An underground tunnel ties the research base's to a network of natural caverns and new tunnels that lead to the underground Rebel base. From there, a network of tunnels leads to several Rebel outposts. Most of the tunnels are narrow and rough—too narrow for most speeders. Speeder bikes provide some aid, though navigation is tricky and dangerous at even moderate speeds. Very few passages feature life-support systems or air at livable concentrations. Travel is slow going and usually requires an environment suit for extended trips. A breath mask is sufficient for short excursions (two kilometers or less). Artificial gravity is only available near each outpost, leaving the intervening sections in their natural state.
- 20. Active Research Sites (not shown):** Active Polis Massan archaeological sites can be found on many asteroids. Some are smaller versions of the main research base, but most are outposts of only a few small structures. They usually contain living quarters, basic laboratories, equipment storage and repair areas, airlocks, small garages, and direct access to the site itself. Almost all sites are underground, although a few surface excavations exist.
- 21. Abandoned Research Sites (not shown):** After study at a particular site is completed, the researchers move on to their next location. Buildings, equipment, and other materials remain at the abandoned site until needed elsewhere. It might take months or years for a site to be totally relocated or removed. Pirates and other criminals sometimes take over one of these facilities as a hideout or base. The Polis Massans tend to leave them alone unless they are a direct threat to their operations. The Rebels and even the Imperials root out the most disruptive groups.
- 22. Barracks:** Basic accommodation for soldiers and staff, above and below ground.
- 23. Briefing Rooms:** Mission briefings for personnel for whom it is too risky to be seen in the Research Base occur here.
- 24. Command Center:** This bunker is deep underground and oversees all Rebel operations outside the research base.
- 25. Communications Array:** The original communications array was destroyed in an Imperial raid by the 501st Legion. The replacement dish is more fully concealed within the wall of a nearby crater, but it is more limited than the original.
- 26. Decoy (Destroyed) Outpost:** This small outpost resembled a miniature version of the main base. Most of it was destroyed in the 501st Legion's raid (see page 81).
- 27. Hangar One:** An X-wing squadron operates from this deep underground hangar, built into one of the largest abandoned exploration tunnels.
- 28. Hangar Two:** A Y-wing squadron is concealed within multiple low surface structures, with two or three ships per building. Hangar Two is 12 km from Hangar One and even farther from the research base.
- 29. Laser Turrets:** Some surface structures and shallow depressions conceal small laser turrets suitable for use against fighters and small starships, but largely useless against capital ships.
- 30. Power Generators:** Small generators are scattered around the facility and can be easily powered down to avoid detection.
- 31. Pressurized Surface Connectors:** Some surface structures are connected by above-ground pressurized metal tunnels.
- 32. Sensor Arrays:** Short and long-range sensor arrays are strategically placed around the asteroid field to detect Imperial patrols and pirate craft.
- 33. Shield Generators:** Some buildings have limited shields to protect against attack. Most are about as strong as those found on light freighters. Each has a limited power supply from a small dedicated generator, and they do not recharge quickly (requires four rounds to restore).
- 34. Tank and Vehicle Maintenance Garages:** Surface buildings that each contain between one and three hovertanks, as well as a litter or two.
- 35. Training Areas:** Above and below-ground areas for training Rebel troops, agents, and pilots. Includes hidden weapons ranges and a pilot training course through the asteroid field.
- 36. Tunnels to Outposts and the Research Base:** Narrow and rugged tunnels to other facilities.

REBEL BASE

Connected to the Polis Massa Research Base by hidden tunnels, the Rebel base is not pictured on the map.

- 22. Barracks:** Basic accommodation for soldiers and staff, above and below ground.

POLIS MASSA RESEARCH BASE AND THE REBELLION

For 500 years, the Polis Massans have carried out archaeological operations dedicated to discovering as much as they can about their ancestry. They believe they are descendants of the Eellayin people native to the planet Polis Massa, before a cataclysm shattered the world into thousands of asteroids (see **Polis Massans** on page 98). On one of the largest asteroids, the Polis Massans established a central research base from which to carry out their operations. As part of their studies, they sought to restore long-extinct species by cloning what few remains they find among the rocks. To facilitate this, the Polis Massans developed specialized cloning techniques and a sophisticated medical research department.

The asteroids are dotted with exploratory tunnels and temporary outposts, most of which have borne few, if any, results. When finished with an area, the Polis Massans usually reuse the shelters and machinery at their next site. However, some items remain abandoned in place until that particular structure, material, or equipment is required elsewhere.

More than fifty years ago, the Polis Massans discovered the great underground city of Wiyentaah almost directly under the research base itself. Called the Local Dig, it is possibly the most important find in the entire asteroid field. Despite researchers' focus on the Local Dig, operations continue throughout the asteroid field. The crater holding both the base and Local Dig was renamed Wiyentaah.

Due to pirate and other Outer Rim threats, the Polis Massans have worked to keep their facilities concealed from easy detection by outsiders. They usually build surface structures nestled in craters or otherwise obscured from view. This tendency, along with their longstanding anti-Imperial sentiment made the area an excellent location for the Rebels to operate from.

REBEL OPERATIONS

Initially, the Rebels took advantage of the Polis Massans' sympathetic stance in the form of secret medical treatment for injured Rebel agents and combatants. As the two groups began to trust each other more, the Rebels increased their presence and operations. They used the research base to coordinate actions across the sector as well as for briefing Rebel agents and operatives for their missions.

As Rebel missions and planning became more and more dangerous, they expanded their operations into their own small outpost. They took over an abandoned research site several kilometers outside the Wiyentaah crater. In case of detection, the Reb-



els wanted to appear separate from the Polis Massans and hopefully save them from Imperial reprisals. The Rebels continued to use the medical center. The research base provided an apparently neutral meeting point for Rebels and their sympathizers, allies, and potential allies.

As the Rebels continued to grow their base, they distributed it across a wide area, including other asteroids. They hoped that if the Imperials detected one outpost or section, the others might be overlooked. Outposts could also provide rally points and stag-

ing areas for counterattacks. As the research base's hangar space was limited, the Rebels started to build larger hangars among their outposts.

The Rebels built new tunnels, which combined with natural fissures and caverns, provide a secret connection to the research base. This allows them to come and go without alerting spies, potential observers, or probe droids. Most of the Rebel outposts on the base's asteroid are connected by similar tunnels, though a few rely on existing surface corridors where underground development has been dangerous or impossible.

501ST RAID

Just prior to the events leading to the Battle of Yavin, the Imperials traced a holodisk containing classified information to one of the Polis Massan facilities, which has secretly become a Rebel outpost. Believing it to be a Rebel base, a detachment of the storied and feared 501st Legion raided the structure, expecting to overwhelm a small band of Rebel defenders. Instead, the stormtroopers met an organized resistance that escalated into a fierce fight. As fighting spread throughout the outpost, a small hovertank battle raged outside—just another of the Rebels' many surprises.

Despite the counterattack, the Imperials successfully retrieved the disk and uploaded its data to a waiting vessel. As they departed, they destroyed much of the outpost, including its sophisticated communications dish and array. In their haste and surprise, the Imperials did not realize that the near-constant stream of Rebel reinforcements was coming from a secret tunnel entrance in the back of a cavern attached to the surface structures.

The Rebels left the damaged areas as is and restricted the remaining underground operational areas to limited activities. The outpost and array became, in part, a decoy in case the Imperials attacked again. In a future attack, the Rebels plan to reveal the surviving portions on purpose, drawing the Imperials away from the Polis Massa Research Base and Rebel outposts.

Increasing Rebel operations in the sector occasionally draw the attention of Imperial forces, who sometimes track the Rebels back to their base. There have been a handful of skirmishes and Imperial attacks, successfully focused on the isolated outposts so far. The resilient, surviving Rebels simply pack up and relocate to other portions of the base, or to a new area altogether.

GENERAL ELORA SILSSUSIO [NEMESIS]

Polis Massa's current Rebel commander is General Elora Silssusio. She oversees all Rebel operations and is the Alliance's chief liaison, coordinator, and negotiator with the Polis Massans. She once ran a private security and investigation service, called Ulterior Vision, which specialized in clandestine work for questionably loyal Imperial Senators. The ISB eventually exposed her activities, but a friendly Senator orchestrated her escape to join a fledgling resistance group in the Outer Rim. When the group joined the Rebel Alliance, she was quickly promoted to lead secret missions throughout the galaxy. She sustained serious injuries in a skirmish while escaping a Star destroyer and was sent to Polis Massa for treatment. While recovering, she used her experience negotiating with Senators to convince the Polis Massans to increase their support for the Alliance.

The Alliance was impressed, promoted her to general, and placed her in command at Polis Massa. There, she protects the Rebels' relationship with their hosts, reigning in or expelling anyone who would endanger them. She personally selects and briefs special operations teams. She has had a seething hatred for the Empire since the dissolution of the Senate, because some of her former clients were arrested and

probably killed shortly thereafter. The General rarely wears a formal uniform, so as to avoid undue attention should outsiders see her within the research base.



Skills: Deception 3, Discipline 4, Gunnery 1, Knowledge (Warfare) 2, Leadership 3, Negotiation 4, Ranged (Light) 3, Perception 3, Streetwise 4, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Command 2 (add ■■ to Leadership checks; affected targets add ■■ to Discipline checks for the next 24 hours), Improved Field Commander (as an action, may make an **Average** (◆◆) **Leadership check**; 4 allies may immediately suffer 1 strain to perform a free maneuver; spend ☉ to allow one ally to perform an action instead).

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting).

CURRENT STATUS

Since the raid by the 501st, the Rebels have expanded their operations, most notably adding one X-wing and one Y-wing starfighter squadron for base defense and carrying out raids of their own. The Rebels also make much greater use of the Polis Massa Research Base. They still try to hide their activities, as the Polis Massans would be very distraught if the Local Dig were damaged due to hostilities—even more than if the research base were. Rebel activity brings periodic Imperial patrols to the asteroid field, searching for pirates and Rebels alike. Imperial patrols range from Star Destroyers to smaller vessels. The Polis Massans dislike the increased Imperial scrutiny, but they have successfully turned back investigations and navigated Imperial politics to appear neutral, if suspiciously so.

MISSION

The base has three primary missions: starfighter support and deployment, espionage staging and operations, and medical aid. Rebels in need of advanced or long-term medical care are flown to the base from throughout the sector, and sometimes from surrounding sectors.

CONSEQUENCES OF DISCOVERY

The Rebel force can and has survived Imperial discovery. However, if the Empire ever learns of the tunnel or other connections between the Rebels and the research base, it is almost certain to attack and try to destroy the research base. Its loss would make Rebel operations difficult to continue, and quite possibly end them altogether.

PLOT HOOKS AND ALTERNATE STORYLINE IDEAS

Beyond the raid by the 501st, events at Polis Massa are largely unknown. Game Masters have substantial leeway to use the base as they like. Polis Massan attitudes toward the Rebels can vary greatly. While only a dire event would disrupt their support, there are plenty of disagreements over methodologies and mitigating risk. The PCs might be sent to Polis Massa for medical aid, supply runs, or assigned missions from the facility.

PLOT HOOKS

The following plot hooks can be used to create entire adventures or as inspiration for encounters.

Imperial Espionage: A Polis Massan flitter returns to the research base towing an escape pod. The

pod's life-support system appears damaged, and the human occupant poisoned and virtually unconscious from a toxic mix of atmospheric gases. Polis Massan medical techs rush her into the medical center for treatment. General Silssusio orders the PCs to investigate the pod's origin, reported to be a starship that crashed into a nearby asteroid. In the meantime, small flying and crawling probe droids sneak out of the pod's hidden compartments. The human is really ISB Agent Shel Prav, using the alias Cernsa Ku. She staged the accident to sneak herself and her droids into the research base.

The PCs must fly through a particularly dense cluster of asteroids and find and land at the crash site. The ship is very difficult to locate, due to its small size and the narrow fissure in which it wedged itself. The PCs discover that everything about the ship and the crash appears to be staged. All damage is cosmetic. The ship is a small freighter, complete with a cheap cargo and typically sketchy credentials.

The PCs return and search the pod itself. Technically minded PCs find the hidden compartments, discern their likely occupants, and might detect the droids on the hangar's security sensors. The pod is set to auto-relay droid transmissions to the ship (which could happen when the PCs are aboard). The race is on for the PCs and Rebels to search the base for the droids and eliminate them. The agent makes a remarkably quick recovery but plays the part of a suffering patient until she thinks her hosts are on to her. When threatened, she tries to retrieve any of the droids she can and escape by stealing a starship from the hangar. Fortunately the only one available doesn't have a hyperdrive. This touches off an extended series of adventures in which the PCs track her movements through the asteroid field from compound to hideout to archaeological site as she tries multiple times to steal a hyperspace-capable ship. If she succeeds, the Imperials are sure to attack.

Imperial Attack: If the PCs eventually give away the position of one of the outposts, a Star Destroyer arrives to invade or destroy it. The ship bombards the area, softening up any Rebel defenses. Imperial troops attack, hoping to capture Rebels and their plans for the sector. The battle rages through the outpost, above ground and below. The PCs must defend the base and cover the escaping Rebels. They must lay low as TIE bombers attempt to flush them out, then flee underground and blow up any tunnels behind them that lead to the research base or other outposts. From there, the PCs help rebuild the base: they scout outposts and survey them for relocation suitability; they organize the layout and defenses; in addition (or alternatively) the PCs start a misinformation campaign in the surrounding systems to make the Imperials believe the Rebels have moved elsewhere.

TIERFON OUTPOST

Tierfon Outpost is typical of Rebel starfighter bases and outposts throughout the galaxy. The Rebels must rely on hit-and-fade tactics, due to limitations on available personnel and overwhelming Imperial firepower. Using quick strikes maximizes firepower while minimizing combat exposure. Bases provide logistical support and much-needed repair facilities. Leaders must balance the desire to minimize mission flight time while keeping operations hidden. Dispersing bases makes coordinating a massive fighter strike difficult, but means that when the Empire destroys a base, fewer personnel and supplies are lost. Outposts like Tierfon are located in remote areas where regular traffic won't draw undue attention.

LAYOUT AND NOTABLE AREAS

Tierfon Outpost is a heavily fortified, compact base. An enormous cliff houses it, hiding most of it from external observation as well as shielding energy signatures and other telltale signs from Imperial detection. The only elements visible from outside are the hangar opening, control and observation towers, fortifications, and occasional mounted laser turret.

- 1. Armory:** The armory is a reinforced protective bunker with multiple security systems and sensors. Stout lockers hold all ammunition: missiles and bombs for starfighters, and heavy ground weapons. The armory also houses spare parts such as starfighter laser tips, guns, actuators, and missile launchers. Small arms are not typically kept here, aside from reserve weapons not yet assigned to base personnel.
- 2. Command Center:** The command center is staffed at all times by duty officers, who are overseen by command staff, and supported by technicians. It houses the outpost's central computer and generator, and it controls all primary base systems. Command center personnel keep watch over all sensor data from long-range scanners and local sensors mounted on and around the cliff. They closely monitor all starfighter missions, dispatch new orders on occasion, and scramble rescue teams for downed ships and pilots. In order to protect base secrecy, there is normally little direct communication during missions. Mission monitoring typically occurs via viewscreen or holoprojector.
- 3. Common Room:** This multipurpose room is readily convertible to a variety of functions. It regularly serves as the main mess hall and recreation center for base staff. Mission briefings, exercise, and the occasional formal recognition ceremony also occur here. Given the base's limited quarters, this room can be converted into temporary housing for transitory mission staff or even refugees on occasion.
- 4. Control Tower:** The armored control tower is one of the base's few exterior elements. It sits directly atop the base at the highest point on the rocky outcropping, far back from the cliff face. This gives the tall tower an unobstructed view over the entire surrounding area. Flight controllers monitor all traffic and visually confirm all approaching craft. They maintain traffic control, provide approach-path guidance to visiting pilots and starships, and direct base defenses and weapons if the outpost comes under attack. Communications antennae and similar gear are mounted atop the tower.
- 5. Fuel Cells (not shown):** High-energy capacitors housed deep under the base's main hangar level are kept continuously charged and provide immediate power for recharging starship fuel cells. The energy can be diverted to the outpost's weapon systems nearly instantly and provide supplemental power to strengthen the base's shields. The



TIERFON OUTPOST



7. Hangar

1. Armory

2. Command Center

9. Medical Suite

8. Long-Range Scanning Sensor

4. Control Tower

10. Observation Tower

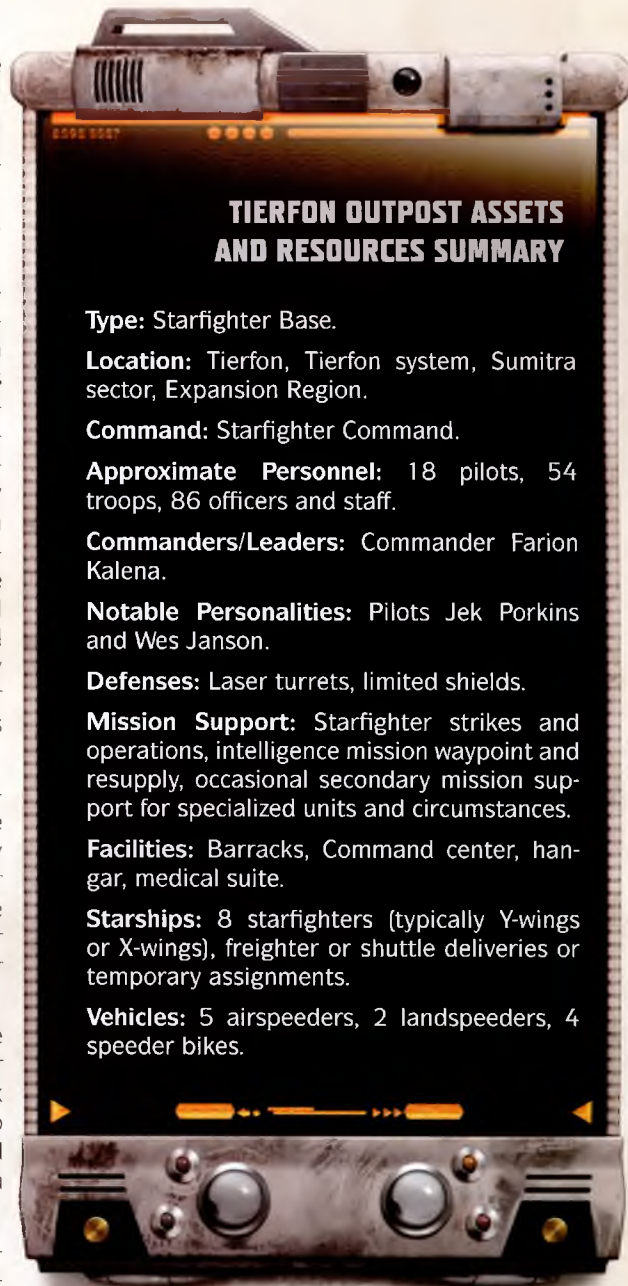
12. Cabins and Staterooms

6. Galley

3. Common Room

cells also serve as emergency power should the main generator fail.

6. **Galley:** Refurbished storage and food preparation units pack the base's small kitchen and food storage areas. Staff typically eat in the common room, though some may retreat to their quarters to steal a few private moments away from the crowd.
7. **Hangar:** The hangar is central to the base's primary mission. It houses a full starfighter squadron—typically of X-wing fighters. Each ship has a reinforced parking and maintenance bay, which is physically isolated from adjacent bays. This provides extra protection for the base and adjoining starfighters should a ship catch fire or otherwise endanger its surroundings. In emergency situations, a crash wagon can remove a stricken fighter from its bay and push it out of the hangar. All starfighter maintenance is handled in the bays, as there is no separate maintenance level or stall. One fighter and its pilot always stand ready for near-instant takeoff from the "Ready One" position. The hangar has landing space for light freighters and shuttles as well as the base's speeders and other vehicles.
8. **Long-Range Scanning Sensor:** Mounted outside, some distance from the control tower, the long-range scanning sensor is the base's primary monitoring and warning system. Control tower and command center staff analyze data from the scanner to detect intruders and Imperial or other reconnaissance units, as well as to monitor their own starships.
9. **Medical Suite:** A relatively limited medical suite provides routine and critical medical care for injured pilots and staff. It can house up to six patients. A pacifist Rodian surgeon, Doctor Veedo Vaocan runs the facility, supported by MD-1 and MD-2 medical droids. A surgical suite and a bacta tank provide advanced care for serious injuries.
10. **Observation Towers:** Tall poles with single-person vantage-point baskets serve as watchtowers and observation posts for sentries and perimeter guards. The towers are typically concealed or camouflaged to better blend in with their surroundings.
11. **Short-Range Search and Tracking Sensor (not shown):** This sensor provides additional support, tracking, and guidance for incoming starships as they approach the hangar bay opening.
12. **Standard Cabins and Staterooms:** General staff are housed in four to twelve-person cabins, which were usually salvaged from other facilities or starships. The overcrowded rooms are packed with bunks and lockers. Officers and pilots share similarly overcrowded staterooms, though the number



Type: Starfighter Base.

Location: Tierfon, Tierfon system, Sumitra sector, Expansion Region.

Command: Starfighter Command.

Approximate Personnel: 18 pilots, 54 troops, 86 officers and staff.

Commanders/Leaders: Commander Farion Kalena.

Notable Personalities: Pilots Jek Porkins and Wes Janson.

Defenses: Laser turrets, limited shields.

Mission Support: Starfighter strikes and operations, intelligence mission waypoint and resupply, occasional secondary mission support for specialized units and circumstances.

Facilities: Barracks, Command center, hangar, medical suite.

Starships: 8 starfighters (typically Y-wings or X-wings), freighter or shuttle deliveries or temporary assignments.

Vehicles: 5 airspeeders, 2 landspeeders, 4 speeder bikes.

of inhabitants is typically lower. Cabins and staterooms are often commandeered for other purposes, with or without evicting the residents first. Sometimes the staff have to share their limited personal space to serve critical space needs, such as for small laboratories and droid and equipment repair areas, or even extra patient bunks when the medical suite is maxed out.

13. **Tunnels (not shown):** To facilitate base secrecy, a network of rough tunnels connect the control tower, laser turrets, armory, long-range scanning sensor, and other elements to each other and to lifts that descend to the main level of the base.

SOLID CONSTRUCTION, SOLID ROCK

Rebel engineers created the underground facility from scratch, carving it from a solid, rocky cliff face. Within the new cavern, they encased the base in reinforced materials to further protect it from Imperial detection and powerful weapons.

CURRENT STATUS

Following the Battle of Yavin, the base requires replacement pilots and a new squadron to take over once the Yellow Aces are disbanded (see **The Tierfon Yellow Aces** on the opposite page). Prior to that, the remaining pilots carried out minor missions while the base commanders repaired and refurbished the hangar for the new pilots and starships. Whereas the Yellow Aces flew Y-wing starfighters, these are expected to be replaced by more modern X-wings.

The base remains undetected despite recent increases in Rebel strikes. Regional targets continue to be isolated Imperial starships and lightly protected convoys. The squadron is also expected to back up other squadrons and Rebel ships at a moment's notice.

MISSION

Tierfon Outpost's primary mission is to keep its starfighter squadron operational. While base commanders might order their own attacks or operations against regional Imperial forces, Starfighter Command handles most mission selection and overall planning. The base also supports intelligence-based missions by serving as a stopover and resupply station. Intelligence operations are not typically carried out by base staff. In fact, it is rare for staff to even know what any missions are.

CONSEQUENCES OF DISCOVERY

Starfighter bases are difficult to conceal for long periods of time. Even though most squadrons purposely pursue missions far away from their own base, the regular traffic often eventually leads to discovery. Once the Empire discovers a smaller Rebel base, it rapidly deploys military forces to destroy or capture the facility. In many cases, a single Star Destroyer has sufficient firepower and onboard forces to overwhelm a small base. While exposed bases might be subject

CREW CHIEF JERION "JOLT" TEROLT [RIVAL]

Jolt is one of Tierfon's longest-serving crew chiefs. The extremely cheerful Sullustan mechanic is highly adept at patching together beat-up and blasted starships, particularly starfighters. Pilots like him because, instead of berating them after damaging their vessels and his work, he takes great pride in their survival and keeping their ships in space, often through highly creative methods. They soon discover that some of his unusual repairs sacrifice comfort and convenience to get the job done, and the results can go undetected by the pilots until inopportune moments during the next mission or flight. While not fatal, the repairs sometimes force the pilots to hastily alter their flying style, weapons, or defenses. Experienced pilots soon learn to take test flights after repairs or alterations, and more than a few can be heard cursing Jolt across the comm system when they discover a troublesome issue.

Jolt gained his nickname after he rewired the main control board of an arrogant, hateful, and disliked X-wing pilot to randomly give him irritating minor shocks every time he touched it after the first ten minutes of flight time, except when the S-foils were deployed for combat.

Though nominally reprimanded by the base commander, the rest of the squadron and repair crews were highly entertained and appreciative of the lesson.

Jolt teaches the technique to many Rebel agents who pass through Tierfon Outpost, giving them another way to disrupt Imperial control panels on ships, vehicles, and equipment when straight-up destruction isn't desired. In his little free time, he tinkers with other methods of clandestine technical damage and destruction.

| | | | | | |
|------------|---------|-------------|---------|-------------|----------|
| 2 | 2 | 4 | 3 | 2 | 2 |
| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
| SOAK VALUE | | W THRESHOLD | | M/R DEFENSE | |
| 2 | | 10 | | 0 0 | |

Skills: Astrogation 1, Gunnery 2, Computers 3, Mechanics 4, Piloting (Planetary) 2, Piloting (Space) 2, Ranged (Light) 2.

Talents: Gearhead 1 (remove from Mechanics checks).

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), tool kit, comlink, datapad.

to orbital bombardment, the nature of Tierfon Outpost and the surrounding area would force the Imperials to attack via aerial assault. Initial attacks by TIE fighters and TIE bombers would be designed to draw out the fighters and destroy the perimeter defenses. If that failed to work, stormtroopers would assault the exterior elements and attempt to enter the base of the tunnel system. An assault shuttle might aim to land in the hangar bay and unload squads of troopers directly into the base.

However, the Rebels are well aware that any defensive stand would be short lived against superior forces. The Rebel commander would likely order the starfighters to escape the attack rather than sacrifice themselves in a pointless operation. Unfortunately, it is likely that the base may not have enough starships to evacuate the staff. They might be forced to defend themselves for as long as possible, or attempt escape using available speeders or even on foot through the rugged terrain. All critical Rebel data would be destroyed the instant the Imperials entered the base.

PLOT HOOKS AND ALTERNATE STORYLINE IDEAS

GMs may use Tierfon Outpost directly, draw inspiration from it for their own starfighter base ideas, or relocate it to a world more compatible with their campaign. There is no reason that the base layout could not be replicated for multiple locations across the galaxy, though each should include different modifications for local conditions and landforms.

THE TIERFON YELLOW ACES

The Tierfon Yellow Aces Y-wing squadron operated from the outpost prior to the Battle of Yavin. The squadron started as an on-the-job training unit for new fighter pilots. Their missions and operational sta-

tus increased over time, and the squadron became fully active after the destruction of Alderaan. However, some of these pilots were almost immediately ordered to reinforce Yavin 4's squadrons—Jek Porkins lost his life in the attack against the Death Star as part of Red Squadron.

Whether or not GMs sets Tierfon Outpost adventures prior to the Battle of Yavin or at some point thereafter, the effect and influence of the Yellow Aces should clearly be present within the outpost. Adventures set before the battle can give the PCs the opportunity to meet and serve with known characters like Jek Porkins or Wes Janson from the movies or other stories. After the loss or reassignment of so many pilots to other squadrons, the Yellow Aces were officially disbanded. They were replaced by a new squadron after the Battle of Yavin.

PLOT HOOKS

The Replacements: The PCs are assigned as replacement pilots in the Yellow Aces for those reassigned, promoted, or lost in battle. This situation is good for GMs who wish to run a story focusing on the personalities and inner workings of the squadron, and on how the new pilots mesh with the veterans. How do the established members react? Are they welcoming or distant? Do they regard one or more of the PCs as unworthy or dangerously inexperienced, or perhaps with jealousy or a grudging respect? Do the PCs try to smooth things over, or do internal rivalries endanger the squadron or mission?

A New Squadron: With the disbanding of the Yellow Aces around the time of the Battle of Yavin, Tierfon needs a new squadron. For GMs and players looking to play an extended starfighter campaign, this provides an opportunity to let the PCs establish a squadron of their own. They might follow a path similar to the Yellow Aces' by advancing from training unit to full operations, or they might be experienced pilots brought in to pick up where the Aces left off.

DEFIANT CORE BASE

The Defiant Core base is built from enormous salvaged portions of a Clone Wars–era, Separatist *Recusant*-class destroyer. Late in the Clone Wars, Republic Star Destroyers ambushed the *Nova Defiant*, blasting the ship until it plummeted from orbit and crash-landed on the surface of Innton II, a lightly populated colony world Rimward of the Triton system, just off the Rimma Trade Route in the Outer Rim. Opportunistic Separatists conspired to salvage usable portions of the capital ship, relocate them underground, and use them to form a new base. The war ended before the base was completed, and most of the surviving Separatist forces fled to fortified strongholds or disappeared into civilian life to return home.

The ship and base were abandoned and forgotten for years until a small group of Rebels heard rumors of its existence. They tracked it down after an extensive search and found that the main elements remained largely intact, though in dire need of refurbishment. They set about converting the structures into a hidden Rebel base.

GMs may feel free to run adventures or allow dramatic developments to occur on this new base that they might not feel comfortable doing with a known, named base. The layout of Defiant Core shows different stages of the base's operational capabilities, size, and mission. The GM may use the base in its completed form without modifications.



However, if GMs are interested in creating stories that include PC participation in locating, establishing, and expanding the base, they may choose to introduce it in a less developed form. While the PCs aren't intended to design the base themselves, success and failure in their Rebel missions and duties heavily influence the rate and extent of the base's growth. Recommendations for alternate urban settings allow GMs to place the base in locations better suited for their campaigns.

LAYOUT AND NOTABLE AREAS

GMs using the completed Defiant Core base layout can ignore the "stage" descriptors in this section. GMs introducing the base in one of its earlier forms can start with whichever stage meets their adventure or campaign goals. Generally speaking, each stage is expected to be completed in order, though the GM might alter this to accommodate changing storylines. The PCs may return from a mission to find the next stage already completed and operational. With a larger expansion that takes time to build or restore, the PCs may see it in various forms across several adventures until it is completed.

THE NOVA DEFIANT CRASH SITE

The *Nova Defiant* cut a five-kilometer-long damage path through a forest and two rivers before leveling three hills at the end of its death plunge from orbit. The rivers partially filled in the massive crevasse, creating a long, relatively shallow lake, before overflowing and cutting a new channel many kilometers away from the old riverbeds. The locals refer to the damage path as the Scar, the new lake as Skid Lake, and the cut-off, dried-up riverbeds as the Dead Rivers.

Scavengers, salvage crews, pirates, and Separatist search and rescue units picked over the site thoroughly. The Separatists retrieved the most critical items early on, such as the ship's log and any accessible wealth or valuable data. Separatist scavenger droids cut free and disassembled major sections of the ship and relocated them to the new base cavern using a fleet of heavy-lift speeders and tugs. The entire site was abandoned soon after the end of the Clone Wars, and the scavenger and building crews moved on to safer areas of space, away from the new Empire. Republic probe droids nominally checked out the wreckage, noted the attempted salvage operation, and completely missed the base.

Years of weather, wind, and opportunistic scavenging have turned the wreck into an exceedingly dangerous place. Toxic substances washed out of the ship turned Skid Lake into a poisonous pool and contaminated the river beyond. The old engines and engineering sections still emit dangerous levels of radiation. Oxidation and decay are eating away hull and deck plating, though some interior and sheltered areas remain in decent shape. The ship's superstructure is crushed, bent, and broken. As the ship slowly collapses in on itself, the deafening sound of shifting and falling metal screeches and echoes about the surrounding landscape. Wildlife has overtaken the ship, plants twining throughout the interior. Collapsing decks and superstructure sometime results in an eruption of creatures fleeing the immediate area. Desperate metal scavengers still work the site on occasion, but they don't stay long.

THE CAVERN AND THE SINKHOLE

When the leader of the local Separatist forces, General Dalesham, concocted the new base idea, he ordered dozens of probe and survey droids to scour the area for suitable sites, above or below ground. They discovered a massive cavern concealed in the dense Senol Forest. The cavern had a massive entrance, big enough to fly even mid-sized ships through, and contained a sinkhole connecting to a cavern complex 300 meters below the surface. The hole was stable, having collapsed hundreds of years before. The whole cavern was well concealed by ivy and other vegetation clinging to the cliff around the entrance, as well as by the trees towering around the entrance. Water completely fills the bottom of the sinkhole.

The main cavern just inside the entrance is known as the Great Cavern. It is truly massive, easily accommodating the salvaged pieces of the *Nova Defiant*. The sinkhole leading to the rest of the cavern complex, however, is not nearly as large, and anything that the Rebels wish to move down to the lower complex must be loaded onto a makeshift lift that has been constructed there. The full size of the cavern complex is unknown. The main chambers are connected to natural passages of various sizes that extend north and westward, and down into the depths. One large passage connects to a ten-meter-wide sinkhole outside the cavern to the northwest, and smaller passages connect to similarly sized sinkholes, providing multiple paths to the surface.

STAGE 1

The base's core elements form the heart of the installation, to which all other stages are added. The stage 1 elements are the only elements pictured on the map.

1. **Great Cavern:** The enormous cavern has a large, relatively flat floor (save for the sinkhole descending to the lower cavern complex). Ship's lighting has been installed for general illumination. The cavern houses various sections of the ship and other elements, and it serves as the hangar.
2. **Bridge:** After salvage, the entire bridge section was cut from the *Nova Defiant*, carefully transported into the cavern, and installed in the center of the Great Cavern, overlooking the sinkhole entrance and the starship landing areas. It provides a ready-made command center and is the hub of all base systems. Its continuous, green-tinted, transparent windows give officers and staff a high vantage point from which to observe other base operations. The bridge still holds all of the ship's command, control, and communications systems, which have been repurposed for the base whenever possible.
3. **Generators:** As the ship's engines and main generators were destroyed, the base relies on a series of auxiliary power generators, backup generators, and fuel cells to keep the electrical systems operational. The generators are kept on a raised platform near the back of the Great Cavern. While there is an energy grid, most generators feed the nearest unit. The multiple generators give the base great redundancy should one or more fail—and they tend to fail regularly due to their age and condition. They may take hours or days to fix, if the parts are available.
4. **Staterooms and Barracks:** A few of the ship's better staterooms were relocated with the bridge section, providing accommodations for command staff and the occasional VIP. A few of the larger crew quarters were relocated to side caverns.
5. **Galley and Dining Compartments:** Though the *Nova Defiant* had relatively few organic beings, General Dalesham made sure the officers' galley and dining compartments were transferred to the cavern. The autochefs provide more sophisticated fare than most military bases. The luxurious dining hall, gleaming with polished wood and intricate metal wall and ceiling panels, sits in stark contrast to the caverns outside.

STAGE 2

6. **Sensors:** Many of the ship's short-range sensors are installed in the surrounding landscape. Some send signals back wirelessly, but units requiring more power are physically wired back to the main

generators. The sensors operate in passive and active modes and can detect vehicles and ships up to high orbit.

7. **Medical Suite:** The medical suite is dominated by automated dispensers, robotic surgery stations, and sophisticated biological scanning equipment. The medical droids are long gone, however, and the Rebels have scrounged up only one old, highly worn, but experienced 2-1B unit so far. Acquiring more is a high priority. Though the suite has a half-dozen bacta tanks, only two are currently functional, and the Rebels only have enough bacta to fill one of them.
8. **Laser Turrets:** Weapon systems on the *Nova Defiant* ranged from small starfighter point defense systems to massive turbolasers. Some of the point defense lasers are set up in concealed bunkers or camouflaged in shallow depressions around the cavern. However, at this time, only two of the turrets are functional and powered. They guard the main entrance, firing upward out of the hole from the walls.
9. **Retractable Communications and Sensor Masts:** The Rebels discover that three of the ship's forty-meter-tall sensor masts and a pair of sixty-meter-tall communications antennae have been installed in the forest outside. After clearing out the ivy and other vegetation, they can bring the units online. The units extend to improve reach and sensitivity, and they retract to lessen the risk of detection.
10. **Armory:** The Rebels discover a deep wall alcove that hides the entrance to a side chamber. Inside, battered crates of Clone Wars-era weaponry are stacked high along the walls. The majority of small arms were intended for B1 battle droids, but some crates hold blasters and grenades suitable for human use. All of the power packs are long depleted, and the weapons must be repaired and cleaned before they are usable. The grenades often fail to explode.

STAGE 3

11. **Shield Generator:** One of the ship's smaller shield generators is restored to operation to protect the cavern entrance.
12. **Basic Surface Defenses:** A half-dozen surface mounted point defense turrets are brought online for use against small starships and speeders.
13. **Machine Shop:** One of the ship's extensive machine shops and droid repair centers is discovered in a side cavern that was blocked by a small cave-in. Sophisticated repair equipment and automated damage assessment systems are slowly restored to functionality.

DEFIANT CORE (GREAT CAVERN)

Lift to Cavern Complex

4. Staterooms and Barracks

2. Bridge

5. Galley and Dining Compartments

3. Generators

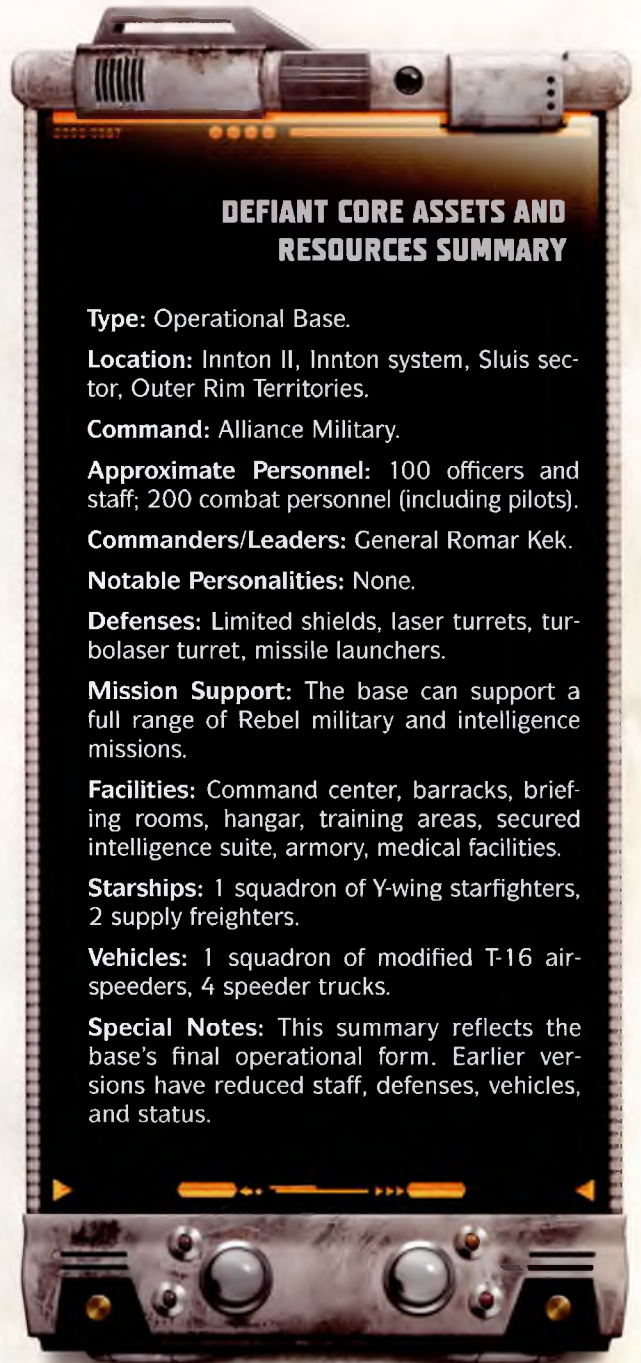
14. **Airspeeders:** A squadron of modified, armed T-16 airspeeders arrives to bolster defenses, perform local raids, and provide early pilot training for recruits. They are housed in the main hangar.
15. **Speeder Trucks:** Four beat-up landspeeder trucks provide local transportation and supply services when freighters are not available. As they are landspeeders, the trucks are limited to using an upper entrance, and they are housed in camouflaged, lightweight metal sheds on the surface. Repulsorsleds transport cargo down sloped passageways into the base.

STAGE 4

16. **Salvaged Missile Launchers:** Rebel search teams discover a cavern holding forty-seven disassembled droid starfighter missile launchers with about sixty missiles and torpedoes. They refurbish and install the launchers clustered in custom made racks in the cavern just inside the entrance. The missiles and torpedoes can target ships and speeders in or approaching the cavern, even if out of line of sight.
17. **Training Cavern:** The Rebels discover a large multilevel cave holding an assortment of battle droid parts, but no complete, functioning units. The Rebels convert the space into a firing range and training ground, using the droids as targets and mounting their weapons in fixed locations for live-fire exercises.
18. **Rebel Intelligence Unit:** A 15-person Rebel intelligence team arrives to monitor the local situation and increase mission success by helping the base staff acquire more timely information.
19. **Freighters and Regular Supplies:** Sluis Sector Command establishes regular supply runs every two weeks, stabilizing the base's access to food, parts, and personnel. Two YT-1000 light freighters are permanently assigned to the base to assist in these runs and occasionally to deploy or retrieve agents or teams.

STAGE 5

20. **Turbolaser Turret:** The Rebels complete the refurbishment and conversion of the *Nova Defiant's* enormous forward turbolaser from a stationary mount to a large, though very slow-moving, turret. It has a pair of its own generators and is installed near the main cavern in a deep depression, covered over with antisensor netting and visual camouflage.
21. **Starfighter Squadron and Ground Crews:** A Y-wing squadron is assigned to the base, complete with pilots and ground crews.



DEFIANT CORE ASSETS AND RESOURCES SUMMARY

Type: Operational Base.

Location: Innton II, Innton system, Sluis sector, Outer Rim Territories.

Command: Alliance Military.

Approximate Personnel: 100 officers and staff; 200 combat personnel (including pilots).

Commanders/Leaders: General Romar Kek.

Notable Personalities: None.

Defenses: Limited shields, laser turrets, turbolaser turret, missile launchers.

Mission Support: The base can support a full range of Rebel military and intelligence missions.

Facilities: Command center, barracks, briefing rooms, hangar, training areas, secured intelligence suite, armory, medical facilities.

Starships: 1 squadron of Y-wing starfighters, 2 supply freighters.

Vehicles: 1 squadron of modified T-16 airspeeders, 4 speeder trucks.

Special Notes: This summary reflects the base's final operational form. Earlier versions have reduced staff, defenses, vehicles, and status.

22. **Full Maintenance Facilities:** Repair equipment and machinery are unearthed in a lower cavern. They are relocated to the main hangar and adjacent spaces to give the base the ability to repair nearly any small starship or speeder, short of doing a complete overhaul.

23. **Staff Expansion:** The base gains additional support staff, surgeons, trained search and rescue crew, and troops to better support and protect the starfighter squadron and base.

CURRENT STATUS

Defiant Core's current status is dependent on the stage it is in:

Stage 1: Unless the PCs have just discovered the base (see **Plot Hooks** on page 95), Defiant Core has all the key requirements for a small base to operate. The systems are fragile and temperamental, and medical treatment is primitive at best. The base can support about twenty-five full-time staff, not including additional workers brought in to restore other areas. The locals and Imperials have no idea the base actually exists, even those who have heard old rumors about it.

Stage 2: The first major upgrade brings the sensors online, improving the base's surveillance and defensive systems. The medical suite becomes operational thanks to medical techs and an old but experienced medical droid. The base is still completely undetected.

Stage 3: Power systems are upgraded to the point that the base can support a small fleet of airspeeders and speeder trucks. Shield generators from the starship protect the cavern, and some of its smaller laser weapon systems defend the surface. Locals within a

few kilometers of the base begin to notice increased traffic in the region, but do not yet find it too unusual.

Stage 4: The systems are advanced enough to support a full-time Rebel Intelligence unit to monitor the surrounding systems and stage independent operations to heighten the local resistance efforts. Light freighters and speeders make regular supply runs. Torpedo and missile launchers add to the base's defenses. Formal training facilities open for Rebel military and special agent training. Locals notice the speeder and ship traffic, and the Rebels must concoct a cover story to explain it away.

Stage 5: The staff expands, and ground crews arrive to support a new Y-wing starfighter squadron. A completed maintenance facility allows the base to repair virtually any small ship the Rebels fly. The *Nova Defiant's* bow ventral heavy turbolaser adds formidable heavy weaponry to the base's defenses. The Rebels recruit some locals and acquire cabins, farms, and other inhabited structures near the base to increase their perimeter and better conceal the starfighter flights.

MISSION

Defiant Core's mission also evolves over time. Early efforts focus on local Rebel actions that expose or inhibit Imperial rule, as well as on recruitment. Mechanics and technicians in particular are needed to refurbish and repair the ship's commandeered systems.

Whereas the base starts as a retreat and a safe meeting place, it soon becomes more integrated into the Alliance Sector Forces. It provides a convenient staging area and transfer point for mission personnel. These missions become increasingly more important to the success of the Alliance on Innton II and in surrounding systems. Higher-ranking Rebel officers and leaders are assigned to the base or make personal visits to assess needs.

Once the base receives its starfighter squadron, it becomes the equal of any major installation, aside from the most massive fortifications, like Echo Base. Base commanders wield the power to direct their own starfighter assaults and carry out their local plans to combat the Empire. The starfighters commonly raid Imperial convoys, shipyards, and starfighter training bases.

CONSEQUENCES OF DISCOVERY

If Defiant Core is discovered by Imperials when it is in its early stages, the nearest Imperial garrison dispatches a relatively small force to raid and clean out the base. The detachment consists mainly of stormtroopers and officers. Scout trooper and probe droid reconnaissance missions gather as much information as possible, preferably without tipping off the Rebels

MANAGING BASE EXPANSION

The PCs are not expected to design or rebuild the base themselves. Though GMs may allow it if they wish, the expectation is that the PCs will be off on their own adventures, which sometimes coincide with base operations. Instead, GMs can add another stage when needed when one or more of the following events occur:

- The GM may tie base expansion to the PCs' current Duty score. When the PCs reach a given threshold, they may spend it to add a portion of the next stage to the base.
- Each expansion may occur automatically when the campaign reaches certain story milestones set by the GM, or in cooperation with the players.
- Each expansion may be tied directly to PC mission success and failure. The GM might set a specific number of missions that must be successfully completed before the next stage or partial stage is added.
- In some cases, the PCs may need to complete certain tasks, a series of encounters, or a specific adventure to see the next stage completed.



COLONEL (GENERAL) ROMAR KEK [NEMESIS]

The Rebel Alliance places Colonel Kek in command of Defiant Core during stage three to develop the base into an efficient and well-trained operation as it takes on increasingly critical missions. It is possible that Kek's installation could annoy the standing base commander (especially if it is a PC), but Kek has a proven track record and is respected as one of the early developers of the Yavin 4 base. Kek has a serious command style that demands respect and obedience. However, he also realizes the Alliance is not a normal military organization, and he tries to get the most out of any unusual assets or situations. When the base receives its starfighter complement, Kek is promoted to general.

Kek is an older human and longtime opponent of the Empire. After a while, the staff and the PCs begin to realize that Kek knows far more about the quirks and workings of a *Recusant*-class destroyer than he initially lets on. At first, some think he served aboard one of the Rebel-held vessels still in use, but it becomes apparent that this isn't the case. Kek doesn't advertise it to his command, but if confronted, he admits he is a former Separatist. He served as a gunner aboard the *Recusant*-class destroyer *Vanguard Flare*, which was destroyed in the Battle

of Coruscant at the end of the Clone Wars. He escaped to another ship and made it back to Separatist space.

| | | | | | |
|------------|--------------|-------------|-------------|-----------|----------|
| 3 | 2 | 4 | 3 | 3 | 4 |
| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
| SOAK VALUE | WY THRESHOLD | S THRESHOLD | M/R DEFENSE | | |
| 4 | 16 | 14 | 0 | 0 | |

Skills: Discipline 3, Gunnery 4, Knowledge (Warfare) 3, Leadership 3, Perception 3, Ranged (Heavy) 2, Ranged (Light) 3, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Command 2 (add ■■ to Leadership checks; affected targets add ■■ to Discipline checks for the next 24 hours), Coordinated Assault 2 (as a maneuver, Romar may grant 3 allies in short range ☺ to all combat checks until the beginning of his next turn).

Abilities: Tactical Direction (Romar may spend a maneuver to direct one allied minion group within medium range; the group may perform an immediate free maneuver or add ■ to their next check).

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), blast vest (+ 1 soak).

(though the PCs should be given the chance to detect them, even if it is very difficult to succeed). The storm-troopers use armored assault shuttles or speeders to try to land directly in the hangar bay. Scout troopers may discover surface entrances and descend through tunnels to the main cavern. If the attack succeeds, the base is a total loss and the Rebels must retreat from the region. If it fails, it is followed up by a more heavily armed attack within a few days.

If the base is discovered when it is more complete or fully operational, a more robust Imperial attack is required. TIE bombers pound any surface defenses and detectable equipment before assault shuttles land near surface entries and enter the cavern to the main hangar. A squadron of TIE fighters engages any Rebel fighters, speeders, or other ships defending or fleeing the base. The Rebel defenses are much more effective, with more powerful shields and heavy weaponry. There are more Rebel troops to counter a surface attack and defend the tunnels and caverns. If the attack succeeds, the Rebels are dealt a major blow in

ALTERNATE LOCATIONS

GM can relocate Defiant Core elsewhere in the galaxy to better fit their campaigns. Its layout can be easily adapted to fit within most natural landforms that can contain the enormous caverns needed to house the ship's components. It makes little difference whether it is in a mountainside, a glacier, or even an asteroid or barren moon, though airless environments require some adaptation to add airlocks and other protective measures.

The base can also be located in a dense urban area, whether that is a large city or city-planets such as Nar Shaddaa. While it is simple enough to put the base in a cavern complex deep below the lowest city levels, it can also be housed in a massive compound or distributed among many buildings. The great cavern may be replaced by an equally immense artificial structure or collection of buildings. The GM will likely need to alter the justification for the ship ending up in such a location, especially one so public. One alternative is that the sections of the ship are being relocated either for detailed disassembly or as part of an unusual refurbishment process.

Star Wars has no shortage of spectacular locales, so the GM should try to create a memorable space with interesting elements to observe or discover. If the base were to be held in a single, massive structure, the enormous elements and compartments from the ship can be arranged as though laid out for eventual reassembly.

Sluis sector and the survivors must retreat to a distant rendezvous point. Rebel operations are compromised by any intelligence the Imperials can gain from base computers or captured personnel. If the defenders win, they buy themselves more time to evacuate before a Star Destroyer arrives to bombard the site.

PLOT HOOKS AND ALTERNATE STORYLINE IDEAS

Aside from the recommended development process and backstory, Defiant Core has little in the way of history or limitations from other stories. The following expands on ideas presented throughout the Defiant Core sections.

Family History: This storyline closely ties one or more of the PCs to the discovery, refurbishment, and expansion of Defiant Core. It builds on familiar themes of discovering family history and acting on it. The PCs start off as Rebels, pursuing their own missions and adventures. After a while, one of the PCs' relatives passes away on Innton II. The PC might come from the planet, and ideally is very close to the deceased and the PC has reason to have been trusted by the individual. A datachip arrives along with news of the family member's passing. A holomessage relays the relative's approval of the PC's opposition to the Empire and surprisingly, reminisces, about fighting for the Separatists. The relative suggests that digging up a little family history regarding the end of the *Nova Defiant* could be of great benefit to the PC and the Rebellion. It also includes an encrypted file, which turns out to be Separatist in origin, but is revealed to hold just a series of numbers. The PCs investigate the ship's history and find it crashed on Innton II, the relative's homeworld. They visit the world and perhaps the crash site. They follow up with the locals or the relative's old friends, who send them to seek the scavenger companies working on the wreck. They locate the company's abandoned headquarters and find an old droid, which identifies the numbers as a secret Separatist coordinate system, translates it, and sends them to the base's location. Once they find it—and the GM should use a dramatic description of the great cavern for the reveal—whether to use it themselves or involve the Rebellion to get it running.

The Procurement Specialists: The PCs are assigned to help build out Defiant Core by going on missions to obtain critical items or to recruit personnel to help. Technical PCs can help refurbish equipment. The PCs are assigned as one of the search teams, exploring the cavern system for hidden equipment or additional sections of the ship. Along the way, they have to cross dangerous areas and occasionally encounter a hostile creature. The GM can use elements of the different stages as inspiration for adventures to bring that particular section online.





PLAYER OPTIONS

*"I've flown from one side of this galaxy to the other,
and I've seen a lot of strange stuff..."*

—Han Solo

To resist the Empire, the Rebel Alliance needs all the help it can get. Whether the mission is to gather new recruits from an oppressed population or to liberate the population itself, the proper tools and talent are of the utmost importance if the Rebels are to have any hope of victory. To this end, the Alliance must adopt equipment, both mundane and exotic, to stay ahead of the indomitable might of the Empire.

While some of this gear is easily acquired through normal channels, a good deal of it is adapted from existing equipment to suit the Alliance's require-

ments. Other items are acquired from allies, many of whom utilize powerful technology that is unfamiliar to the Imperial war machine. These species also bring their own expertise to the table, providing the Alliance with experts who hate the Empire as much as the Rebels do.

In the following chapter, players will find information on new playable species, weapons, armor, ships, and gear used by the Alliance to further the cause of the resistance.

NEW SPECIES

In a galaxy full of a variety of life forms, it's only natural that some of them won't see eye to eye with the Empire. Of these, only a handful offer direct support to the Alliance, becoming much-needed allies in the struggle to restore the Republic. This section

offers detailed rules for three species that oppose the Empire, and it provides information allowing players to experience the conflict from a different perspective.

POLIS MASSANS

Originally hailing from the Outer Rim world of Kallidah, the Kallidahin are more often referred to as Polis Massans. They are best known for their vast and intricate archaeological digs in the asteroid field that shares their adopted name. The Polis Massan people have searched for centuries, looking for a link between themselves and an enigmatic species—now extinct—called the Eellayin. Peaceful and isolationist, Polis Massans are experts in the fields of archaeology, medicine, and xenobiology.

Physiology: Polis Massans are a small-bodied species standing an average of 1.4 meters tall. They are descended from a cetacean ancestor, as evidenced by smooth, gray skin covering a thin layer of insulating blubber. With the exception of a pair of expressionless black eyes, Polis Massans possess no facial features at all. Despite this, they are incredibly communicative in their use of gestures, signs, and body language. Though the majority of Polis Massans lack vocal chords, they are able to communicate with others using a simple form of telepathy.

Society: Polis Massan society is based on community, the desire for fulfilling work, and a deep hunger for knowledge. Though they lack a shared consciousness, Polis Massans see their species as a collective in which everyone is supportive of one another and each

member serves an important role. As such, every Polis Massan views his fellows as siblings. Though there are invariably differences of opinion between individuals, they attempt to bridge these gaps by using their shared ancestry as common ground.

Polis Massans are kind and pacifistic to a fault. While fully capable of defending themselves, they seldom take up arms due to their belief that all life is sacred. Aggression is not in their nature, and anger and hatred are foreign concepts to them. This often leads to their being taken advantage of, since they rarely, if ever, put up any sort of struggle when their interests are threatened.

The overwhelming focus of the Polis Massan people is their attempt to find some link between themselves and the Eellayin. They view the Eellayin as kin, however distant, who were lost to some unknowable apocalypse. They seek to keep the memory and works of this mysterious species alive through their own research, even going so far as to attempt to clone them from Eellayin genetic material discovered in their explorations of the asteroids' depths.

Homeworld: The Polis Massans are originally from Kallidah, a moist and temperate world in the Subterrel sector. Soon after establishing a base on Polis Massa in an attempt to research the Eellayin people, the entire species relocated to the barren asteroid in order to support the excavations there. Though Kallidah is



Polis Massan

Quarren

Verpine

KAMINOAN EXPERTISE

The diminutive people of Polis Massa have delved into the depths of their asteroid home in search of traces of the Eellayin people. Though the majority of their discoveries involve artifacts and relics from that ill-fated species, they have also managed to recover a significant amount of genetic material. Presumably Eellayin in origin, this genetic material comprises the most precious discoveries the Polis Massans have made.

Following long years analyzing the alien DNA, the Polis Massans decided to use their own cloning techniques in an attempt to recreate an Eellayin. Doing so required them to construct a high-end cloning facility in the Polis Massa Research Base. Though most of the facility's equipment was built by the Polis Massans themselves, they had little compunction about purchasing additional paraphernalia from the Kaminoans, a little-known species possessing exceptionally advanced cloning methods.

Though Polis Massan cloning techniques are advanced by most standards, they are focused primarily on their species' own physiology. Their initial attempts to recreate an Eellayin from the recovered genetic material met with failure.

While the Polis Massans have successfully cloned members of extinct species in the past, the quality of the Eellayin genetic material has been subpar and incomplete.

Since their failed attempts to clone an Eellayin, the Polis Massans have approached the Kaminoans once more and asked for their direct assistance. The Kaminoans have since sent a number of specialists to Polis Massa Research Base to analyze the genetic material the Polis Massans have on hand. Additionally, the Kaminoan specialists are reviewing the Polis Massan cloning techniques and equipment in an attempt to improve them. As is their way, the Polis Massans have kept their involvement with the Kaminoans a secret, and they aren't inclined to share the knowledge with anyone else.

Additional Eellayin DNA continues to be discovered, analyzed, and cataloged by Polis Massan exobiologists. While a successfully cloned Eellayin has yet to be created, both the Polis Massans and their Kaminoan advisors are certain that their efforts are going to bear fruit given time. The implications of such a success continue to remain a mystery.

relatively close to Polis Massa, the Polis Massans have found no reason to return to their original homeworld.

Polis Massa is the largest asteroid in the Polis Massa Asteroid Field. The field is composed of countless fragments of the Eellayin homeworld, which was destroyed by some kind of cataclysm long ago. Though the asteroid is airless and incapable of supporting life, the Polis Massans have established a number of outposts where they can live and perform their research in peace.

Language: The native language of the Polis Massan species is known as Massan. Because few Polis Massans possess vocal chords, the language is a combination of elaborate signs, body language, and telepathy. Though they are able to learn the languages of other species, the average Polis Massan lacks the organs required to actually speak them. A rare few Polis Massans do possess vocal chords, however, and many such individuals have proven to be skilled linguists.

Life in the Rebellion: While Polis Massans have long supported the Rebel Alliance indirectly, it is a rare individual who actively seeks to fight against the Empire in a more direct capacity. When a Polis Massan does join the Rebellion, it is often in the role of a doctor, medic, or other healer. Polis Massan scholars have also been known to join the Alliance for a chance to see other parts of the galaxy for themselves and to meet members of other alien species first hand.

SPECIES ABILITIES



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Polis Massans begin the game with one rank in Medicine. They still may not train Medicine above rank 2 during character creation.
- **No Vocal Chords:** The vast majority of Polis Massans are born without vocal chords, though a small subset does possess them. Referred to as "speakers" by their people, these rare individuals can physically speak languages, though their voices are soft and strangely resonant. When creating a Polis Massan character, a player may spend 10 starting XP to specify that the character possesses vocal chords.
- **Telepathy:** Polis Massans can communicate with other beings at short range using a simple form of telepathy. This communication is akin to a broadcast, and anyone within short range "hears" the Polis Massan's speech. Polis Massans can only "whisper" privately to beings they are engaged with.

QUARREN

The Quarren are a pragmatic and traditional people native to the depths of the planet Mon Cala. Throughout their history, they have striven to adhere to their own customs and technologies, eschewing those of outsiders such as the Mon Calamari. The Quarren's earliest encounters with the Mon Calamari were punctuated by violence. Though the Mon Calamari were eventually able to establish a somewhat peaceful relationship with the Quarren as the result of a radical social experiment, the Quarren have long memories and continue to be suspicious of their worldmates.

Physiology: The Quarren are an amphibious species with leathery skin that ranges in color from orange to orange-brown. Quarren with unusual skin colors, such as gray-green, purple, or pink, have been documented, but such variations from the norm are exceedingly rare. Though they have the ability to alter their skin color at will, they only do so during mating rituals and refuse to do so in view of other species. Their eyes, which are an intense shade of turquoise, are incredibly sensitive to light and well-suited to the depths of their homeworld's oceans.

The head of a Quarren is triangular in shape, with at least four tentacles protruding from the bottom of the face, framing a pair of distinct fangs. The tentacles are prehensile and are used when feeding. They are also used to communicate, adding subtle cues to Quarren speech that often remain unnoticed by other species. Because of these tentacles, Quarren are sometimes called "Squid Heads," a term that they've been known to take great offense to.

Quarren bodies are lean, muscular, and well-suited to maneuvering through Mon Cala's deep ocean currents. On dry land

they stand, on average, between 1.7 and 1.8 meters tall, and they are capable of diving to depths of more than 300 meters without any manner of support equipment. Their long fingers are tipped with suction cups, which many exobiologists consider a holdover from their waterborne ancestors.

Society: The Quarren are a proud species with many deeply revered traditions and customs. Practical and conservative to a fault, they are also considered egotistical and short-sighted given their history of violence against the Mon Calamari. Optimism and idealism are foreign concepts to the Quarren, who believe that individuals with such qualities are either naive, foolish, or both. They are made especially unhappy by drastic changes, particularly when they feel forced into taking a particular course of action.

This general demeanor is responsible for a large number of conflicts between the Quarren and their worldmates, the Mon Calamari. Prior to engaging peacefully with the Mon Calamari, the Quarren resided in the depths of Mon Cala's oceans. As they explored areas of the sea closer to the surface, they encountered their worldmates. Threatened by Mon Calamari technology, which far outstripped their own, the Quarren attempted to drive them off violently. Unfortunately for the Quarren, such conflicts typically favored the Mon Calamari, which only fostered continued hatred and distrust.

The Mon Calamari, wishing to pacify the Quarren, resorted to an unconventional approach. They took an entire generation of Quarren children from their parents, raising and educating them in Mon Calamari cities. After a decade of education in the fields of philosophy, mathematics, and science, the children were returned to their people. While the Quarren children exhibited a new respect for the Mon Calamari, their elders considered them to be the victims of brainwashing. As the older generation gave way to the new, and the children grew into adulthood, the younger attitudes prevailed. The results of the Mon Calamari experiment were made apparent several years later when the Quarren engaged their former enemies in diplomacy.

As the Mon Calamari looked to the stars for their future, most Quarren chose to remain with their people on Mon Cala. They felt the Mon Calamari

were foolish dreamers who would be better served by focusing on their own planet and their place in it. When spacefaring Mon Calamari attracted the attention of the Empire, the Quarren were quick to point out that they'd been right all along, blaming the Mon Calamari for their predicament. It is even suspected that Quarren dissidents sabotaged Mon Cala's defensive systems, which allowed the Empire to take the planet with few losses.

The world was soon enslaved, and violent uprisings by Quarren and Mon Calamari alike were met with brutal violence on a global scale. Those Quarren who hadn't escaped to the ocean depths found themselves placed in work camps alongside the Mon Calamari. In such miserable conditions, the two species discovered a unifying cause that brought them closer than ever before: the removal of the Empire through a coordinated effort of passive resistance, followed by an open and violent rebellion that drove the Imperials from their world once and for all.

Homeworld: Mon Cala is a world dominated by vast oceans and plentiful subaquatic natural resources. Though small island chains and coral reefs breach the surface of the ocean, they are few and far between. Instead, vast cities, built by the Mon Calamari with the aid of the Quarren, emerge from the waves. The Quarren people have always preferred the dark security of Mon Cala's deep water, and most of their settlements exist in hard-to-reach pockets on the ocean floor. Despite this, a great many make their homes in the planet's cities, albeit within their deepest levels. The Quarren continue to cling to memories of the past, but even they cannot ignore the might of the Empire and the danger of its inevitable return to their planet.

Language: Quarrenese is the native language of the Quarren, though a good many grudgingly learn to speak Basic and Mon Calamarian. The Quarren language consists of high-pitched moans and chirps that resonate well beneath the ocean's surface. Because Quarrenese is difficult to speak outside of water, however, the Quarren rarely speak it beyond the confines of their ocean settlements.

Life in the Rebellion: Quarren members of the Rebel Alliance are uncommon but not unheard of. Because Quarren tend to shun idealism, they find little favor in supporting the Rebel cause due to lofty principles. Those who do join the struggle often cling to motivations such as revenge, for their people (as well as the Mon Calamari) suffered greatly during the Imperial occupation of Mon Cala. Such individuals are ferocious combatants, often gravitating to the Soldier career. Others rely on their pragmatism to excel as Quartermasters, or choose to take a different tactic against the Empire by becoming Agitators or Saboteurs.

QUARREN AND MON CALAMARI IN THE ALLIANCE

Though the Quarren continue to keep peace with the Mon Calamari, they still remember the conflicts of the past with great clarity. It is often difficult for Quarren to follow the orders of the Mon Calamari, as they are shamed by their apparent subservience to their enemies of old.

The rare Quarren who achieve high rank in the Alliance must be certain to temper their instincts and treat their Mon Calamari troops with respect. The Mon Calamari also recognize this, and they often take great pains to keep their Quarren subordinates from feeling slighted or singled out.

Such friction isn't uncommon in a fighting force as diverse as the Rebel Alliance, but it has the potential to cause untold problems in the ranks if it is allowed to fester. Thankfully, Quarren who serve for any amount of time soon learn that their Mon Calamari allies are just as invested in the conflict as they are, and that the goals of the Mon Calamari Rebels aren't all that different from their own.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Quarren begin the game with one rank in Negotiation. They still may not train Negotiation above rank 2 during character creation.
- **Amphibious:** Quarren can breathe underwater without penalty and never suffer movement penalties for traveling through water.
- **Ink Spray:** Quarren can spit ink from a specialized sac within their gills that disperses in water, creating a brief murk used to confuse foes or escape predators. This ability can be used on land as well, though it is considerably less effective because it must be sprayed directly on the target. Once per encounter, as an out-of-turn incidental, a Quarren may suffer 2 strain to add ■ to a combat check made by a character within short range (underwater, it adds ■■■ to the combat check instead).

VERPINE

The Verpine are a hermaphroditic insectoid species whose affinity for technology is recognized far and wide. As a species, they have little desire for conflict and prefer to resolve differences peacefully whenever possible. While their origins continue to be speculated upon by exobiologists the galaxy over, they are nonetheless considered native to the Roche Asteroid Field—a dense cluster of asteroids that orbit the Roche system’s sun in an uncannily orderly fashion. Though the majority of Verpine prefer to remain in their home system, particularly adventurous or curious individuals make their way in the galaxy by plying their prodigious skills as starship technicians.

Physiology: The Verpine are a bipedal insectoid species with thin bodies and sticklike limbs. They are quite gangly, and each stands 1.9 meters tall. Their faces are long, with two large black eyes placed above a short snout that terminates in a small, toothless mouth. Two antennae, which act as auditory organs, emerge from the sides of their heads. These antennae are also sensitive to radio-wave transmissions, which Verpine can create organically in order to communicate with other members of their communities. Despite perceptions to the contrary, this form of communication is not telepathic in nature.

Verpine bodies are covered in a flexible, nearly elastic form of chitin. This “carahide” is typically green, though the specific hue varies from dull olive or brownish-green to a brighter, mossier shade, especially in younger specimens. Despite its relative suppleness, a Verpine’s carahide is incredibly tough, and it acts as a form of natural armor, especially against stabbing and slashing attacks. As a Verpine ages, it sheds older or damaged plates of carahide, which are then replaced by newer ones.

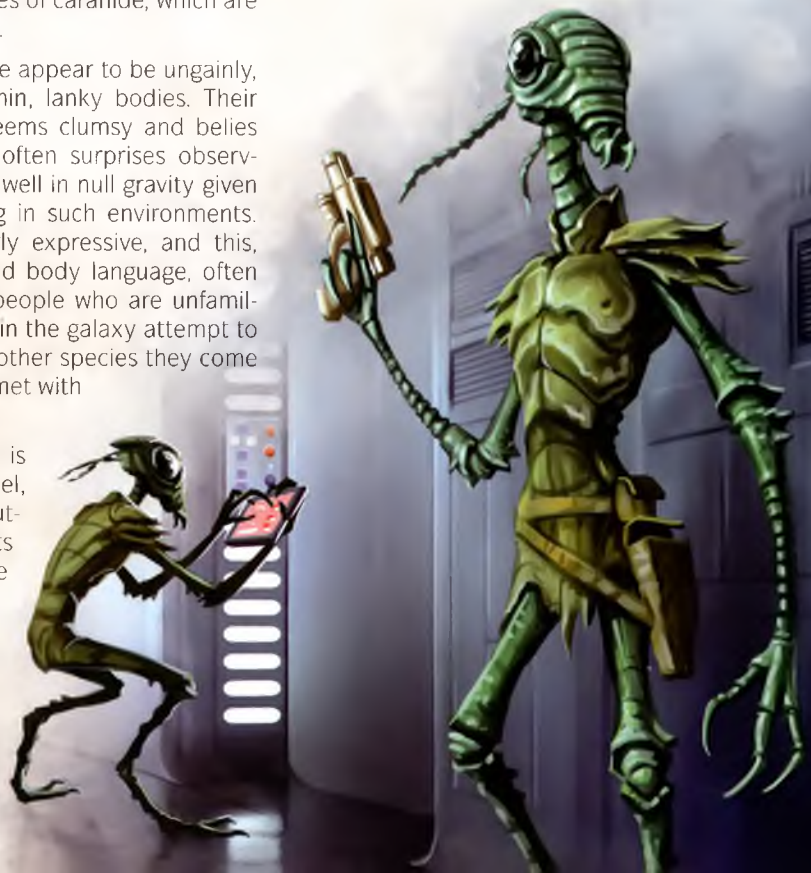
In their movements, Verpine appear to be ungainly, due in large part to their thin, lanky bodies. Their gait, especially in gravity, seems clumsy and belies an inherent quickness that often surprises observers. They function especially well in null gravity given their familiarity with working in such environments. Their faces aren’t particularly expressive, and this, combined with their insectoid body language, often makes them mysterious to people who are unfamiliar with them. Many Verpine in the galaxy attempt to adopt the body language of other species they come into contact with, but this is met with varying degrees of success.

Society: Verpine culture is based on a hive-like model, with each individual contributing to the overall good of its colony. Colonies of Verpine

generally consist of between twenty and one hundred individuals, though larger colonies have been known to exceed populations of a thousand. Using their naturally produced radio waves, Verpine are capable of communicating directly with every member of their colony. In this way, each Verpine can voice its opinion in important colony matters. These opinions are then collated and used to determine a specific course of action based on majority rule, typically in an instant. Such decisions are considered binding upon individual Verpine as well as their peers.

Because of their communal decision-making process, Verpine who have sought their fortunes away from their colonies are always interested in the opinions of their friends and associates, especially when important choices must be made. Even mundane decisions can vex a Verpine, and they appear to be nosy as they attempt to gauge the opinions of their companions. Verpine who have joined the Rebel Alliance often find the military chain of command to be difficult to fathom, considering that decisions are made by select individuals and groups rather than by the collective as a whole.

Verpine are largely uninterested in conflict and war. While not pacifists, they prefer negotiation and compromise to violence, and use force only as a last resort. Such attitudes are thought to have their roots in a legendary civil war that allegedly destroyed the Verpine homeworld long ago. Though such an event remains unconfirmed by exobiologists and galactic historians, the Roche Asteroid Field is filled with clues that have led some to believe it was once a single planet.



THE VERPINE CONNECTION

Verpine are also united in their intense interest in technology. Their species as a whole is unrivaled in its technical expertise, and they are considered some of the best starship engineers in the galaxy. They enjoy tinkering with and “improving” existing pieces of technology and equipment, though the results of their modifications are occasionally undesirable. Despite this foible, Verpine engineers and mechanics are highly sought after by ship captains.

Homeworld: The Verpine come from the Roche system and dwell in the asteroid field of the same name. The Roche Asteroid Field buzzes with activity as Verpine starships and asteroid hoppers industriously flit from one colony to another. The Verpine have created extensive colonies within asteroids of all sizes, subsequently fitting them with life support, artificial gravity, repulsor fields, and other important systems. These mazelike colonies seem disorganized to the uninitiated, but every chamber serves an important purpose to the Verpine.

Because the Verpine have evolved to breathe oxygen, most exobiologists find it difficult to believe that they didn't originate on a terrestrial planet. It has been speculated that the Roche asteroids are the remnants of the Verpine homeworld, which was destroyed in a civil war of some kind. The Verpine refuse to acknowledge such hypotheses and appear to exhibit great shame when asked about this part of their species history.

Language: The Verpine language is known simply as Verpine. It can be spoken physically or transmitted via Verpine radio waves. It is a consonant-heavy language that lends itself well to their insectoid mouthparts, but non-Verpine find it difficult, though not impossible, to speak. In addition, the Verpine can easily learn and speak Basic.

Life in the Rebellion: Though the Verpine are supportive of the Rebel Alliance, very few have actively joined the cause to restore the Republic. This is, at least in part, due to their preference for negotiation over violence. It's not that the Verpine fear the Empire or the consequences of joining the Alliance, but their popular consensus has not yet reached a high enough threshold to change their overall opinion on the subject.

Those Verpine who do join the Alliance often do so in technical roles, especially in the fields of starship

The Verpine have long possessed the capacity for interstellar travel. One of their earliest developments involved a gyrostabilization system that ensured a ship's crew would remain steady while the vessel itself rotated to compensate for navigation through a dense asteroid field. While it remained a standard feature of many Verpine craft, the gyrostabilizer was virtually unknown outside of the Roche Asteroid Field.

As the Rebel Alliance continued to rely on the Verpine for support, the gyrostabilization system caught the eye of several Rebel technicians. It's rumored that with the help of several sympathetic Verpine, the Rebel Alliance was able to apply the technology to the B-wing starfighter, which has become one of the Rebellion's most effective vessels.

engineering and technological R&D. A small handful serve as liaisons and negotiators, while a rare few join active combat units.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 80 XP
- **Special Abilities:** Verpine begin the game with one rank in Mechanics. They still may not train Mechanics above rank 2 during character creation.
- **Microvision:** The compound eyes of a Verpine are capable of seeing tiny, even microscopic, details. When closely examining an object, Verpine characters add to their Perception checks.
- **Radio-wave Communication:** Verpine can produce and hear radio waves, which allows them to silently communicate with other Verpine and specially tuned comlinks within a 100-kilometer range.

NEW WEAPONS

Weapons are the cornerstone of any military organization. While the majority of the Rebel arsenal isn't particularly unusual, there are some weapons that, due to their origins or specialized natures, are unique to various divisions of the Alliance military. Rebel troops also provide their own weapons upon enlistment, which are often unique to the planets and cultures they come from. This can make for a somewhat eclectic arsenal, but the Rebel Alliance has few qualms about taking whatever it can find and putting it to good use.

BLASTERS

Any modern military force relies upon blasters for the majority of its armament needs. The Rebel Alliance is no exception, but the blasters used by Rebel troops don't always conform to a specific type or manufacturer. A wide variety of blasters are in use, and though they might not all be common within the Rebellion's ranks, they are nonetheless effective in combating the Empire's near-infinite numbers.

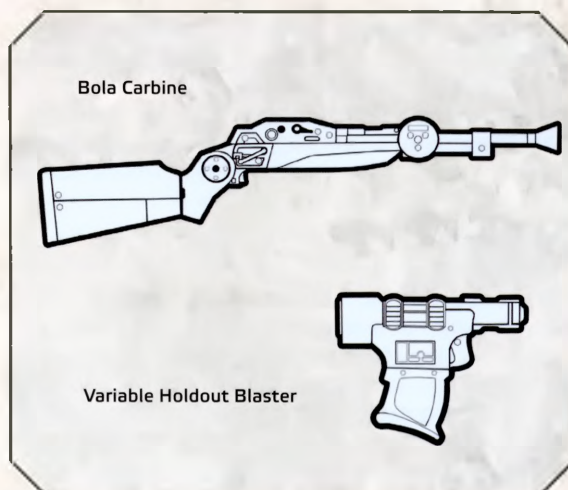
BOLA CARBINE

Individually handcrafted by weaponsmiths, the bola carbine is a unique and somewhat rare blaster carbine. Natural wood is used in the weapon's construction, specifically in the forearm, stock, and butt assemblies. Though use of wood increases the weapon's weight when compared to modern materials, it allows for a large amount of personalization for individual users.

The most unusual feature of the bola carbine is the charge it fires. The blaster bolt discharged by the weapon is combined with a series of hard energy particles that are capable of producing a small energy net that can ensnare targets. Though they ensnare targets for a fairly brief amount of time, the hard energy particles often make a difference, especially when the user is being pursued by enemies.

DROID DISRUPTOR

Verpine weaponsmiths enjoy creating specialized weapons, such as the Verpine droid disruptor. Unlike a typical ionization blaster, the droid disruptor fires a targeted stream of coherent ion energy that overloads and burns out droid circuitry and processors. As a result, droids deactivated by a droid disruptor are largely irreparable.



Due to the deadly nature of droid disruptors—at least, to droids—droids tend to view them in the same manner in which organics view disruptor weapons. The weapons are also effective against electronic equipment, though the damage caused to vehicles and vessels is largely negligible unless specifically targeted at a particular vehicular system at point-blank range.

When used against organic creatures, the droid disruptor is much less effective. Any organic creature struck by a droid disruptor does not receive normal damage, but instead simply experiences a brief shock to the system and suffers 2 strain.

VARIABLE HOLDOUT BLASTER

The variable holdout blaster is a sleek, easily concealable design with a variable power setting. The pistol has been popular with spies, informants, and covert Rebels on the planet of Ord Gimmel for some time. The power level of the weapon's blast is adjustable, allowing for more or less damage capacity as desired by the user. The tradeoff for the weapon's combination of utility and concealability is that the pistol's power cell is limited.

When firing the weapon, the pistol's wielder must choose a power setting between 1 and 7. This is the amount of damage a successful shot inflicts on a target, but it is also the amount of ammo that is consumed for the shot. If set to a power setting higher than the available ammo left, the weapon deals damage equal to the amount of ammo remaining.

Anyone searching an individual carrying a concealed variable holdout blaster adds ■ to their Perception checks.

TABLE 3-1: RANGED WEAPONS

| Name | Skill | Dam | Crit | Range | Encum | HP | Price | Rarity | Special |
|--|----------------|--------|------|---------|-------|----|--------------|--------|--|
| Energy Weapons | | | | | | | | | |
| Bola Carbine | Ranged (Heavy) | 8 | 3 | Medium | 3 | 3 | 1,600 | 6 | Accurate 1, Ensnare 1 |
| Droid Disruptor | Ranged (Light) | 6 | 3 | Short | 2 | 1 | 800 | 7 | Vicious 3 (droids only) |
| Variable Holdout | Ranged (Light) | 1 to 7 | 4 | Short | 1 | 0 | 400 | 7 | Limited Ammo 12 |
| Mon Cal Battle Baton | Ranged (Light) | 5 | 4 | Medium | 1 | 1 | 250 | 6 | Stun setting |
| Mon Cal Spear Blaster (Blaster) | Ranged (Heavy) | 8 | 3 | Long | 5 | 3 | 1,350 | 5 | Stun setting |
| Mon Cal Spear Blaster (Spear) | Melee | +2 | 3 | Engaged | – | – | – | – | Pierce 1 |
| “Renegade” Heavy Blaster Pistol | Ranged (Light) | 8 | 3 | Medium | 2 | 3 | 950 | 4 | Inaccurate 1, Stun setting |
| Slugthrowers | | | | | | | | | |
| Salus DF-D1 Duo-Flechette Rifle | Ranged (Heavy) | 9 | 3 | Short | 3 | 3 | (R) 1,000 | 5 | Blast 4, Limited Ammo 5, Linked 1, Vicious 2 |
| Verpine Shatter Pistol | Ranged (Light) | 8 | 3 | Medium | 1 | 2 | 15,000 | 8 | Knockdown, Pierce 2 |
| Verpine Shatter Rifle | Ranged (Heavy) | 12 | 3 | Extreme | 3 | 3 | 30,000 | 8 | Knockdown, Pierce 4 |
| Verpine Heavy Shatter Rifle | Gunnery | 15 | 2 | Extreme | 4 | 4 | 45,000 | 8 | Accurate 2, Knockdown, Pierce 6 |
| Explosives | | | | | | | | | |
| Mon Cal Defenses Mini-Torpedo Launcher | Ranged (Heavy) | 8 | 2 | Long | 4 | 4 | 2,000 | 6 | Blast 6, Cumbersome 2, Limited Ammo 2 |
| Mini-Torpedo, Anti-Personnel | Ranged (Heavy) | 8 | 2 | Long | 1 | 0 | 100 | 5 | Blast 6, Limited Ammo 1 |
| Mini-Torpedo, Armor Piercing | Ranged (Heavy) | 12 | 3 | Medium | 1 | 0 | 150 | 6 | Blast 2, Limited Ammo 1, Pierce 4 |
| Mini-Torpedo, Ink | Ranged (Heavy) | 0 | n/a | Long | 1 | 0 | 50 | 5 | Blast 0, Disorient 4, Limited Ammo 1 |
| Mini-Torpedo, Ion | Ranged (Heavy) | 10 | 2 | Long | 1 | 0 | 150 | 6 | Blast 8, Ion, Limited Ammo 1 |
| Mini-Torpedo, Net | Ranged (Heavy) | 0 | n/a | Medium | 1 | 0 | 100 | 5 | Blast 0, Ensnare 6, Limited Ammo 1 |
| Mini-Torpedo, Stun | Ranged (Heavy) | 8 | 2 | Long | 1 | 0 | 300 | 5 | Blast 4, Concussive 2, Limited Ammo 1, Stun Damage |
| Spore/B Stun Grenade | Ranged (Light) | 6 | 3 | Short | 1 | 0 | 400 | 5 | Blast 6, Concussive 2, Limited Ammo 1, Stun Damage |

MON CALAMARI BATTLE BATON

The Mon Calamari battle baton is a simple energy weapon in the shape of a ribbed scepter. Wielded as a symbol of status by Mon Cal officers, the baton provides an effective sidearm in an unassuming package. The ribs along the length of the baton indicate the wielder’s rank, which provides a visual indication

of status to those nearby. More elaborate and decorative battle batons exist, but these are reserved for royalty and often incorporate precious metals, gems, and krakana pearls.

Many Mon Calamari officers in the Rebel Alliance, including Admiral Ackbar, continue to carry the battle batons they were issued on Mon Cala.

MON CALAMARI SPEAR BLASTER

Popularly wielded by the Mon Calamari during the Battle of Mon Cala, the spear blaster is a combination melee and ranged weapon. Designed to act as a spear with an integrated blaster rifle, the spear blaster is capable of functioning equally well both in and out of the water.

Though this weapon is not typically seen in Rebel arsenals, many former members of the Mon Calamari Guard bring their spear blasters with them when they enlist in the Alliance.

SOROSUUB "RENEGADE" HEAVY BLASTER PISTOL

The Renegade is the most powerful blaster pistol ever manufactured by SoroSuub. Popular with pirates and smugglers, the weapon is large and intimidating without being cumbersome and unwieldy. Due to its reliability, it's also favored by Rebel SpecOps troops and vehicle crews. Though the weapon's range is comparable to that of a typical heavy blaster pistol, the sacrifices made to increase its damage cause it to be somewhat inaccurate.

SLUGTHROWERS

While the Empire can standardize its arsenal with state-of-the-art weaponry, the Alliance has no such luxury. Because of this, weapons that rely on older technologies, especially those that use projectiles to inflict damage, are commonly used in the course of Rebel operations. Many of these weapons are provided to the Rebel Alliance by its alien allies, and though they may be considered somewhat anachronistic, no one can deny their effectiveness.

SALUS DF-D1 DUO-FLECHETTE RIFLE

One of the most notorious weapons in the galaxy, the Salus DF-D1 duo-flechette rifle has earned something of a bad reputation due to use by indiscriminate assassins and bounty hunters. Given the weapon's massive flechette spread and the high number of grievous injuries it causes (especially in densely populated locales), collateral damage and unforeseen fatalities are almost guaranteed. Both local and Imperial law enforcement view the mere act of carrying a duo-flechette rifle as a serious crime; they have a tendency to shoot first and ask questions later when confronted with one.

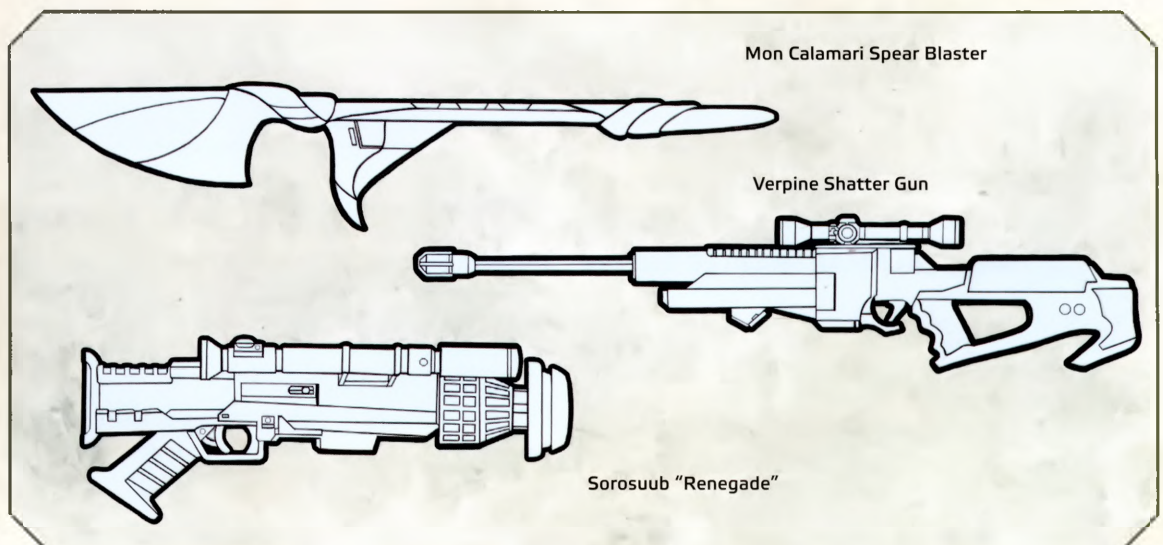
When activated, the DF-D1 fires twin canisters of needlelike flechettes from its stubby dual barrels. The flechettes lose speed quickly, ensuring the weapon's range leaves something to be desired. Despite this shortcoming, the flechettes disperse into large clouds capable of affecting several targets at once.

The DF-D1 is available in both personal and powered armor versions, and it is the primary weapon of the Leviathan series of powered armor. Both versions are identical for all intents and purposes, but the powered armor version is stripped down and incapable of individual use outside the armor's systems.



VERPINE SHATTER GUN

Verpine shatter guns are projectile weapons based on magnetic field technology, akin to rail guns. Shatter guns are nearly silent in their operation, though there is an audible crack as their metal alloy projectile breaks the speed of sound. Though the projectiles themselves are relatively small, the speed with which they impact the target inflicts a large amount of kinetic damage, and their effective range is exceptional.

Shatter guns are available in a number of configurations, including pistols, rifles, and heavier versions



that can serve as sniper weapons. The Verpine are a largely peaceful species, and since they rarely have any call for violence, they only manufacture a small number of shatter guns for their own internal security. The scarcity of shatter guns that make it beyond the Roche Asteroid Field, along with their lethality and relative untraceability, results in the exorbitant prices of available models.

The Rebel Alliance has secured a small number of shatter guns from the Verpine and issues them on an as-needed basis to operatives in the field. Shatter guns are notoriously delicate and must be cared for properly. If a shatter gun is dropped or jarred, it will cease to function until repaired. While wielding a shatter gun, any combat check that generates either  or  damages the weapon by one step, as if struck by a weapon with the Sunder quality (see page 170 of the **AGE OF REBELLION** Core Rulebook).

EXPLOSIVES

Explosives are a necessity in war. Whether these devices consist of bombs or more specialized munitions, Rebel units of all kinds make use of them during various operations throughout the galaxy.

MON CAL DEFENSES MINI-TORPEDO LAUNCHER

The Mon Cal Defenses mini-torpedo launcher is a portable weapon designed exclusively for sub-aquatic combat situations. Based on a design that was originally only integrated into suits of heavy armor, the portable version is small enough to be considered a squad support weapon.

Featuring an integrated two-torpedo magazine, the mini-torpedo launcher is capable of using standard anti-personnel mini-torpedoes, as well as specialized torpedoes depending on combat requirements. Though unguided, the torpedoes are extremely accurate, especially in the hands of a skilled operator.

The mini-torpedo launcher can only be used effectively underwater. All combat checks to operate it outside of the water have their difficulty upgraded twice. The profile provided with this weapon is for the default torpedoes. Specialized torpedoes can be loaded into the launcher. While these torpedoes are loaded, they replace the damage, critical rating, range, and item qualities of the original weapon with their own. Regardless of what is loaded in the launcher, it maintains the Cumbersome quality.

Anti-personnel: Anti-personnel mini-torpedoes function similarly to fragmentation grenades. They are designed to provide a ranged explosive combined

with a deadly area of effect. These mini-torpedoes are the standard type in use by most Mon Calamari units.

Armor Piercing: Armor piercing mini-torpedoes are designed to damage single targets, utilizing a shaped explosive charge. Effective against light vehicles and large organisms, they are considered overkill when used on individual troops.

Ink: These mini-torpedoes contain a reservoir filled with an obscuring black liquid that readily disperses into a large cloud upon detonation. Not only does the ink obscure vision and block sight lines, but anyone directly affected by the cloud is liable to become disoriented. The ink cloud lasts for up to four rounds, but it can last much longer in particularly still water.

Ion: For use primarily against droids and vehicles, ion mini-torpedoes were a popular choice for the Mon Calamari during the Battle of Mon Cala.







Net: The net mini-torpedo is designed to ensnare targets rather than damage them. Upon detonation, four weights connected to a central net are released. When the net hits one or more targets, the weights encircle them and secure the net.

Stun: Combining a concussive blast with a series of blinding flashes, stun mini-torpedoes are especially effective underwater.

SPORE/B STUN GRENADE

Produced by Czerka Arms, the Spore/B stun grenade employs stun spores to disable opponents. Because the stun spores are airborne, the grenade is completely ineffective against targets wearing breath masks or sealed suits. That said, the grenade has proven incredibly effective—and even deadly—when used against unprotected targets.

Upon detonation, the Spore/B stun grenade releases a dense cloud of stun spores. The spores enter the target's respiratory system and slow the absorption of oxygen into the bloodstream, causing unconsciousness. Despite the claim that the Spore/B is a non-lethal weapon, a small percentage of organic beings experience respiratory failure when exposed to the spores.

The first time a character is hit with an attack from this weapon (even if he suffers no damage), he must roll a single . As long as the character doesn't roll a  on this, he is affected normally by the Spore/B stun grenade. If the roll does result in a , the character immediately suffers 6 strain and begins to suffocate. A **Hard** () **Medicine check** is required to stop the subject from suffocating.

While the Spore/B isn't the ideal non-lethal weapon, many spies still continue to use it against the Empire.

TABLE 3-2: MELEE WEAPONS

| Name | Skill | Dam | Crit | Range | Encum | HP | Price | Rarity | Special |
|--------------------------------|-------|-----|------|---------|-------|----|-------|--------|-------------------------------------|
| Melee Weapons | | | | | | | | | |
| Koromondain SVT-300 Stun Cloak | Brawl | 7 | 3 | Engaged | 2 | 0 | 1,500 | 4 | Limited Ammo 3, Stun Damage |
| Mon Calamari Coral Pike | Melee | +3 | 2 | Engaged | 3 | 3 | 1,000 | 6 | Defensive 1, Pierce 2 |
| Mon Calamari Energy Lance | Melee | +3 | 2 | Engaged | 4 | 2 | 1,500 | 6 | Cumbersome 3 (dismounted), Pierce 3 |
| SoroSuub CS-12 Stun Master | Melee | 6 | 3 | Engaged | 1 | 0 | 575 | 3 | Disorient 2, Stun Damage |

MELEE WEAPONS

Melee weapons are a constant in the galaxy, hearkening back to simpler times when warfare was a much more personal experience. Even though modern warfare is often conducted at range, there are still times when personal combat takes precedence.

KOROMONDAIN SVT-300 STUN CLOAK

At first glance, the Koromondain SVT-300 stun cloak appears to be nothing more than a typical thermal cloak with a handsome metallic sheen. This sheen is produced by a series of special fibers that conduct a focused electrical charge across the cloak's surface. Once the cloak has been activated by depressing a stud in its clasp, anyone who comes into contact with its exterior suffers an intense electrical discharge.

Though designed as a defensive weapon, the stun cloak can also be used offensively while grappling an opponent.

If the wielder of the stun cloak is hit by a melee or brawl attack, the attacker suffers 7 damage. This damage is applied to the target's strain threshold. This effect consumes one of the cloak's payload of charges from its Limited Ammo quality.

Once the cloak has expended its payload of three charges, the power source in its clasp must recharge for three minutes before it can be used again.

MON CALAMARI CORAL PIKE

The coral pike is an ancient weapon of the Mon Calamari people. Despite its status as a ceremonial weapon, the coral pike is an effective Melee weapon that combines elements of a force pike with Mon Calamari craftsmanship. Coral pike blades are crafted from a particularly dense breed of coral native only to Mon Cala. Once a craftsman has defined the general shape of the blade, it is sharpened to a nearly monomolecular edge using precise lasers. The result is a unique weapon with an edge that never dulls.

Every coral pike is made by hand, and no two are exactly alike. They are often carved with symbols

denoting Mon Calamari rank and familial ties. For individuals who are considered friends of the Mon Calamari people, the gift of a coral pike is a great honor and represents an eternal bond that transcends species.

MON CALAMARI ENERGY LANCE

Wielded by the Mon Calamari Knights during the Clone Wars, energy lances are designed to be used from atop a mount. Essentially force pikes equipped with electromagnetic pulse generators, they are primarily intended for use against droids and vehicles. Despite this specialization, they are perfectly capable of inflicting grievous damage on organic targets.

Former members of the Mon Calamari Knights still carry their lances with them, especially when fighting mounted against droids and vehicles. Reflecting the strict requirements of knighthood among the Mon Cal, these lances are symbols of their duty and commitment to their people.

If he is mounted, the wielder of an energy lance may use his steed's Brawn rating to determine the damage of this weapon instead of his own Brawn rating. If the wielder is not mounted, the weapon has the Cumbersome 3 quality.

SOROSUUB CS-12 STUN MASTER

Produced by SoroSuub and popular with many Sulustan members of the Rebel Alliance, the CS-12 stun master is one of the most ubiquitous non-lethal weapons in the Alliance's arsenal. Palm-sized and effective, it is easily concealed and is legal to carry in most systems. In addition, the device is constructed from consumer-grade materials and can be smuggled past standard weapon detection devices without raising alarms.

Designed as a small cylinder only fifteen centimeters in length, the stun master has thirteen contact studs that emerge from its disk-shaped business end. When these contacts are pressed against an opponent and the device activated, a silent electric charge is released that results in unconsciousness or disorientation.

Add ■ to a character's Perception checks to find a stun master on a person's body.

ARMOR

Armor is often the only thing between a soldier and the enemy. The Empire's elite stormtroopers use armor both for protection and as a symbol to inspire terror in their enemies. The Rebel Alliance uses armor too, but not for the same reasons.

POLIS MASSAN BODYSUIT

The Polis Massans employ unique, tight-fitting bodysuits in their day-to-day lives. Not only do the suits provide some incidental protection from physical damage, but they also supply a number of load-bearing pockets, clips, and straps to keep important equipment close at hand.

All Polis Massan bodysuits include a tiny head-mounted multidirectional glow rod, as well as an integrated utility belt (which increases the wearer's encumbrance by 1). Though designed with Polis Massan physiology in mind, bodysuits for use by other species have been commissioned.

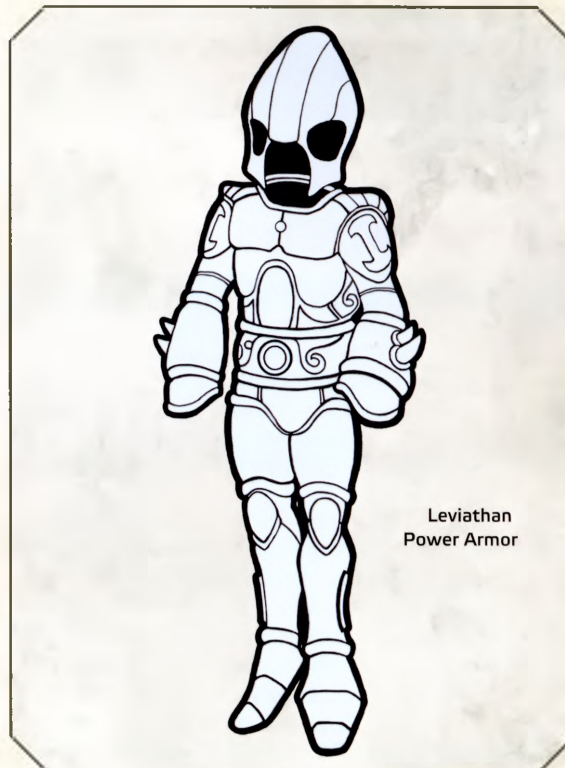
LEVIATHAN POWER ARMOR

Designed by the Mon Calamari for use in subaquatic military operations, Leviathan power armor has seen plenty of use within the Rebel Alliance. In particular, the Alliance employs Leviathan power armor during operations on aquatic Imperial facilities and targets. The armor not only provides protection from the pressure of deep-water operations, but acts as a stable weapons platform for its integrated flechette rifle and mini-torpedo launcher.

Though created for use by Mon Calamari, Leviathan suits can be modified to fit members of other species. More often than not, they are created for specific individuals by Mon Cal craftsmen. Much like Mon Calamari starships, each Leviathan suit is a unique work of art, and no two suits are identical in appearance.

Any character wearing a Leviathan suit that was not built for him upgrades the difficulty of Agility and Brawn-based checks once.

A Leviathan suit is fully sealed and has an integrated respirator (see page 195 of the **AGE OF REBELLION** Core Rulebook). It automatically possesses the following attachments: a heating system, an enhanced optics suite, and a strength enhancement system (see page 187 of the **Age of Rebellion** Core Rulebook). These attachments are already installed, and cannot be removed. Each suit is also equipped with one Mon Cal



Leviathan Power Armor

Defenses mini torpedo launcher and one Salus DF-D1 duo-flechette rifle.

VERPINE FIBER ULTRAMESH ARMOR

Fiber ultramesh armor is the standard armor worn by Verpine colony guards. It is a more advanced version of Verpine fiber mesh armor, with a tighter weave and sturdier construction. Ultramesh is provided as a flexible bodysuit, rather than as a single torso piece. It gains exceptional rigidity when exposed to an electric current, which is provided by a diminutive battery pack.

The Verpine have been exporting fiber mesh and fiber ultramesh armor for centuries, making it a relatively common sight on Outer Rim worlds. Alliance agents appreciate the versatility of being able to switch between a comfortable set of armor to a more protective, albeit less comfortable set at the push of a button.

As a maneuver, the wearer may power up or power down the armor. While the armor is powered up, the wearer gains +2 defense. However, any character may spend ☹☹ or ☹ from a Combat check against the character to cause it to run out of power; the armor becomes powered down and cannot be powered up until the end of the encounter.

TABLE 3-3: ARMOR

| Type | Defense | Soak | Price | Encumbrance | Hard Points | Rarity |
|-------------------------------|---------|------|--------|-------------|-------------|--------|
| Polis Massan Bodysuit | 0 | 1 | 300 | 1 | 1 | 6 |
| Leviathan Power Armor | 2 | 2 | 15,000 | 8 | 1 | 8 |
| Verpine Fiber Ultramesh Armor | 0 | 1 | 3,000 | 3 | 2 | 5 |

TABLE 3-4: WEAPON ATTACHMENTS

| Attachment | Price | Encumbrance | HP Required | Rarity |
|----------------------------|-------|-------------|-------------|--------|
| Blaster Suppressor | 750 | – | 1 | 5 |
| Weapon Signature Reduction | 1,000 | 0 | 1 | 6 |
| SoroSuub True-Site System | 500 | 0 | 1 | 4 |

MODIFICATIONS

Very few pieces of equipment that come into contact with the Rebellion remain unmodified. Though Rebel troops are issued stock weapons, their gear often-times takes on a personality of their own as they tinker, modify, and upgrade it to their own specifications.

BLASTER SUPPRESSOR

Blasters are, by their nature, as noisy as they are destructive. While there are plenty of silent or nearly silent weapons available to the Rebel Alliance, none are as commonly available or ubiquitous as the blaster. Cultures in need of covert firepower have designed a relatively simple modification that can reduce the amount of noise generated by a blaster, at the expense of both range and damage.

The noise generated by a blaster is produced when high-energy gas is agitated by a component referred to as a gas conversion enabler prior to being focused by the weapon's actuating module. By slowing the injection of gas and modifying the actuating module with a series of high-performance baffles, engineers have been able to significantly diminish the weapon's noise profile. As mentioned previously, however, such modifications have a somewhat stifling effect on a blaster's standard damage and range. Given that assassinations are often conducted at short or point-blank range, the range component is perhaps less of a factor than the damage it inflicts. This attachment can only be used with blaster pistols.

Models Include: Merr-Sonn DS9 Blast Suppressor, Czerka "Whispershot" Silencer.

Base Modifiers: Adds ■■ to any Perception or Vigilance checks made to locate a concealed shooter firing the silenced blaster.

Modification Options: None.

Hard Points Required: 1.

Price: (R) 750 Credits.

WEAPON SIGNATURE REDUCTION

Both the Empire and the galactic security industry use weapon scanners that are capable of detecting a wide variety of weapon components. Even when broken down into several pieces, blasters and other ranged weapons are still liable to be detected, due to the specific technologies and substances that allow them to function as lethal weapons.

In order to skirt such inspection and ensure that hidden weapons remain obscured from prying eyes, covert agents have devised modifications that mask or otherwise diminish such signatures in a weapon's components. Though physical searches still pose some risk of discovery, weapon signature reduction guarantees that scanning equipment used to detect weapons is rendered less effective. Unfortunately, weapon signature reduction is only effective on weapons with an encumbrance rating of 3 or less.

Models Include: Proprietary models.

Base Modifiers: Increase the difficulty checks using scanners to search for this weapon by 2. Due to the masking used on various weapon components, this modification adds ■ to all Mechanics checks when performing maintenance on this weapon.

Modification Options: None.

Hard Points Required: 1.

Price: 1,000 credits.

ELECTRONIC SIGHTING SYSTEM

By adding a small electronic device to the top of a blaster or other ranged weapon, a small holographic crosshair is projected a meter out from the weapon's barrel. This increases accuracy by reducing the time it takes for the user to aim. Unfortunately, the holographic crosshair is readily visible to anyone on the weapon's receiving end, especially in conditions of darkness or low light. This attachment can be used on any ranged weapon that could logically benefit from the addition of a sight.

Models Include: SoroSuub True-Site System.

Base Modifiers: Allows the shooter to aim as an incidental once per round at short range. Decrease the difficulty of Perception checks to locate the shooter in low light conditions by 1.

Modification Options: 1 Weapon Quality (Accurate + 1) mod.

Hard Points Required: 1.

Price: 500 credits.

NEW GEAR

Equipment of all kinds, not just weapons, keeps the Alliance going. Whether it's a state-of-the-art communications system, a patched-up droid that's seen a few too many seasons, or a jury-rigged targeting computer, the Alliance always makes do. Much of the gear the Rebels use is unconventional, either due to its origin or its age.

COMMUNICATIONS

Communications equipment is crucial to the Alliance. Staying in contact with resistance cells on various planets and maintaining contact with parts of the Rebel Fleet are necessary to ensure that operations are conducted precisely and according to plan.

FALSE VOICE TRANSMITTER

The Rebel Alliance has been known to utilize homemade devices known colloquially as false voice transmitters, or FVTs, to fool the Empire for years. The original FVTs were jury-rigged by taking the verbobrain from a protocol droid, a voice-synth box (possibly from the same droid), and a datapad, and combining them with a number of readily available components. The speaker either types in the words to be conveyed with the FVT, or uses a microphone to say them out loud. Due to the usefulness of such devices, the Rebel Alliance began manufacturing them in small numbers.

As long as an appropriate voice sample is available, an FVT can replicate nearly any organic voice. When used to transmit messages via comlink, the replicated voice is nearly indistinguishable from the original. Despite the benefit an FVT provides, it is only as good as the voice sample used and the turns of phrase the user adopts during the vocal charade.

When impersonating another individual with the aid of an FVT, the user can upgrade the ability of his Charm, Coercion, Deception, Leadership, and Negotiation checks once.

POLIS MASSAN VOICEBOX

Polis Massans, being unable to speak, have come to rely on artificial voiceboxes, similar in most respects to droid vocalulators, to communicate with other beings. While Polis Massans are capable of communicating telepathically, many individuals or other species find it unsettling unless they are accustomed to it. In cases in which a Polis Massan wishes to grant the utmost courtesy to a guest or associate, small electronic voiceboxes are used.

Translation of a Polis Massan's thoughts into speech through the voicebox is accomplished through a sim-

TABLE 3-5: GEAR AND EQUIPMENT

| Item | Price | Encum | Rarity |
|--------------------------------------|--------|-------|--------|
| Communications | | | |
| False Voice Transmitter | 1,400 | 4 | 6 |
| Polis Massan Voicebox | 50 | 1 | 6 |
| PTP Link | 100 | 2 | 7 |
| Verpine Comlink | 250 | 1 | 6 |
| Cybernetics | | | |
| Neuro-Saav Cyborg/Droid Interface | 600 | – | 4 |
| Swift 78B Vessel Courier System | 5,000 | – | 6 |
| Droids | | | |
| CT-4 Medical Droid | 20,000 | – | 8 |
| Q4 Borer Droid | 2,000 | – | 5 |
| Roche J9 Worker Drone | 7,000 | – | 3 |
| Roche Siak-series Protocol Droid | 10,000 | – | 4 |
| SoroSuub G2 Repair Droid | 6,000 | – | 5 |
| SoroSuub Wanderer Scout Survey Droid | 2,500 | – | 6 |
| Tools | | | |
| Aratech R82 Jump Boots | 2,000 | 2 | 6 |
| Mon Calamari Organic Gill | 200 | 1 | 5 |
| Verpine Bond Gauntlets | 250 | 1 | 6 |
| Verpine Headband | 500 | 1 | 6 |

ple neural connection, which is established via a set of noninvasive electrodes. The voicebox can adopt any one of a number of preprogrammed voice patterns, though the default voice is largely mechanical and not unlike a droid's. The device's volume can be modulated with a thought. Polis Massans who use voiceboxes to communicate on a regular basis often attach them to their bodysuits for ready accessibility.

PTP LINK

A PTP (or point-to-point) link is a multichannel personal communications device capable of transmitting audio signals up to twenty-five kilometers. Available in a wide variety of sizes and styles, PTP links were used extensively during the time of the Republic. As more powerful methods of telecommunications grew popular, PTP links became obsolete.

Despite the obsolescence of PTP links, PTP transmission boosters and relays were installed on a number of Core Worlds, and they are still used exclusively on low-tech worlds the galaxy over. Because most modern communications devices are unable to pick up PTP transmissions, the Rebel Alliance often uses them in order to avoid Imperial eavesdropping. With

the addition of PTP encryption devices, which can cost up to 1,000 credits, this archaic transmission format is almost undetectable.

VERPINE COMLINK

The mode of short-wave telecommunication used by the Verpine is undetectable outside their species. The Rebel Alliance has, through trial and error, devised a type of comlink that is specially tuned to the Verpine frequency. With such a comlink, Verpine communications can be intercepted, and direct communication with the Verpine can be established within a range of 100 kilometers.

Interestingly, the signals received on a Verpine comlink when in close proximity to one of their colonies often consist of garbled-sounding transmissions that are, in fact, the product of every Verpine in the colony “speaking” at the same time. Such comlinks are much more effective when used in conjunction with a small group of Verpine away from a large colony.

That said, Verpine also have some control over the frequencies in which they can broadcast, similar to the way humans can modulate the tones of their own voices. This allows Verpine to choose different “channels,” which the comlink can then be tuned to, allowing for discreet communication even in the midst of the largest Verpine colonies.

CYBERNETICS

Despite the stigma placed on cyborgs throughout most of the galaxy, the Rebel Alliance has few qualms about utilizing cybernetic devices. Such devices are often indistinguishable from their natural counterparts, and they can provide an edge for dissidents who would otherwise face their oppressors unarmed.

NEURO-SAAV CYBORG/DROID INTERFACE

Neuro-Saav’s cyborg/droid interface is a supplementary cybernetic that must be used in conjunction with a cybernetic brain implant (**AGE OF REBELLION** Core Rulebook, page 189). It allows a properly equipped cyborg to connect directly to a droid’s communications port, letting it communicate with the droid and access its memories and any stored information. Such interfaces are valued by the Rebel Alliance, especially when interrogating captured enemy droids.

Not only does this device let a cyborg access hidden information stored in a droid’s memory banks, but it also allows it, when attempting to access information that a hostile droid does not wish to reveal, to upgrade the ability of all its Computers checks once.



SWIFT 78B VESSEL COURIER SYSTEM

The Swift 78B vessel courier system is a discreet, cybernetically implanted data storage device. Often used by couriers in instances where physical data storage devices are liable to be found or confiscated, the vessel courier system can carry enough information to fill four conventional datapads. The information is accessed via a small dataport that is secured beneath a tiny flap of synthflesh, usually beneath the courier’s hairline. Because the vessel courier system is independent of the courier, the data within it cannot be accessed or modified by him.

The Rebel Alliance has utilized vessel courier systems to move large amounts of sensitive data between bases and outposts without drawing undue attention. It is also a popular device with criminal organizations and freelance couriers.

DROIDS

While the power of people drives the Rebel Alliance forward, droids keep the Rebel machine running smoothly. All manner of droids are valuable to the Rebellion, and the Alliance is none too picky about the types of automatons it includes in its ranks.

CT-4 MEDICAL DROID [RIVAL]

The CT-4 series medical droids are manufactured in Polis Massa by Polis Massa Pria Assemblage, and are almost exclusively used there. They are similar in many respects to the EW-3 midwife droid but are more generalized in their application. A handful of the units are on loan to the Rebel Alliance, though they are rarely used away from the Rebel Fleet.

Specializing in the application of bacta, the CT-4 possesses programming that makes it familiar with thousands of sentient species and their physiological peculiarities. Their personalities are caring and thoughtful, and their relatively small size and non-human shape rarely sets patients at ease in the same way as does the more familiar 2-1B surgical droid.



Skills: Computers 1, Discipline 1, Knowledge (Xenology) 3, Medicine 3, Perception 2.

Talents: Bacta Specialist 2 (patients heal 2 additional wounds when they heal wounds via bacta tanks or long-term care), Surgeon 1 (when making a Medicine check to help a character heal wounds, the target heals 1 additional wound).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons or toxins).

Equipment: Built-in diagnostic and surgical tools (counts as medpac as well as stimpack that can be used once per session), synthflesh applicator (can administer application of synthflesh five times per session).

Q-4 BORER DROID [MINION]

Manufactured by Quarren Industrial on the planet Mon Cala, the Q-4 borer is a diminutive cylindrical mining droid .7 meters in length and .2 meters in diameter. Moving via a repulsorlift engine, the droids use drilling lasers to burrow through dirt and soft rock in search of veins of ore, which they can detect with the use of specialized sensors. Once the Q-4 discovers ore, it continues to search for additional veins, while larger mining droids are called in to extract the discovery.

Referred to as “mole droids” by the miners who use them, Q-4s possess a cheerful demeanor and pursue their work with apparent glee. Despite their carefree and can-do attitudes, Q-4s aren’t particularly bright, and they often bite off more than they can chew if left unattended for long periods of time. They are used in small teams and deployed in large formations to search for ore, and they operated easily both in atmosphere and underwater.



Skills (group only): Perception, Ranged (Light).

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons or toxins).

Equipment: Heavy-duty drilling laser (Ranged [Light]; Damage 6; Critical 3; Range [Engaged]; Pierce 4), rock-scanning sensors (to Perception checks made to locate ore deposits).

ROCHE J9 WORKER DRONE [RIVAL]

Despite its capabilities, the J9 worker drone was an abject commercial failure. Designed as a protocol droid, the series’ moniker, “worker drone,” was deceptive to potential customers, who assumed it was just another labor droid. In addition, the unit’s appearance, which was distinctly bug-like, in conjunction with its flat personality, turned many mammalian species off. The Verpine even attempted to market the droid to other insectoid species, still without much success.

Most of the J9 worker drones purchased by the public were placed in labor jobs, wasting their more advanced systems and programming on menial tasks. Because of this, J9s are some of the most intelligent labor droids on the market. Over time, however, they develop somewhat bitter personalities, as they feel they were destined for something greater but were somehow cheated out of it.

The Rebel Alliance has acquired a large number of surplus J9 worker drones directly from Roche and has put them to good use. The Alliance realizes that the J9 is much more than a simple labor droid, and many of the units have been assigned to Rebel teams to assist them with translation and analysis. So far, the majority of these J9s have been a success in the field.



Skills: Charm 1, Knowledge (Education) 4, Knowledge (Xenology) 3, Negotiation 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons or toxins).

Equipment: Olfactory and microwave sensors (add to Perception checks).

ROCHE SIAK-SERIES PROTOCOL DROID [RIVAL]

Following the stunning failure of the J9 worker drone, the Verpine decided to redesign their protocol droid from the ground up. Roche hired a group of human contractors to assist with the new design, ensuring that the droid’s chassis and personality matrix were more appealing to a mammalian customer base.

The Siak’s personality is businesslike while remaining personable, and it can readily converse for hours about nearly any topic. Physically, the droid is a lot

more human than its predecessor, while retaining some obvious Verpine characteristics. As a result, the Siak-series protocol droid represents one of Roche's most successful products.



Skills: Charm 3, Knowledge (Education) 2, Knowledge (Xenology) 3, Negotiation 3.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons or toxins).

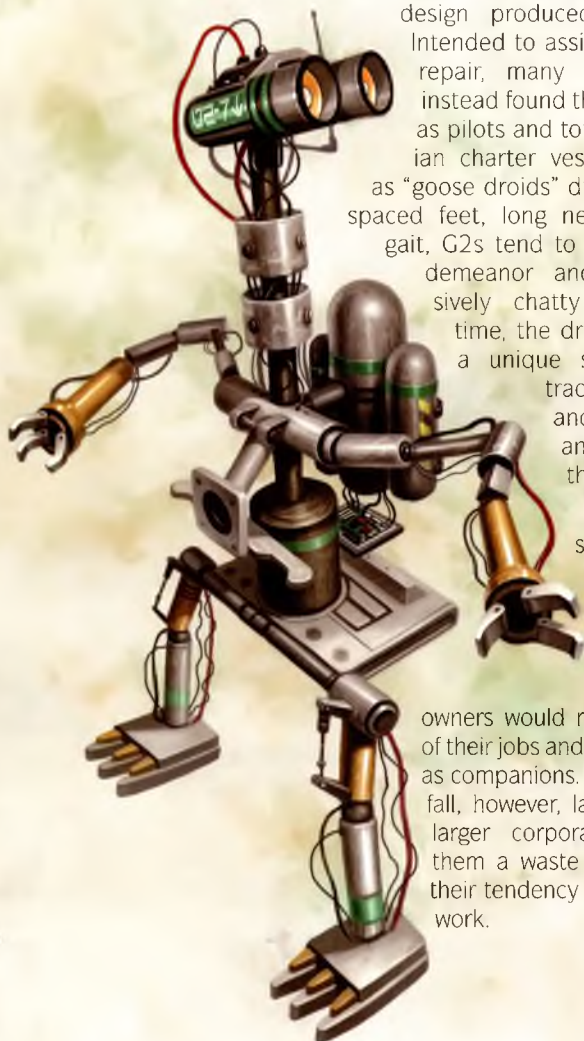
Equipment: None.

SOROSUUB G2 REPAIR DROID [RIVAL]

The G2 repair droid is a custom Sullustan design produced by SoroSuub. Intended to assist with shipboard repair, many of these droids instead found themselves utilized as pilots and tour guides for civilian charter vessels. Referred to as “goose droids” due to their widely spaced feet, long necks, and clumsy gait, G2s tend to possess a quirky demeanor and exhibit excessively chatty behavior. Over time, the droids also develop a unique sense of humor, trading witticisms and bad jokes with anyone who takes the time to listen.

Overall, the G2 series droids were appreciated by their owners and the tourists they were charged with. Many G2

owners would relieve their droids of their jobs and keep them around as companions. The series's downfall, however, lay in the fact that larger corporations considered them a waste of money due to their tendency to talk rather than work.



Skills: Astrogation 2, Computers 3, Knowledge (Core Worlds) 1, Knowledge (Outer Rim) 1, Mechanics 3, Piloting (Space) 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons or toxins).

Equipment: None.

SOROSUUB WANDERER SCOUT SURVEY DROID [RIVAL]

Often used to collect indigenous wildlife for further study and research, the SoroSuub wanderer scout survey droid is part of a larger set of droids deployed planetside as scouts and collectors. The wanderer scout's powerful stun blasters, swivel-mounted photoreceptor, and dedicated medical and scouting programming make it an excellent tool for information gathering. Many have been turned to the more serious business of espionage against sentient targets and critical locations. Most of the scout survey's two-meter height is made up of eight spiderlike legs arranged around a relatively small spherical body. While the wanderer is quick and agile, the medical and scouting modules take up most of the available interior space, leaving little room for a personality matrix. As such, these droids lack any personality features, but they are well regarded for the depth, detail, and unprejudiced nature of the information they collect as a result.



Skills: Perception 3, Ranged (Light) 1, Stealth 2, Survival 3.

Talents: Hunter 1 (adds to all skill checks when interacting with wild beasts and animals, including combat checks. This character adds +20 to all Critical Injury rolls against animals), Swift (does not suffer usual penalties for moving through difficult terrain).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive indefinitely underwater and in vacuum; immune to poisons and toxins).

Equipment: Stun blaster (Ranged [Light]; Damage 6; Critical –; Range [Short]; Stun Damage).

TOOLS

Beings join Rebellion from a wide variety of cultures, and they bring the unique knowledge and tools of those cultures along with them. While some of these tools have limited utility for the Rebellion, others have proven to be valuable resources and have found their way into common usage.

ARATECH R82 JUMP BOOTS

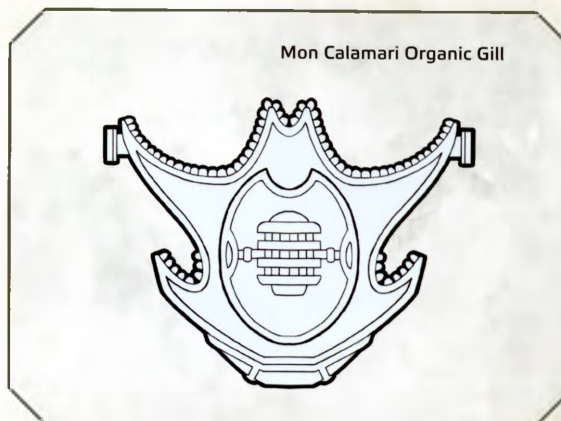
Aratech's R82 jump boots are commonly used for sports and leisure activities, but the Rebel Alliance has also found them useful for exploring less accessible areas on newly located worlds. The boots employ a pair of repulsorlift generators and rocket units that allow the user to boost jumps or glide at altitudes of up to thirty-five meters for short distances.

Jump boots allow the user to function as a Silhouette 1, Speed 2, Handling -1, System Strain Threshold 3 vehicle that can only operate in atmosphere, has a maximum altitude of 35 meters, and requires Piloting (Planetary) to operate.

MON CALAMARI ORGANIC GILL

Despite their amphibious nature, the Mon Calamari have long made use of a symbiotic blob to breathe underwater for extended periods of time. Developed in their own laboratories from cloned tissue taken from a breed of jellyfish indigenous to Mon Cala, these blobs are referred to as organic gills. When placed over an individual's nose and mouth (or equivalent), the symbiote filters oxygen from the ocean water. Organic gills are capable of lasting for several weeks in the water before they begin to die.

Wearing an organic gill prevents speech, but this drawback can be alleviated by the introduction of small, waterproof microphones and earphones into the blob. Most species can wear the organic gill easily, as long as they breathe an atmosphere similar to that of the Mon Calamari. Sullustans, however, have demonstrated an allergic reaction to the gills, which prevents their species from employing them.



VERPINE BOND GAUNTLETS

Bond gauntlets are a Verpine invention designed to strengthen and reinforce an individual's forearms, while providing stabilization to hand and arm movements. They are composed of a thin, flexible material that resembles the carahide exoskeleton of a Verpine, which extends from the top of the hands to the elbow. When an electric current is passed through the gauntlets, the material grows exceptionally rigid and supportive.

Due to this additional stability, Verpine bond gauntlets grant their users a to checks made to handle volatile materials or perform delicate work. Such circumstances should be adjudicated by the GM on a case-by-case basis, and may include Computers and Mechanics checks to make delicate repairs and Skulduggery checks to pick locks or disable traps.

VERPINE HEADBAND

Another Verpine invention is known simply as a Verpine headband. When worn, it administers small electric shocks to the sleep centers of the brain in an attempt to keep the wearer awake for extended periods of time.

A character wearing a Verpine headband is not incapacitated by exceeding his strain threshold. Instead, for each strain he suffers over his threshold, he also suffers a wound, and for as long as his strain exceeds his threshold, he is disoriented.

NEW VEHICLES AND STARSHIPS

The Rebellion relies heavily upon vehicles of all types in order to take the fight to the Empire. Not all of the vehicles Rebels employ are specifically designed for combat, while others have been appropriated from the very enemies the Alliance aims to overthrow. Whether they are simple repulsorlifts or massive capital ships, the war cannot be won without war machines.

AIRPEEDERS

Airspeeders are among the simplest Rebel vehicles in service. Though most are common in the extreme, some of those adopted by Alliance forces are extremely specialized. Some of these vehicles are adapted from stolen enemy hardware, while others have been borrowed from Rebel allies in other parts of the galaxy.

NEN-CARVON R-444 IMPERIAL SKY SWOOPER

The R-444 Sky Swooper is a repulsorlift-assisted hang glider used by Imperial forces, particularly during stealth raids. Based on the para-wing gliders common on Bespin, its design incorporates traditional wing technology with a small repulsorlift generator that assists with long-distance flight. A light blaster cannon mounted above the pilot allows for minimal offensive capability.

The Sky Swooper is controlled by a combination of hand grips and a bar that also supports the pilot's feet. Both hands and feet are required to steer the glider, which makes firing the light blaster cannon a tricky proposition when tight maneuvers are called for. The Alliance considers the R-444 an excellent asset when it can be acquired, and a small number are already in the Rebels' possession.



Vehicle Type/Model: Air Speeder/Paraglider.
Manufacturer: Nen-Carvon.
Maximum Altitude: 10 kilometers.
Sensor Range: Short.
Crew: One pilot.
Encumbrance Capacity: 2.
Passenger Capacity: 0.
Cost/Rarity: 1,000 credits (R)/5.
Customization Hard Points: 1.
Weapons: Forward-mounted light blaster cannon (Fire Arc Forward; Damage 4; Critical 4; Range [Close]).

SUBMERSIBLES

The war against the Empire does not always take place in the sky or on dry ground. Many battles have been, and continue to be, fought beneath the seas of countless worlds. Submersible vehicles capable of traversing the depths of such oceans will always be a part of the Alliance arsenal, and they may very well mean the difference between victory and defeat.

HYDROSPEARE CORP EXPLORER SUBMERSIBLE

Designed for underwater exploration and combat, Hydrospeare Corporation's Explorer is a durable submersible walker. Standing six meters tall and over nine meters in diameter, with four legs ending in scone-like grips, the Explorer is capable of navigating nearly any underwater terrain with ease at relatively high speeds.

Fielded by the Empire for underwater operations, the Explorer saw extensive use during the Imperial subjugation of Mon Cala. Following the expulsion of Imperial forces from the Mon Calamari homeworld, scores of these powerful vehicles were left behind, subsequently captured, and eventually given over to the Rebel Alliance.

The biggest drawback of the Explorer is the cramped nature of its interior. With the exception of the turret gunner, all crew members must lie flat on their bellies during the walker's operation. To make matters worse, the passenger space amounts to little more than a tiny area more akin to a trunk than a passenger compartment.



Vehicle Type/Model: Walker/Explorer Submersible.
Manufacturer: Hydrospeare Corporation.
Maximum Depth: 5,000 meters.
Sensor Range: Short.
Crew: One pilot, one co-pilot, and two gunners.
Encumbrance Capacity: 10.
Passenger Capacity: 2.
Consumables: 1 week.
Cost/Rarity: 55,000 credits (R)/5.
Customization Hard Points: 2.
Weapons: Forward-mounted heavy blaster cannon (Fire Arc Forward; Damage: 5; Critical 4; Range [Close]).
 Dorsal turret-mounted light blaster cannon (Fire Arc All; Damage 4; Critical 4; Range [Close]).

MON CALAMARI KEELKANA-CLASS ATTACK SUBMERSIBLE

Mon Calamari Subworks has created a number of distinct submarines, and the *Keelkana*-class attack submersible is one of its greatest triumphs. Considered by many to be one of the finest aquatic weapons platforms in the galaxy, the vessel is provided in large numbers to the Rebel Alliance.

Like other Mon Cal designs, the *Keelkana* is quite organic in its appearance. The sub's hull resembles the body of a narrow manta ray, with twin water jets flanking the pilot's compartment and twin torpedo tubes alongside them. The sub's stubby wings are tipped with a pair of linked heavy blaster cannons.

Though all *Keelkanas* share the same basic design, the appearance of each submersible is unique in some way. While these variations are not as radical as those that differentiate Mon Calamari capital ships, they nonetheless fulfill the species' aesthetic values.

| | | | | | | | | |
|------------|-------|----------|-----------------|---------|---------|--------------|-----------------|----------|
| 2 | 4 | +1 | DEF: 0 | FORE: - | PORT: - | STARBOARD: - | AFT: 0 | ARMOR: 2 |
| SILHOUETTE | SPEED | HANDLING | HT THRESHOLD: 8 | | | | SS THRESHOLD: 8 | |

Vehicle Type/Model: Submarine/Attack Submersible.

Manufacturer: Mon Calamari Subworks.

Maximum Depth: 2,500 meters.

Sensor Range: Medium.

Crew: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Cost/Rarity: 32,000 credits (R)/6.

Customization Hard Points: 3.

Weapons: Forward-mounted twin torpedo launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Medium]; Blast 4, Breach 4, Guided 2, Limited Ammo 4, Linked 1, Slow-Firing 1).

Forward-mounted twin heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

STARFIGHTERS

While capital ships represent the true muscle of the Rebel Fleet, starfighters play an important part in the conflict against the Empire.

TALLANX-CLASS STEALTH FIGHTER

Sleek and angular, with a matte black hull that camouflages it against the darkness of space, the *Tallanx*-class stealth fighter is one of the few starfighter designs to see action on Ord Gimmel during the Galactic Civil War.

Though quick and maneuverable, the *Tallanx* is not intended to participate in extended dogfights or

skirmishes. Its design philosophy relies on stealth and lightning-fast attacks upon unsuspecting targets. Fragile and lacking any significant firepower when compared to other fighters, the *Tallanx*'s major accomplishment is its cloaking device.

When active, the *Tallanx*'s cloaking device masks the ship from the sensors of other ships. Though not foolproof, this can often mean the difference when navigating through the gaps in an Imperial sensor net. In order to power the cloaking system, the pilot must divert all power from the ship's shields and weapon systems.

| | | | | | | | | |
|------------|-------|----------|------------------|---------|---------|--------------|-----------------|----------|
| 3 | 5 | +2 | DEF: 1 | FORE: - | PORT: - | STARBOARD: - | AFT: 1 | ARMOR: 1 |
| SILHOUETTE | SPEED | HANDLING | HT THRESHOLD: 10 | | | | SS THRESHOLD: 6 | |

Hull Type/Class: Starfighter/*Tallanx*.

Manufacturer: Gimmellian Shipworks.

Hyperdrive: Primary: Class 1, Backup: None.

Navicomputer: Yes.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 6.

Passenger Capacity: 0.

Consumables: Two weeks.

Cost/Rarity: 120,000 credits (R)/9.

Customization Hard Points: 2.

Weapons: Forward-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

CUSTOMIZATIONS

Gimmellian Stealth Device: Reduces the range band of enemy ships' passive sensors by 1 (to a minimum of close range) for detecting the *Tallanx*. In order to function, all power from shields and weapons must be channeled into the cloaking device. Rerouting power takes one action.

Electronic Countermeasures Suite: Blocks sensors within range when active, counting the *Tallanx*'s silhouette as 2. Immediately notifies all ships in a star system, or within 100 kilometers if planetside, to the *Tallanx*'s existence.

FREIGHTERS

Transportation of goods and personnel on a small scale is just as important to the Alliance as moving large armies. Small freighters and their cargoes often mean the difference between resupplying a remote outpost and allowing it to starve.

DARVRO-CLASS LIGHT FREIGHTER

Along with the *Tallanx* fighter, the *Darvro* is a ship built on stealth and speed commonly used by the Ord Gimmel Defense Fleet. Named after a beast of burden found in the rural regions of Ord Gimmel, the *Darvro* is a highly effective smuggling vessel. Fitted with a cloaking device and equipped with numerous smuggling compartments and an ECM suite, the ship is designed to evade enemies rather than confront them directly.

Used by the Rebel Alliance to smuggle high-profile prisoners, passengers, and cargo through Imperial lines, the *Darvro* is also equipped with a powerful self-destruct mechanism so that its contents—whatever they may be—don't fall into enemy hands.

| | | | | | | | | | | |
|------------|---|-------|---|----------|----|------------------------------|--------------|-------|--------------|----|
| SILHOUETTE | 4 | SPEED | 4 | HANDLING | +0 | DEF. FORE/PORT/STARBOARD/AFT | 1 - - 1 | ARMOR | 2 | |
| | | | | | | | HT THRESHOLD | 18 | SS THRESHOLD | 14 |

Hull Type/Class: Freighter/*Darvro*.

Manufacturer: Gimmellian Shipworks.

Hyperdrive: Primary: Class 1, Backup: Class 12.

Navicomputer: Yes.

Ship's Complement: One pilot, one co-pilot, one gunner.

Encumbrance Capacity: 120.

Passenger Capacity: 4.

Consumables: One month.

Cost/Rarity: 250,000 credits (R)/9.

Customization Hard Points: 4.

Weapons: Forward-mounted medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]).

Dorsal turret-mounted quad laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Rear-mounted light tractor beam (Fire Arc Rear; Damage –; Critical –; Range [Close]; Tractor 2).

CUSTOMIZATIONS

Gimmellian Stealth Device: Reduces the range band of enemy ships' passive sensors by 1 (to a minimum of close range) for detecting the *Darvro*. In order to function, all power from shields and weapons must be channeled into the cloaking device. Rerouting power takes one action.

Electronic Countermeasures Suite: Blocks sensors within range when active, counting the *Darvro*'s silhouette as 3. Immediately notifies all ships in a star system, or within 100 kilometers if planetside, to the *Darvro*'s existence.

CAPITAL SHIPS

Capital ships, especially those manufactured by the Mon Calamari, are some of the most powerful vessels in the Alliance Fleet. Though the MC80a star cruiser is perhaps the most visible of these ships, the Mon Calamari also produce several vessels of smaller size.

MC30C FRIGATE

The MC30c frigate is one of the most powerful mid-level ships in the Rebel Fleet. Capable of launching waves of heavy proton torpedoes in order to bombard enemy ships, it is also one of the fastest frigates manufactured by Mon Calamari Shipyards. Despite its speed and firepower, however, the MC30c possesses very light armor. For this reason, MC30c frigates rarely operate away from the main fleet.

One unique feature of the MC30c is its use of cluster bombs, which are dispersed by launchers in order



to destroy and deter enemy fighters. Whenever a ship enters closer range with an MC30c frigate that has dispersed its cluster bombs, it is exposed to the devices. The pilot of such a ship must succeed on a **Hard (◆◆◆) Piloting check** or suffer a hit for 6 damage. If the pilot generates ☉☉ on the check, the GM can have another friendly ship nearby suffer 6 damage as well.

| | | | | |
|------------|-------|----------|------------------------------|--------------|
| 6 | 4 | +0 | DEF: FORE/PORT/STARBOARD/AFT | ARMOR |
| SILHOUETTE | SPEED | HANDLING | 3 2 2 2 | 5 |
| | | | HT THRESHOLD | SS THRESHOLD |
| | | | 74 | 42 |

Hull Type/Class: Frigate/MC30c.
Manufacturer: Mon Calamari Shipyards.
Hyperdrive: Primary: Class 1, Backup: Class 15.
Navicomputer: Yes.
Ship's Complement: 820 officers and enlisted crew.

Encumbrance Capacity: 3,500, depending on configuration.

Passenger Capacity: 95 troops.

Consumables: Two years.

Cost/Rarity: 9,500,000 credits (R)/6.

Customization Hard Points: 3.

Weapons: Two forward-mounted heavy proton torpedo launchers (Fire Arc Forward; Damage 10; Critical 2; Range [Medium]; Blast 8, Breach 8, Guided 2, Slow-Firing 1).

Eight port and eight starboard turret-mounted medium turbolasers (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Five starboard, five port, three forward, and three aft twin medium laser cannons (Fire Arc Starboard or Port or Forward or Aft; Damage 6; Critical 3; Range [Short]; Linked 1).

Two starboard, two port, one forward, and one aft cluster bomb launchers (Fire Arc Starboard or Port or Forward or Aft; Damage 6; Critical 3; Range [Close]; Blast 6, Limited Ammo 6).

MC40A LIGHT CRUISER

The MC40a was a Mon Calamari capital ship commonly seen in the company of the much larger MC80a star cruiser. Considered by most commanders as a fleet support vessel, the MC40a was equipped with exceptionally powerful shields given its size. Each of these light cruisers is equipped with a squadron of starfighters to provide close support, along with several tractor beams and ion cannons for capturing enemy vessels.

| | | | | |
|------------|-------|----------|------------------------------|--------------|
| 6 | 2 | -1 | DEF: FORE/PORT/STARBOARD/AFT | ARMOR |
| SILHOUETTE | SPEED | HANDLING | 3 2 2 3 | 6 |
| | | | HT THRESHOLD | SS THRESHOLD |
| | | | 92 | 56 |

Hull Type/Class: Light Cruiser/MC40a.

Manufacturer: Mon Calamari Shipyards.

Hyperdrive: Primary: Class 1, Backup: Class 15.

Navicomputer: Yes.

Ship's Complement: 3,770 officers, pilots, and enlisted crew.

Starfighter Complement: Twelve starfighters.

Encumbrance Capacity: 5,000 depending on configuration.

Passenger Capacity: 650 troops.

Consumables: Two years.

Cost/Rarity: 15,500,000 credits (R)/6.

Customization Hard Points: 4.

Weapons: Seven port and seven starboard turret-mounted medium turbolasers (Fire Arc Forward, Aft, and Port, or Forward, Aft, and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Two forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Burst 4, Breach 4, Guided 3, Slow-Firing 1).

Five starboard, five port, four forward, and four aft medium ion cannons (Fire Arc Starboard or Port or Forward or Aft; Damage 6; Critical 4; Range [Short]; Ion).

Two starboard, two port, one forward, and one aft heavy tractor beams (Fire Arc Starboard or Port or Forward or Aft; Damage —; Critical —; Range [Short]; Tractor 4).





IV

MODULAR ENCOUNTERS

"I have a bad feeling about this."

—Common Galactic Saying

The following chapter provides the Game Master with four modular encounters that can quickly and easily be inserted into any existing campaign. Each is set in a specific locale: Mon Cala or Sullust for example. However, reworking one of the following encounters to occur in another location of the Game Master's choosing should take little effort.

Created to assist Game Masters in bringing their campaigns to life, modular encounters reflect the kinds of missions to which a group of Alliance Operatives would likely be assigned. Each one is designed to be easily inserted into an existing campaign, therefore adding more variety and a deeper flavor. Modular encounters give the players and Game Master a better sense of the galaxy and their place in it, as well as creating a way to set a more structured, military tone to a game, with orders being issued and carried out that have significant consequences based on success or failure.

WHAT IS A MODULAR ENCOUNTER?

Adventures are the backbone of roleplaying, and the encounter is the basic building block of the adventure. Sometimes, a Game Master runs a short, one to three-session adventure that, through interest, blossoms into a full-fledged, long-running campaign. At other times, a Game Master creates an entire campaign complete with fully fleshed-out story arcs, rich plots, scripted NPCs, and specific goals that must be achieved by the characters to ensure the advancement of the story. Some use only published adventures, and others spend countless, painstaking hours creating their stories, often taking into account the Player Characters' types and individual backgrounds.

Modular encounters are designed to help Game Masters bring their visions to life by providing pre-made set pieces that can help flesh out parts of an adventure or serve as a springboard into a new part of a campaign. Each one presented here is representative of the types of missions assigned to the members

of the Rebel Alliance. These encounters are typical of the situations that can pop up unexpectedly while such missions are carried out. They are especially useful for filling in downtime or slow parts of a campaign, or for responding to specific choices made by the players that lead to unexpected events. The following is a list of possible uses for modular encounters, although certainly not an exhaustive one:

- **A Planned Part of an Adventure:** A Game Master may pick a specific modular encounter to become a planned part of an established adventure or campaign. It can be used to set up another important element of the existing story, or to help transition a story from one arc to another.
- **Flesh Out a Location:** A Game Master can use a modular encounter to enhance a setting, either the GM's own or a prepublished setting, by making it feel more alive or real. Each of the modular encounters in this chapter are full of characters, locations, and themes designed to evoke iconic elements of the locations presented elsewhere in this book and in the *Star Wars* galaxy at large.
- **Filler for an Off Night:** Every Game Master has an off night. Perhaps the GM is tired or distracted, perhaps the players are; either way, the session is going nowhere, and the players seem more interested in chatting with one another or keeping themselves occupied in other ways than in the events of the campaign. Perhaps two or three players couldn't make the session, leaving the current plans the party has in limbo due to lack of players. Whatever the case, a modular encounter can easily spice up an otherwise imperfect night of gaming.
- **The Foundation of an Entire Adventure:** The modular encounters presented in this chapter can easily be fleshed out or otherwise expanded from an encounter to an entire adventure. This is especially true if the players latch on to one or another aspect of the story and wish to explore it further.

USING THESE ENCOUNTERS

Each of the following modular encounters was designed to assist Game Masters in bringing the struggles of the Galactic Civil War to their game table.

PHANTOMS IN THE DARK

Phantoms in the Dark takes place in the dense asteroid field that contains the Polis Massa research facility. In the wake of the destructive raid by the 501st Legion, the Polis Massa Research Base dug in and

rebuilt, beefing up its defenses with two starfighter squadrons and new weapon emplacements. In recent weeks, starfighter patrols and various Rebel and Polis Massa civilian vessels have been destroyed by an unknown and unseen attacker. There have been no survivors, and what few distress calls were received tell of a swarm of small, heavily-armed, unidentified spacecraft that appear from nowhere. **Phantoms in the Dark** provides Player Characters with a tense, deadly, cat-and-mouse adventure wherein they must match skills and wits with some of the best pilots in the Imperial Navy.

IN TOO DEEP

In this encounter, the Player Characters are sent to the ocean world of Mon Cala to broker a deal between the Quarren and Mon Calamari peoples, who are once again warring. The recent Imperial occupation had forced the traditional enemies into an uneasy peace as they struggled to throw off the chains of Imperial oppression. Now, free of the Imperial yoke, the old enemies are at each other's throats again. To compound the problem, a cunning Imperial agent provocateur is fanning the flames on each side in an attempt to keep Mon Cala out of the Alliance's sphere of influence. Once on Mon Cala, the PCs must successfully deal with the thorny diplomatic issues between the natives and root out and eliminate the Imperial operative.

CLAUSTROPHOBIA

Beneath the fiery surface of Sullust, Alliance operatives must support a growing Sullustan insurgency in their fight to rid their homeworld of an Imperial garrison. Allied with the powerful SoroSuub Corporation, the Empire holds sway over Sullust and keeps its people in check through fear and deadly reprisals. The operatives, working with the Sullustan Resistance, must strike a number of strategically important SoroSuub targets in an effort to drive a wedge between SoroSuub and the Empire, thus helping to free Sullust from the Empire's stranglehold. This encounter provides ample opportunity for the kind of blaster-toting, two-fisted combat that gung-ho Alliance troopers live for.

THE GEHARR INCIDENT

Geharr, the capital city of Ord Gimmel, is a city in turmoil, recently filled with spies, saboteurs, agitators, and agents provocateur. Into this, a group of Alliance operatives are inserted to assist Rebel military and civilian intelligence agencies in carrying out Operation Clean Sweep, a plot to wipe out Imperial Intelligence operations in Geharr. This encounter provides shady dealing and high stakes cat-and-mouse action.

PHANTOMS IN THE DARK



In recent weeks, the area around Polis Massa has become even more dangerous than usual. Since the destruction of the first Rebel base by the 501st Legion, the Imperial Navy has sent regular patrols into the system to monitor traffic and keep tabs on the destroyed base. Typically these patrols are single or small groups of patrol boats such as the Skipray, but occasionally larger, corvette-sized ships make an appearance as a show of force. No shots have been fired, and only a few vessels have been seized and boarded, until now. Not long after the Alliance moved two starfighter squadrons to Polis Massa, someone or something entered the system and began to prey on shipping.

It began with a two-ship patrol of the outer reaches of the system by Y-wings from the 88th Attack Squadron, based at Polis Massa. Six hours into their route, both fighters disappeared in a dense debris field, with no warning or distress call. Rescue efforts found the remains of the fighters, apparently destroyed by the floating debris, and the event was classified as a common, though tragic, accident. Then, other vessels started disappearing. More fighters were destroyed, along with an occasional freighter or research vessel. Out-system archaeological digs and research facilities were hit, annihilated by unknown means. Someone was out there killing ships, but who, and for what reason?

INTRODUCTION

In **Phantoms in the Dark**, the Player Characters must defend the secret Rebel base at Polis Massa from a mysterious spaceborne threat that is preying on in-system shipping. PCs can be either original members of the much-reduced fighter squadrons assigned to the base after the attack by the 501st or new pilots brought in to help fill the depleted ranks. They could even be nonaffiliated pilots hired by the Alliance as a stopgap measure and sent to Polis Massa. Whatever the case, this encounter begins after quite a few ships have disappeared or been destroyed and the base personnel are in a state of high anxiety. Tired of being hunted, Alliance command at Polis Massa has finally decided to go hunting itself in an attempt to find the threat and eliminate it. The PCs are tasked with locating and destroying whatever is out there killing starships.

THE THREAT

What the Player Characters and their allies at the Polis Massa base do not know is that a squadron of top secret experimental Imperial Navy starfighters is

operating in-system. These new fighters, descendants of the failed V38 assault fighter project, are called TIE/ph phantoms. Small, heavily armed, and remarkably well equipped, TIE/ph phantoms are fitted with five fire-linked light laser cannons, life support, shields, and a Class 1 hyperdrive. If these features weren't surprising enough, these fighters also carry an experimental cloaking device powered by a rare crystal called stygium. Extremely power hungry, the cloaking device renders a ship completely invisible to both sensors and the naked eye. The downside to this ability is that the cloaking device draws so much power that it drastically reduces the fighter's speed, and the fighter can't use its weapon systems or hyperdrive while cloaked.

The TIE/ph phantoms that are operating in the Polis Massa system belong to the Imperial Navy's 481st Experimental Starfighter Testing Squadron. This squadron of highly trained, professional pilots was first organized, along with a number of similar units, during the development of the TIE fighter. The unit's current leader, a highly decorated TIE pilot named Gareth Agamar, is a cunning and aggressive man who carries a serious grudge against the Rebellion for the destruction of the first Death Star. The 481st is not actually based in Polis Massa; its orders simply state that it is to use the system as its testing and hunting grounds. Instead, its base of operations is the *Nebulon-B*-class frigate *Mephitis*, which is anchored just outside of the system in a pocket of dead space far beyond the reach of any Rebel or Polis Massa scanners. Along with the TIE/ph phantoms and their specialized maintenance, launch, and recovery systems, the *Mephitis* also carries a mixed squadron of fighters composed of TIE/in interceptors from the 92nd Interceptor Squadron and TIE/d defenders from the 29th Fast Attack Squadron to protect herself while the phantoms are away.

The 481st sorties twice a day, typically in groups of four to six fighters. Always led by Lieutenant Commander Agamar, these sorties are designed to run the new fighters through a number of real-world situations, from flying through asteroid and debris fields to reconnaissance to hit-and-run tactics against shipping in the system. Each sortie follows a general pattern: the phantoms make a short, in-system hyperspace jump from the *Mephitis* to one of a handful of predetermined staging areas, run their sortie, return to their staging area, and jump back to the *Mephitis*. They also have a habit of jumping in-system from place to place around Polis Massa rather than burn to their destination on sublight drives. This is incredibly risky, as in-system jumps are a dangerous proposition even in the least cluttered star systems, but it allows them to move quickly over great distances. So far luck has been with them. As they can come and go as they please, have a powerful repair and resupply ship close at hand, and are effectively invisible right up until the moment they fire on their target, they have so far proven impossible to stop.

ZOOM AND ENHANCE

Any Player Character who is so inclined can request a copy of the gun camera footage for further analysis. Analyzing the footage is tedious and difficult, but it has the potential to provide the PCs with additional information on their upcoming mission. Performing the analysis requires a **Hard** (◆◆◆) **Computers check** and access to either the base's mainframe or some good-quality slicer gear. Success on the check nets the Player Characters a high-resolution image of one of the TIE/ph phantoms. The unique CEC-style cockpit, the solar collector mounting and configuration, and the number and placement of the fighter's laser cannons are all clearly marked. The fighter is unmarked but is clearly of Imperial design. If the Computers check generates ☹☹☹ or ☹, the image reveals something hazy, shimmering, and fighter-sized just behind and above the visible fighter. If the PCs wish to investigate further, **Knowledge (Warfare)**, **Computers**, **Knowledge (Lore)**, and even **Piloting (Space)** checks can be made at a difficulty set by the Game Master. With enough ✨, 🕒, and time spent, they can eventually discover evidence of a top secret Imperial research project attempting to create a starfighter with a cloaking device.

THE BRIEFING

Once the Player Characters are ready and the action is joined, they are called into a briefing room along with the other pilots. The commander of the base steps in, carrying a datapad and a loop of fiber-optic patch cable. He tells the pilots to remain seated, hooks the datapad into a holoprojector, and begins his briefing. A holoclip springs to life over the projector, gun camera footage from one of the lost Alliance Y-wings. It shows a swath of empty space, with some asteroids tumbling in the distance. In the top right of the holo, the pilots can make out another Y-wing flying in formation. So far, this appears to be simply some footage from an uneventful patrol, but there's a murmur from the pilots and a tense, anxious feeling as they stare into the holo, waiting for something to go wrong.

There is no sound, and when the second Y-wing erupts in a ball of fire, the sudden violence of it draws a gasp from the assembled pilots. Shrapnel crackles from the remaining Y-wing's shields, and the stars blur as the fighter takes evasive action. Green blaster fire fills space around the fighter, and then the footage stops abruptly, but not before something else flashes across the camera's field of vision. The commander backs the footage up, pauses, and there, floating

above the briefing table, is something small, dark, and fighter-sized. There's just enough light to make out some details, such as the suggestion of triangular S-foils or solar collectors and what appears to be a truncated cone-shaped cockpit or flight deck.

At this point, the base commander gives the pilots their orders: they are to increase patrols and begin actively hunting for these mysterious fighters. After the orders are presented, the commander fields questions from the pilots. This is a perfect opportunity for the PCs to dig deeper into the mystery by asking questions and role-playing with the NPCs such as Kip and Pashna before they strap into their fighters. This is also a good time for PCs who are not pilots to contribute with skills such as Knowledge (Warfare), Knowledge (Lore), Perception, or Computers. Once the PCs have asked their questions and made any applicable skill checks, it's time to launch fighters and move to the next part of the encounter.

CAT AND MOUSE

This is where the real action of the encounter happens, when the pilots launch from Polis Massa and go hunting their mysterious and deadly prey. Until the first shots are fired, the hunt for the TIE/ph phantoms should be played for suspense rather than action; Game Masters are encouraged to play up the anxiety and tension in this section. The TIE/ph phantoms could be anywhere, at any time, watching and waiting for the perfect time to strike. Every shadow, every crevasse or bolt hole in an asteroid could be hiding an invisible starfighter, ready to tear a patrol to shreds. This sort of constant vigilance, mixed with the knowledge that they are likely themselves being hunted by ships they cannot see, quickly takes a toll on the nerves of the Alliance pilots.

For every thirty minutes of in-game time that passes, the Game Master should have each PC make a **Hard (◆◆◆) Cool check** to fight off the effects of stress and anxiety. A successful check means a PC can hack it and suffers no penalties, for now. A failed roll, however, means that cracks begin to form in a PC's cool and nerves begin to fray. For every failed check, the PC gains ■ to all future Piloting (Space), Perception, Vigilance, and Gunnery checks, and for every ☉ generated, the PC suffers 1 strain. Strain can be recovered normally, but the ■ can only be removed by returning to base and resting. These effects stack, so the longer the pilots are out in the system, the tougher it is to stay cool.

Game Masters can make the hunt as long as they want, stretching it over the course of a few days with each side picking away at the other until either the 481st or the Alliance fighters get the upper hand, or cutting directly to the chase and having the PCs

encounter the phantoms right out of the box. If the hunt lasts for an appreciable amount of time, the Game Master may choose to utilize one of the following quick encounters to ratchet up the threat level or to give the PCs their first taste of combat with the phantoms. This is not an exhaustive list of possible scenarios, and Game Masters are encouraged to use their own ideas to introduce the phantoms:

- **Distress Call:** An archaeological dig close to the PCs' position makes an open-channel distress call, claiming to be under attack by fightercraft. By the time the PCs arrive on the scene, the site is destroyed and the attackers long gone. Or are they? Was this a simple strike-and-fade sortie, or are some mystery fighters loitering around the smoldering dig site, waiting to spring a trap?
- **Escort Duty:** Even with the fear of attacks and heightened security, business still manages to carry on relatively normally in the Polis Massa system. The PCs are either launched or called off their patrol to escort a slow, heavily laden freighter to or from the medical base. Despite the fighter escort, the freighter poses too juicy a target for the phantoms to pass up and at some point during their flight, the PCs are attacked by four phantoms.
- **Search and Rescue:** Polis Massa control loses contact with one of the starfighter patrols. The PCs are tasked with locating the patrol, or its remains, and recovering anything left behind. After a long search, the remains of the patrol are located in a densely packed group of asteroids, along with a little surprise. There were only two fighters in the lost patrol, but there are three distinct pockets of wreckage, one of which is clearly neither an X-wing nor a Y-wing.
- **Hit and Run:** During their patrol, the PCs are jumped by a group of TIE/ph phantoms. The first warning the Alliance pilots have of the attack is an incoming volley of laser fire, followed closely by a pack of phantoms. There should be one TIE/ph phantom for each PC starfighter. The phantoms will not fight to the death, and will attempt to cloak and run after taking only minor damage.

Whenever the Player Characters encounter a group of TIE/ph phantoms, they are at a distinct disadvantage at first. Unless a PC can make a **Daunting (◆◆◆◆) Perception check** at the beginning of combat before Initiative is rolled, the Imperial pilots get a free attack on the Alliance fighters. Success on the Perception check by any PC means that character catches a glimpse of a cloaked phantom shimmering against the cluttered backdrop of local space, or is in just the right place to see a phantom drop its cloak to attack, and Initiative is rolled normally without the free attack.

DENOUEMENT

The modular encounter ends when all twelve of the TIE/ph phantoms are destroyed or the 481st flees the system completely with the *Mephitis*. At this point, if the players are enjoying themselves and the GM feels so inclined, either a small section—two to four fighters—of the *Mephitis*' fighter wing come to see what happened to the overdue phantoms, or more likely, the *Mephitis* herself enters the system to look for her missing fighters. Either way, whether the *Mephitis* comes looking for the 481st or decides to return to her squadron, there will be awards for the PCs and serious repercussions for the Polis Massa base.

It will be clear to Imperial Navy Command that the loss of the 481st is the work of Alliance starfighters working in the Polis Massa system, especially if any of the phantoms manage to return to the *Mephitis* to make a report. The destruction of the 481st represents a significant loss of money, research, and personnel, not to mention the loss of Lt. Cmdr. Agamar and his expertise should he be killed. The Empire will retaliate for the destruction of their precious new fighters, and their first target will surely be Polis Massa.

KIP FAMAS [RIVAL]

One of the many Duros who fly for the Rebellion, Kip Famas is the leader of the 94th Fighter/Attack Squadron, the X-wing unit assigned to Polis Massa. Normally quiet and reserved, he is a terror in the cockpit, pushing himself and his ship to their breaking point and taking every advantage possible to overcome his opponents. Kip's X-wings have fared better than his colleagues' Y-wings, but not by much, and eight X-wings remain in his squadron.



Skills: Cool 3, Gunnery 3, Leadership 2, Piloting (Space) 4.

Talents: Form on Me (two allies in close range gain the benefits of the Gain the Advantage action), Skilled Jockey 2 (remove ■ ■ from all Piloting [Planetary] and Piloting [Space] checks).

Abilities: Intuitive Navigation (add 🌀 to all Astrogration checks).

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit, X-wing, R2-series astromech droid.

PASHNA GENKO [RIVAL]

A native of the Mon Cala capital of Coral City, Pashna is one of the few Mon Calamari women in the

Alliance's fighter corps. She is currently the leader of the 88th Attack Squadron, the Y-wing squadron recently assigned to Polis Massa. Her squadron has taken the brunt of the attacks, as the slower, heavier Y-wings make easy targets for the speedy phantoms. Only six Y-wings remain, including hers.



Skills: Cool 2, Gunnery 3, Leadership 3, Piloting (Space) 3.

Talents: Form on Me (three allies in close range gain the benefits of the Gain the Advantage action).

Abilities: Amphibious (Mon Calamari can breathe underwater without penalty and never suffer movement penalties for moving through water).

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit, Y-wing, R5-series astromech droid.

POLIS MASSA BASE SQUADRON PILOT [MINION]

The starfighter pilots assigned to Polis Massa are a diverse mix of humans and non-humans from all across the galaxy. Some joined up after their planet was attacked or occupied by the Empire; others were Imperial pilots who sickened of the totalitarian regime and defected; while others simply joined up for the thrill of space combat. Each one has lost someone dear to them to the phantoms of the 481st, and every one of them is itching to pay the perpetrators back in kind.



Skills (Group Only): Cool, Gunnery, Piloting (Space).

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit, Y-wing or X-wing.

GARETH AGAMAR [NEMESIS]

Lieutenant Commander Gareth Agamar, leader of the 481st Experimental Starfighter Testing Squadron, is a man of immense skill and unbridled ambition. Agamar was born on Coruscant, and his family has a long and storied military tradition stretching back generations. Throughout the Agamar family's history, they produced countless respected and distinguished soldiers, pilots, and Republic Navy spacers.

Indeed, both of Gareth's parents are retired Galactic Republic Navy officers who served during the Clone Wars, and all of his siblings serve in the Imperial armed forces in one capacity or another. Drawn to spaceflight from an early age, Agamar entered the Imperial Naval Academy in the hopes of becoming a fighter pilot. Throughout his training, he exhibited a high level of professionalism, courage, and a strong grasp of fighter tactics. He graduated at the top of his class. After he served for years in various positions throughout the Imperial Navy, including a long stint as the aerospace group commander of the *Imperial-class* Star Destroyer *Mercurial*, his skills in the cockpit and ability to wring every ounce of performance from a fighter brought him to the attention of the Imperial Navy's prototype testing division. Responsible in part for the final testing of many of the Empire's latest fightercraft, he is currently operating somewhere near Polis Massa, testing a top-secret fighter that promises to drastically change the course of the ongoing conflict with the Rebel Alliance.



Skills: Cool 3, Gunnery 3, Leadership 3, Perception 3, Piloting (Space) 4.

Talents: Adversary 2 (upgrade the difficulty of any combat check targeting this target twice), Command 2 (gain when making Leadership checks; inspired allies add to all subsequent Discipline checks for twenty-four hours), Defensive Driving 2 (increase defense of vehicle or starship being piloted by 2), Form on Me (three allies in close range gain the benefits of the Gain the Advantage action), Master Pilot (once per round when piloting a starship, suffer 2 strain to perform any action as a maneuver), Quick Strike 2 (add to combat checks against targets that have not acted yet this encounter), Skilled Jockey 2 (remove from all Piloting [Space] checks).

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit, sensory augmentation package (add to all Perception checks).

IMPERIAL TEST PILOT [RIVAL]

The pilots of the 481st Experimental Starfighter Testing Squadron are the best of the best, hand picked by Gareth Agamar for their piloting skills, courage, and technical acumen. Charged with testing out new and potentially dangerous fightercraft, these individuals are looked on by rank-and-file Navy pilots with equal parts admiration and pity: admiration due to their obvious skill and the prestigious nature of their

roles as test pilots, but pity due to the fact that flying an untested spaceframe with new and perilous engines and weapon systems is extremely dangerous. Turnover in the 481st is particularly high for what is ostensibly a non-combat unit, and new pilots are constantly being brought into the squadron as old pilots are injured or killed.



Skills: Cool 2, Gunnery 2, Perception 2, Piloting (Space) 2.

Talents: Adversary 1 (upgrade the difficulty of any combat check targeting this target once), Natural Pilot (once per session, reroll any 1 Piloting [Space] or Gunnery check), Skilled Jockey 1 (remove from all Piloting [Space] checks).

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit, sensory augmentation package (add to all Perception checks).

TIE/PH "PHANTOM" MULTI-ROLE STEALTH STARFIGHTER

Perhaps the most terrifying and dangerous new TIE-series variant, the TIE/ph phantom is the first true stealth fighter fielded by the Imperial Navy. Produced in extremely limited numbers due to the cost and complexity of its systems, and assigned only to the most trusted and experienced Imperial Navy pilots for the same reasons, the TIE/ph phantom is a heavily modified V38 assault fighter with an almost unheard-of cloaking capability. A deadly-looking fighter, the phantom is a departure from the standard TIE-series design. The cockpit is a truncated cone similar to those found on CEC YT-series freighters, and it is mated to a heavily armored, triangular hull that houses the fighter's engines, power generators, and stealth systems. Three TIE/in interceptor-style solar collector arrays are arranged around the fighter's fuselage in a way that makes it resemble a *Lambda-class* utility shuttle.

Remarkably heavily armed, the phantom mounts five forward-mounted linked light laser cannons—three on the wingtips and two beneath the cockpit—and a pair of concussion missile launchers. This layout gives the phantom good multi-role capabilities and allows it to operate as an interceptor, a space superiority fighter, or in a pinch, as a light attack craft. In addition, the phantom is equipped with life support, a hyperdrive, shields, and numerous other systems unknown on other TIE variants, which is surprising given the Imperial Navy's order of battle and the

STYGIUM CLOAKING DEVICE

SFS's Mk. III Stygium Cloaking Device is the first cloaking device of its kind successfully fitted to a starfighter. Using a series of rare stygium crystals in a high-energy reactor, the cloaking device can almost completely hide a ship from both sensors and the naked eye. Only a faint shimmering distortion remains to show where a cloaked ship is hiding, a telltale sign that is incredibly hard to see against the inky backdrop of space.

Activating the cloaking device on a TIE/ph phantom requires the pilot to spend an action. Once activated, the cloaking device makes the phantom almost impossible to detect, requiring anyone attempting to spot it to make a **Daunting** (◆◆◆◆) Perception or Vigilance check. Once it is detected, any attacks made against the phantom while the cloaking device remains active count its silhouette as 0.

Using the cloaking device does come with some severe side effects for the phantom. While the cloaking device is active, the TIE/ph phantom has its speed reduced by 3. Additionally, the phantom pilot cannot use active scanners, comms, or weapons while the cloak is active. The pilot can turn off the cloaking device by spending a maneuver.

value they place on their pilots. The most surprising system of all, however, is the recently rediscovered Stygium Cloaking Device.

Banned by the Galactic Republic decades before the rise of the Empire, the production and use of cloaking devices using the rare stygium crystals from Aeten II was aggressively prosecuted by Republic authorities. With the fall of the Republic and the rise of the Empire, both the proscription on stygium crystals and interest in the cloaking technology itself waned. After the Battle of Yavin, however, the Empire began dredging up old ship designs and analyzing them for anything of value. During this mostly fruitless search, SFS engineers rediscovered the plans for a miniaturized stygium cloaking device that could be mounted in a starfighter or shuttlecraft, and they set to work perfecting this hypothetical device. Only a handful of TIE/ph phantoms are currently in service. While no one is sure exactly where they are stationed or by whom they are operated, the Rebellion has decided that despite their dangerous potential, the phantoms pose less of a risk to the Alliance than many other, more immediate, Imperial threats.

| | | | | |
|------------|-------|----------|------------------------------|--------------|
| 3 | 5 | +2 | DEF. FORE/PORT/STARBOARD/AFT | ARMOR |
| SILHOUETTE | SPEED | HANDLING | 1 - - 0 | 2 |
| | | | HIT THRESHOLD | SS THRESHOLD |
| | | | 8 | 10 |

Hull Type/Class: Starfighter/TIE-series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: Primary: Class 1, Backup: None.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/gunner.

Encumbrance Capacity: 8.

Passenger Capacity: 0.

Consumables: Two weeks.

Price/Rarity: 365,000 credits (R)/9.

Customization Hard Points: 0.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 4).



IN TOO DEEP

Mon Cala, the beautiful ocean planet home of the Mon Calamari and Quarren species, is a relatively recent addition to the Alliance's list of member worlds. After suffering for decades under a brutal and oppressive Imperial occupation that saw its peoples enslaved, its treasuries plundered, its industries exploited, and its stunning floating cities reduced to cinders, the people of Mon Cala eventually threw off their shackles and drove the Imperials from their world, with Rebel assistance. Once released from their bonds, the free peoples of Mon Cala eagerly joined the Alliance to Restore the Republic both to give back to those who helped and to exact some measure of revenge from the Empire for their suffering. The technical prowess and vast orbital shipyards of Mon Cala were at once turned to producing some of the loveliest, deadliest vessels in the Alliance fleet. The aquaculture facilities scattered throughout Mon Cala's endless seas increased their output and modified their production to provide foodstuffs, medicines, and other sorely needed materials for the war effort. Even the people themselves volunteered in droves, with the Mon Calamari providing some of the Rebellion's finest engineers and military leaders and the Quarren some of its most dangerous and tenacious warriors. Unfortunately, without a common enemy to bind them together, long-simmering conflicts between the two dominant species flared up, and Mon Cala is teetering on the brink of a civil war.

The breakdown in relations between the Mon Calamari and the Quarren began mere hours after their victory over the Empire. With the Empire gone, old grudges came to light again, old insults were remembered, and the two species fell back to bickering with and taking every advantage over one another. For the Quarren, it was the careless arrogance of the Mon Calamari that enraged them, along with their rivals' endless condescension and, above all, the Quarren's treatment as second-class citizens. For the Mon Calamari, it was the Quarren's fractiousness, their seemingly mindless aggression and provincial ways that grated. That, and the Quarren's constant agitation for reparations for old grievances, which on the whole, the Mon Calamari considered so far in the past as to be inconsequential. The constant bickering, both on Mon Cala and in the exiled Alliance senate, was, until recently, just that. Lately, however, events on Mon Cala have turned decidedly ugly.

As the leaders of the Mon Calamari and Quarren people struggle to make peace with one another in a desperate attempt to avoid yet another bloody civil war, agitators from both sides have begun ratcheting up the tension. A growing Quarren opposition has begun staging strikes, work stoppages, and

slowdowns, and crime has spiked as young Quarren radicals clash in the streets with Mon Calamari law enforcement. In response, the Mon Calamari authorities have cracked down on their erstwhile neighbors, issuing and enforcing curfews, harassing innocent Quarren, and rounding up suspected radicals for questioning with only the flimsiest probable cause.

Recently, the leaders of both sides of the conflict have come together to make one more attempt at reconciliation before the situation spirals further out of their control. With growing unrest and the constant threat of riots in the streets, both Quarren and Mon Calamari officials have agreed to invite an outside mediator to come to Mon Cala and assist in the negotiations. It is believed that a neutral party, particularly one skilled in negotiation and diplomacy, can help bridge the gap between the two peoples. To this end, they have turned to the Alliance and requested a team of mediators to come to a peace conference at an exclusive resort in the hopes of avoiding outright war.

INTRODUCTION

During the events of **In Too Deep**, the Player Characters must help the Quarren and Mon Calamari hammer out a peace accord. Recent months have seen a drastic increase in both legislative gridlock and civil unrest, thanks to the growing rift between the two species. For the encounter, the PCs can either be part of an ambassadorial mission sent to broker a deal between the Quarren and Mon Calamari, or they could simply be on Mon Cala for unrelated reasons, pulled into mediating out of necessity. However they find themselves involved in the mission to Mon Cala, the orders given to the Player Characters are simple and direct: bring an end to the unrest, prevent an escalation of hostilities, and ensure that Mon Cala stays within the Alliance's sphere of influence. Unfortunately for the Player Characters, however, this task is quite a bit more difficult than it sounds.

Complicating matters on Mon Cala are the actions of an Imperial agent provocateur named Montra Varn. Varn, an ISB agent of some standing, was a member of the Imperial garrison on Mon Cala and was present at the Imperial evacuation at the end of the Quarren–Mon Calamari uprising. In the wake of that disaster, Varn swore to exact her revenge on the people of Mon Cala. She is currently on the planet putting her prodigious skills as a saboteur and spy to great use. Seeing the peace conference as a perfect opportunity to spread chaos and, perhaps, to spark a civil war, Varn is currently at the conference venue putting the final touches on her plan. Simple, devious, and extremely violent, Varn's plan includes orchestrating

an escalating chain of events to sow suspicion and discord among the diplomatic missions, culminating in a bomb attack against the Mon Calamari delegate. If successful, Varn's actions could plunge Mon Cala into another bloody war between its peoples, causing death and destruction on a massive scale and depriving the Alliance of its military and industrial facilities.

To succeed, the PCs must find a way to bring the Mon Calamari and Quarren together in common cause while determining how to thwart Varn's scheme to scuttle their conference. This is no simple task, and it requires great amounts of both diplomatic and espionage skill.

THE CONFERENCE

The conference, called the Dac Peace Conference, is scheduled to last seven days, starting as the Player Characters arrive on Mon Cala. It is being held at Corfu, an exclusive resort catering to the wealthy elites of Mon Cala. Hosted primarily by the Mon Calamari, Corfu was chosen as an ostensibly neutral site that was small enough and remote enough to be easily secured and that could host two or three dozen sentients comfortably for the duration of the conference. Of course, this being Mon Cala, even something as simple as the choice of venue for the conference carries heavy baggage, and the choice of Corfu nearly scuttled the peace conference before it could even begin.

The main problem with Corfu is, essentially, one of perception. To the Mon Calamari, Corfu stands as a testament to their hospitality and technical prowess. In addition, due to its exclusivity and relative isolation, it seems the perfect spot to host this delicate and important conference. It was chosen as much to impress the Alliance delegation as to assure security and privacy, a fact not lost on the Quarren, who see the choice of venue as a slap in the face. To the long-suffering Quarren, Corfu represents everything wrong and unjust in their relationship with the Mon Calamari. Built, like most of Mon Cala's great works, on the backs of Quarren labor, Corfu stands as a stark reminder of the cultural rift and economic disparity between the two peoples. While it was ultimately smoothed over, with the Quarren delegation being pressured to compromise for the good of the conference, the nature of the venue still rankles the Quarren, and there is an uneasy tension in the air already when the Player Characters arrive.

Once the PCs appear at the venue, they are shown to their suite of rooms by a high-ranking member of the resort's staff. Extremely well-appointed and decorated in a modern and understated style, the suite consists of a private bedroom and refresher for each member of the delegation. The bedrooms are each connected to a comfortable common area, a large, oval room full of luxurious, expensive-looking furni-

ture. One long wall is a single pane of glass providing a breathtaking view of the artificial landscape and the sea beyond, and the other walls are hung with art from various cultures from throughout the galaxy. There is also a fully stocked bar with a dedicated droid bartender that also serves as a butler and general domestic servant, a holonet entertainment suite, and a comprehensive communications suite.

The PCs are free to do as they please for a few hours and are encouraged to rest, refresh, and call for dinner should they choose. The evening of their arrival, however, their presence is required at a cocktail party thrown by the Mon Calamari delegation. Ostensibly a casual gathering at which the delegates and their respective entourages can get to know one another before the real business of the conference begins, the party also provides an excellent opportunity for each delegation to size up the other, make good first impressions, and do a little off-duty politicking. The party is held in a small, dimly lit and intimate bar overlooking the sea, a room full of shadowy booths and corners perfect for private conversations.

The Mon Calamari delegation, led by an elder statesman named Mehmet Alover, and the Quarren delegation, led by a fiery young radical named Halari Takan, are already in attendance when the PCs arrive. The delegation leaders themselves are keeping their distance from each other while various members of their staffs mingle in the middle of the room. This is the first opportunity the PCs have to interact with the NPCs, and this encounter is the first of many that are heavily oriented toward roleplaying. Social skills, Knowledge skills, and skills such as Perception and Skulduggery come into play as the PCs feel out their diplomatic peers and attempt to impress and influence them. Most, if not all, of the skill checks made here and throughout the encounter are opposed checks; their difficulties are dictated by the opposing Character's skill, as outlined in the **Opposed Checks** section on page 31 of the **AGE OF REBELLION** Core Rulebook.

EAT, DRINK, AND BE MERRY

The preconference cocktail party features an open bar offering a wide variety of complimentary wines, beers, and spirits, and the delegations are taking full advantage of it. During the party, the Game Master can choose to add one or more or to skill checks to reflect varying levels of inebriation among the PCs and NPCs. Characters can typically drink two drinks per point of Brawn before they are substantially impaired. Drunk NPCs are easier to exploit for information, and the same goes for Player Characters who have had more than their share.

CORFU

Lavish even by Imperial standards, Corfu is a city in miniature. Part cruise ship and part luxury resort, Corfu is a self-contained and nearly self-sufficient artificial island. It is suspended above the calm seas of Mon Cala's southern hemisphere by massive, powerful repulsorlift generators. Built to exacting specifications using the finest native and off-world materials available, Corfu was designed to meet or exceed the needs of nearly any sentient in the galaxy. The resort contains numerous spas, baths, pools, theaters (showing both holos and live performances), restaurants, cafes, a small upscale casino, and a museum highlighting the glory of Mon Calamari history. Everything about the place, from the sumptuous and well-appointed state-rooms to the discreet and highly trained staff, is designed to cater to a wealthy individual's every whim.

If Game Masters so desire, they can give the PCs an opportunity to catch a glimpse of Montra Varn at this party. She is currently dressed as one of the bar staff, not unusual in such a multispecies environment, and spotting her requires an **opposed Perception check vs. her Skulduggery skill**. If one or more of the PCs succeed, they notice a staff member who looks ever so slightly out of place. Something about her bearing or the look in her eye suggests that she is more than what she seems. 🎲 🎲 🎲 or 🎲 can be spent to notice that this woman is obviously playing a role. She's doing it very, very well, and the skill with which she does it, combined with other clues, suggests that she is some sort of intelligence operative. Of course, the PCs have no way of knowing who she works for, but it's a nice bit of information to have.

After the Player Characters have had a chance to mingle and roleplay, the party winds down in the small hours of the morning. Unless the GM wishes otherwise, nothing more dramatic occurs than some drunken socializing before the delegations say goodnight and retire to their respective suites. Once back in their suite, the PCs should take the opportunity to compare notes and voice any concerns or revelations. Then they should get some rest, because the conference begins in earnest the next morning.

NEGOTIATION AND ESCALATION

Over the course of the conference, the PCs, the Mon Calamari delegation, and the Quarren delegation hammer out a peace agreement between the two feuding races. Negotiations last hours at a time. This section is mainly role-playing focused and is where the bulk of this story unfolds. So as not to bog the negotiations down with constant skill checks and die rolling, at the beginning of each round of negotiation, the Game Master can have the lead Alliance negotiator, typically one of the PCs, make an **opposed Negotiation check**. Other PCs can assist with this roll as usual as described in the **Assisted Checks** section on page 33 of the **AGE OF REBELLION** Core Rulebook.



The GM should make an **opposed Negotiation check** for both of the primary Quarren and Mon Calamari negotiators as well. The side with the most ✨ on their Negotiation check comes out most favorably from that round of negotiations, making their points and gaining any concessions asked for. Any ✨ generated by the Alliance negotiator can be used to break ties or assist either the Quarren or Mon Calamari delegation depending on the point being argued and what is best for the Alliance.

While the players are, of course, required to make the necessary skill checks to move the action along, the Game Master should not rely solely on the dice to drive the narrative forward. Game Masters are encouraged to play up the tension, the fiery rhetoric, and the intellectual battlefield of the negotiating table. It should be made clear to the players that much hangs in the balance, and that the outcome of these peace talks could have serious repercussions for the Alliance.

During these negotiations, Montra Varn is working diligently to ensure their complete failure. To achieve this, she wages a clandestine, one-person war against the delegations, engineering major and minor events designed to sow suspicion and fear among the participants. For every two ⚙ generated by the PC and NPC Negotiation checks, GMs can generate one minor sabotage event, and for every 🗡 generated they may generate a major event. The exact nature

of these events are left up to the Game Master's discretion. Minor events could include false information or rumors being spread, power fluctuations, or anything that is inconvenient but largely harmless. Major events could include kidnappings, attempted assassinations, bomb attacks, or anything else that poses a direct threat to the delegates and their staff. A minor event adds ■ to the PC's Negotiation check for the following discussion, and a major event adds ● to the Negotiation check. The Game Master may only trigger one event per round of negotiation.

Player Characters not actively involved in the negotiations may investigate these events in an attempt to put a stop to them. Spies are particularly well suited for this work, but any PC with appropriate investigation skills may make the attempt. Trying to find the source of these events can add yet another layer to the negotiations, and is a good opportunity for non-Diplomat characters to affect the encounter in ways other than helping with assisted checks.

RESOLUTION

At the end of the negotiations, hopefully the Player Characters have succeeded in assisting the Quarren and Mon Calamari through their difficult conflict. Whichever side carried the most rounds of negotiation essentially "wins" the negotiation, receiving everything they were asking for from their opponent and giving little or nothing in return. This means a relatively stable peace is reached and the current situation is defused, meaning no civil war and a cessation of civil unrest and agitation by the Quarren. How long this state of affairs lasts is anyone's guess, but for now, the PCs have succeeded in brokering a deal and keeping Mon Cala in the Alliance fold.

If the unspeakable happens, and the Player Characters fail in their mission, it is best considered a temporary setback. The negotiations can break down if Varn does too much damage with her meddling or if one of the lead negotiators goes missing or is killed. If the negotiations are going badly enough, the Game Master may just choose to have one or both of the delegates leave the table and refuse to return. This requires extra effort on the Player Characters' part to bring the wayward delegate back to the table to continue the peace process. However it plays out, if the PCs fail they can either remain on Mon Cala and attempt to rectify the situation or simply return to their headquarters and request further instructions.

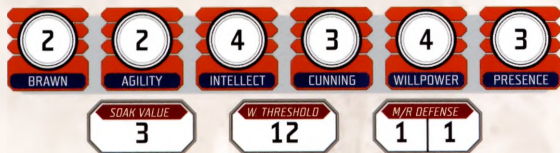


DENOUEMENT

Succeeding in brokering a deal between the belligerent people of Mon Cala can be a serious boost to the Player Characters' careers. While the tangible rewards are few, nothing more than their usual pay and perhaps a bonus from their commander, the intangibles generated by this coup are well worth the effort. Promotions, higher security clearances, and favors owed by high-ranking Alliance officials are not out of the question. In addition, through the events of the encounter, the PCs may have made some useful contacts among the members of each delegation, and a good contact is a precious commodity indeed. In addition, if the players manage to capture or eliminate Varn, they may, at the GM's discretion, gain access to encrypted ISB databases, lists of contacts, lists of active agents, or anything else that might prove useful to Alliance Intelligence.

MEHMET ALOVAR [RIVAL]

Born and raised in Coral City, the capital of watery Mon Cala, the venerable Mehmet Alover is among the most highly respected individuals of his generation. A member of Mon Cala's aristocracy, Alover can trace his lineage back countless generations, to the founding of Calamari society. He has spent his long life in service to his people, first as a member of a senator's staff, then as a senator himself, and now in his twilight years, he serves as one of the Mon Calamari peoples' emissaries to the Alliance to Restore the Republic. A strong supporter of Mon Calamari rights and a vocal opponent of Imperial rule, he is seen by his people, and many outside observers, as a champion of freedom and peace. Despite his shining qualities, however, of which there are undeniably many, he suffers from the same short-sighted and bigoted attitudes toward the Quarren as most of his generation. In this current conflict with the Quarren, Mon Calamari officials have sent the esteemed elder statesman to negotiate a peaceful end with the Alliance, as he is guaranteed to stand firm on the Mon Calamari's demands and protect their interests to his last breath.



Skills: Charm 3, Deception 3, Discipline 3, Knowledge (Core Worlds) 2, Knowledge (Education) 3, Knowledge (Lore) 3, Knowledge (Outer Rim) 2, Knowledge (Xenology) 2, Leadership 3, Negotiation 4.

Talents: Adversary 1 (upgrade the difficulty of any combat check targeting this target once), Confidence 1 (decrease difficulty of Discipline checks to avoid fear by 1), Inspiring Rhetoric (make an **Average**

Leadership check; each ☆ causes an ally in close range to recover 1 strain; spend ☹ to cause 1 affected ally to recover 1 additional strain), Kill with Kindness 2 (remove ■ ■ from all Charm and Leadership checks), Natural Charmer (once per session, reroll any 1 Charm or Deception check).

Abilities: Amphibious (Mon Calamari can breathe underwater without penalty and never suffer movement penalties for moving through water).

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), armored clothing (+1 defense, +1 soak), comlink.

HALARI TAKAN [RIVAL]

A young firebrand, Halari Takan came of age during the Empire's brutal subjugation of her homeworld. As a child, she watched helplessly as members of her family were dragged away in chains, one after another, by Imperial agents. This experience, combined with her strong will and natural fiery demeanor, drove her into the burgeoning resistance movement that was sweeping Mon Cala's floating cities. Never much for military matters, Halari instead focused her efforts on organizing protests, work stoppages, and general strikes. She did so with a combination of gravitas and rhetoric rarely found in one so young, and quickly gained a reputation as an inspiring and captivating speaker. And speak she did. Her fear of Imperial reprisals outweighed by her hatred of the interlopers and her rage at their treatment of her people, Halari spoke in the streets, in the council halls, and in the media, spreading a message of dissent and anger that immediately drew the ire of the Imperial authorities.

After a failed kidnapping attempt and a successful campaign to discredit her and her allies, Halari went into hiding, constantly moving between safe houses and acting from the shadows rather than in Coral City's parks and plazas. When the Empire was finally driven from Mon Cala, she came out of hiding and was immediately drafted to be one of the Quarren representatives to the Mon Calamari. Now, after only a few years in this position, she has made as many enemies as she has made allies. Her uncompromising attitude toward the Empire and toward the injustices suffered by the Quarren at the hands of the Mon Calamari, and her insistence in stating these attitudes loudly and repeatedly, makes her hard to negotiate with.



Skills: Charm 2, Coercion 3, Deception 2, Knowledge (Core Worlds) 2, Knowledge (Underworld) 2, Knowledge (Xenology) 2, Leadership 3, Negotiation 3, Ranged (Light) 2, Streetwise 3.

Talents: Adversary 1 (upgrade the difficulty of any combat check targeting this target once), Nobody's Fool 3 (upgrade the difficulty of incoming Charm, Coercion, and Deception checks three times), Plausible Deniability 2 (remove ■■ from all Coercion and Deception checks), Scathing Tirade (make an **Average** [◆◆]Coercion check; each ☆ causes one enemy in short range to suffer 1 strain; spend ☹ to cause 1 affected enemy to suffer 1 additional strain).

Abilities: Amphibious (Quarren can breathe underwater without penalty and never suffer movement penalties for traveling through water), Ink Spray (once per encounter, as an out-of-turn incidental, a

Quarren may spit ink from a specialized sac within their gills, suffering 2 strain to add ■ to a combat check made by a character within short range [under water, it adds ■■■ to the combat check instead]).

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Crit 4; Range [Short]; Stun setting), armored clothing (+1 defense, +1 soak), comlink.

MONTRA VARN (NEMESIS)

Lieutenant Montra Varn, ISB, was there the day the last Imperial shuttle fled Coral City, carrying the remaining members of the Imperial Intelligence mission to the safety of the orbiting Star Destroyer and her evacuating squadron. She watched as the savage Mon Calamari and Quarren rabble cut down her friends and colleagues, screeching like brute beasts as they

hacked her Imperial brethren apart with re-purposed industrial tools and stolen Imperial weapons. She saw the fires, the looting, the desecration of Imperial icons, and the mindless brutality with which prisoners were treated by the natives. She had never liked her posting to Mon Cala, or her necessary dealings with the "subcreatures" who called it home, but on that day, as she watched the shuttle's boarding ramp close on an approaching mob, she swore that one day she would return. For nearly a standard year now, Special Agent Varn has been undercover on Mon Cala, posing as a technical contractor and using her skills as an intelligence operative to exact her revenge on the peoples of Mon Cala.

Her mission is to sow discord and discontent, and to cause a conflict between the Mon Calamari and the Quarren severe enough to keep them fighting themselves and out of Alliance influence. To this end, she spreads rumors and plants false evidence of treachery and betrayal implicating high-ranking members of both species in one or another conspiracy to subjugate their counterparts and take complete control of post-occupation Mon Cala. So far, her efforts have been wildly successful. The current talks being mediated by Alliance operatives are the last chance for peace.

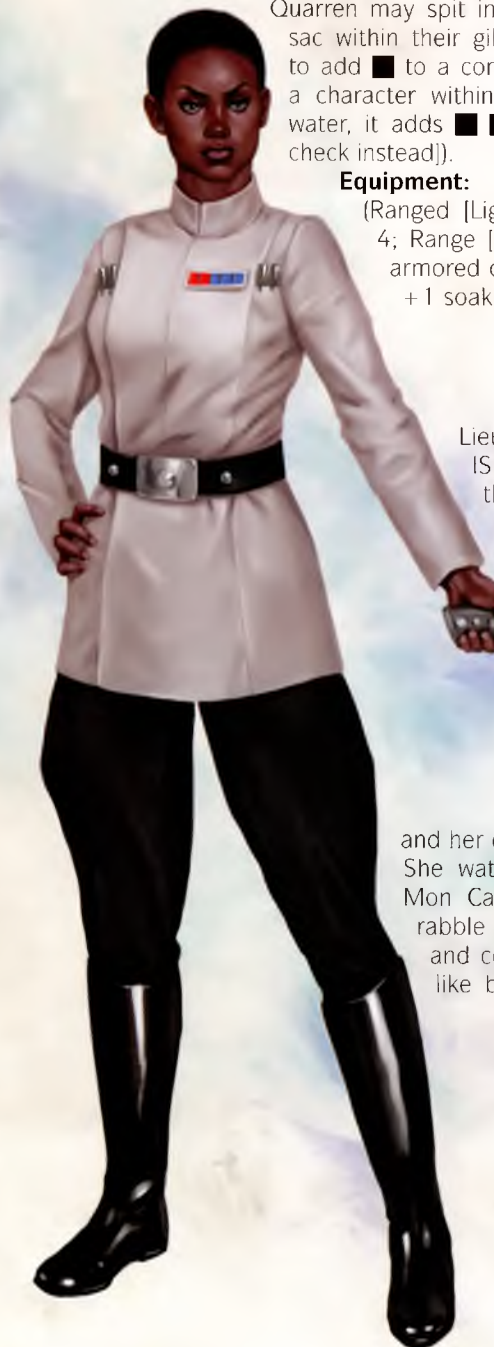


Skills: Computers 2, Cool 3, Coordination 2, Deception 4, Discipline 3, Knowledge (Warfare) 1, Melee 2, Perception 3, Ranged (Light) 2, Skulduggery 3, Stealth 3, Streetwise 2, Vigilance 2.

Talents: Adversary 2 (upgrade the difficulty of any combat check targeting this target twice), Clever Solution (once per session, make one skill check using Cunning rather than the characteristic linked to that skill), Convincing Demeanor 2 (remove ■■ from any Deception or Skulduggery check), Natural Charmer (once per session, re-roll any one Charm or Deception check).

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), Armored clothing (+1 defense, +1 soak), comlink, encrypted datapad with Imperial holonet uplink.



CLAUSTROPHOBIA

Deep beneath the surface of volcanic Sullust, a conspiracy is taking form. Elements of the Sullustan Resistance, led by a charismatic insurgent named Gaff Kilvaari, are planning to strike a crippling blow against the Imperial supporters at SoroSuub Corporation. Over the course of one night, Kilvaari and his cell plan to strike a number of SoroSuub targets in an attempt to disrupt their operations and show the corporation's leaders that collusion with the Empire is not worth the trouble. The targets are varied—an agricultural research facility, a corporate security HQ, a proving ground, an uplink station—and were chosen to cause the maximum amount of damage with minimum risk.

INTRODUCTION


In **Claustrophobia**, the Player Characters become involved in Operation Thunderbolt, a plan concocted by the Sullustan Resistance to cripple SoroSuub operations in G'rinn Go City. If there are one or more Sullustans among the Player Characters, the party could already be part of the Sullustan Resistance. Otherwise, the PCs can be sent by Alliance High Command to act as support personnel, or they might have a contact within the Sullustan Resistance who gets in touch with the group to request assistance. Whatever the circumstances of their involvement, the Player Characters are given the opportunity to utilize their skill and cunning to help liberate the Alliance's friends and allies on Sullust.

OPERATION THUNDERBOLT

Once the Player Characters arrive on Sullust and make their way to the rendezvous in G'rinn Go City, they are immediately led to a briefing at a Sullustan Resistance safe house. Within, the PCs find roughly forty resistance fighters, primarily Sullustans but with a sprinkling of other species here and there. The room is cramped, hot, and buzzing with nervous tension. At the front of the room is a table with four datapads laid out on it and a huge map of the city hanging on the wall with four locations circled in red ink. Once introductions are completed and the PCs find places to sit or stand along the walls, the leader of Operation Thunderbolt, a grizzled insurgent by the name of Gaff Kilvaari, begins the meeting.

He gives the assembled Rebels a quick overview of the mission—the destruction of four prime targets throughout the city—and describes each one in a little further detail. He explains that the assembled fighters are to be divided into four equal groups and that each group chooses its target. Once a group has chosen its target, its designated leader takes

the corresponding datapad, which has all the pertinent details of the mission programmed into it. Game Masters are encouraged to play this briefing loose, with plenty of banter between the PCs, the Sullustans, and Commander Kilvaari. Once missions are chosen, the commander fields questions from the assembled insurgents, and then dismisses the insurgents to carry out their orders.

As this is a large operation with many moving parts, it quickly becomes apparent that the Player Characters cannot be everywhere at once. The PCs must designate a leader for their mission, choose a target, then follow the orders included in their datapad. The PCs' chosen target becomes the focus of the remainder of the encounter, while the NPCs execute their orders off camera with little to no input from the PCs. However, if Game Masters so choose, they can complicate the PCs' mission by having one of the other resistance groups suffer some sort of setback that requires the assistance of the Player Characters. A complication could be triggered by the Game Master by flipping a Destiny Point or by using  generated by the players. The nature of the complication is left to the Game Master's discretion, but could be anything from another resistance group being pulled over by SoroSuub security for some violation, to that group being wiped out in a firefight with a pack of security droids. These complications are completely optional, and the Game Master can simply use the narrative to show that the other groups successfully hit their targets.

Whatever target the PCs choose, it is up to them to determine the correct way of carrying out their orders. While the nature of each target suggests a "proper" way of dealing with it—demolitions, slicing, simply storming a building and killing everyone inside—there is plenty of room for interpretation. If the PCs want to blow up the uplink station instead of slicing into it, or slice into the mainframe of the security HQ and set it into lockdown mode, trapping everyone inside instead of taking the place by force, they are free to do so. For Operation Thunderbolt, what matters is the outcome, not the way the PCs go about reaching it.

THE TARGETS

The four targets chosen for Operation Thunderbolt were picked due to their importance and the potential damage caused by their disruption or destruction. They are a mix of research facilities and infrastructure. The loss of any one of these targets would seriously hinder SoroSuub's operations in the city, but losing all four within the space of a few hours should cause complete chaos all the way up the chain of command to the main corporate offices in SoroSuub Central.

Each of the four targets is guarded by members of SoroSuub's corporate security force backed up by law enforcement droids. Each target has its own peculiarities and difficulties, and each should provide enough challenge for a seasoned group of commandos.

AGRISUUB RESEARCH FACILITY

While most people in the galaxy think of SoroSuub as an arms and vehicle manufacturer, it is in fact an incredibly diverse organization with a dizzying array of subsidiaries producing everything from consumer electronics to textiles to starship engines. One of its lesser-known subsidiaries, AgriSuub, is an agricultural company that produces high-yield, genetically modified crops for use in colonizing new planets. AgriSuub's primary R&D facility is located in a cavern southwest of the city center, near a particularly large and bio-diverse subterranean lake. The facility consists of a handful of office buildings and laboratories, as well as a sprawling growing operation in which the researchers use various types of cultivation to test out their new plants.

The primary target is the facility itself. The provided orders require the Rebels to cause as much damage as possible to the facility, including but not limited to burning experimental crops, blowing up buildings, and destroying sensitive research data. While it is relatively out of the way, this facility is still patrolled by corporate security, and they will respond very quickly to the first signs of trouble.

G'RINN GO CITY CORPORATE SECURITY HQ

Located near the city center, this common-looking office building is home to SoroSuub's corporate security HQ for G'rinn Go City. Relatively unassuming from the outside, the building is a veritable fortress within. Heavily fortified with reinforced plascrete and blaster-proof windows, CSHQ is a maze of corridors, lifts, offices, and security checkpoints. All of this is constantly monitored by a sophisticated, droid-run security system that can observe any room or corridor in the building through countless holocams, microphones, and more esoteric scanners. From her office on the top floor, Security Chief Fenn Sesslyn oversees security operations for all SoroSuub facilities in the city. At her command are hundreds of highly trained and motivated security officers and security droids, and an arsenal of vehicles, weapons, and armor that could keep an army in the field for weeks.

The primary target at security HQ is the chief of security herself. As Chief Sesslyn is a thoroughly competent and canny operator, her loss would disrupt security operations throughout the city. Such a loss would make other Rebel operations easier as the security chain of command reorganized itself and a new security chief was appointed. Whether she's kidnapped or killed, the chief must go. That isn't easy,

however. Not only does she travel with a personal security team, but she herself is a dangerous combatant, having served nearly a decade in the Imperial Army as a commando officer. Targets of opportunity in the security HQ include the computer mainframe, the holding cells, and the armory, which, if the Game Master is feeling generous, could provide extra or upgraded equipment to the Player Characters.

SOROSUUB LAND SYSTEMS AND PROVING GROUNDS

This sprawling warren of tunnels and broad, low-ceilinged caverns located north of the city is home to one of SoroSuub's key land vehicle design and testing centers. A combination research and development laboratory and vehicle test track, it is here that new SoroSuub speeders and walkers are designed and tested before they go to market. The complex houses a number of laboratory buildings and design studios, hangars full of new vehicles ready for testing and mothballed prototypes, and a circuit of tunnels designed to simulate all manner of weather and environmental situations. The test track is extremely complex, with chambers simulating sweltering heat, bitter cold, various types of terrain, and even a mocked-up city grid where commuter speeders are run through their paces.

The primary target here is the control center for the test track. Heavily guarded and staffed by crack corporate security officers, the control center houses the

WHEN SUDDENLY!

Claustrophobia is a relatively straightforward encounter. The Player Characters need to go in, carry out their mission, cause as much damage as they can in as short a time as possible, and get away without getting caught. There is no stunning twist in the story, no deadly corporate secrets waiting to be unveiled by the PC's actions. That is, unless Game Masters want there to be. If GMs so choose, they can add in some sort of narrative twist that makes the encounter more of a springboard to larger adventures rather than a simple one-off event. Is the Agri-Corp research facility working on some sort of secret herbicide or genetically modified plant disease for weaponization by the Empire? Is there some packet of top secret data hidden in the uplink station's computers, and is it pointing to something worse than simple corporate corruption and collusion with the Empire? It's possible, and Game Masters are encouraged to let their imaginations run wild. There is a lot of potential in this encounter for making it part of something larger if the GM cares to.

environment simulation equipment and the powerful supercomputers required to run it in an environmentally sealed bunker. Secondary targets include the R&D division's main computer core, the prototyping lab that constructs the test mules (one-off vehicles used to test various vehicular systems, designed to be used and discarded), and sections of the test track itself. Destruction of these secondary targets, or any other target of opportunity, should only be undertaken once the control center has been neutralized.

SOROSUUB SECURE UPLINK STATION

The secure uplink station is G'rinn Go City's connection to both SoroSuub Central and to the galaxy at large. Yet another largely nondescript building in a light industrial sector on the outskirts of the city, the SUS is run by SoroSuub as an official part of the city's infrastructure. Connected to a massive, heavily shielded transceiver dish farm on the planet's volatile surface, the building receives holonet and comms data piped in through thick, reinforced cables, fed through some arcane audio-visual-holo equipment, then broadcast it to the citizens of G'rinn Go City. The building itself is packed full of holonet routers, powerful computers, precision transmitting and receiving gear, and tens of thousands of kilometers of A/V/H cable. While the bulk of the data the SUS handles is mundane—holonet access, media broadcasts, holomessages, etc.—SoroSuub also uses this facility to transmit sensitive data to and from its satellite offices in other systems.

The primary target in the SUS is the holonet router system. Taking this system offline cuts G'rinn Go City off from other cities on Sullust and from the rest of the galaxy. Gaining control of the station also grants access to all of the broadcasting equipment within, allowing whomever controls it to broadcast anything they wish over the city's holonet.

RESOLUTION

Once the various missions within Operation Thunderbolt are complete, the encounter is over. If the Player Characters succeed in their chosen mission, they are praised by both the Sullustan Resistance and their Alliance superiors for their bravery and ingenuity. In the aftermath of the attacks, G'rinn Go City is a chaotic mess, with corporate security officers skirmishing with Sullustan Resistance fighters. Both Imperial and SoroSuub corporate intelligence operators descend on the city to sort out the mess and begin investigations. Should the Game Master wish to extend the encounter, the Player Characters can take part in the




aftermath, fighting in support of the Sullustan Resistance. Doing so could lead not only to additional accolades and advancement, but could also lead the Player Characters to further work on Sullust and throughout the galaxy.

GAFF KILVAARI [NEMESIS]

A veteran of the Sullustan Resistance, Gaff Kilvaari is an accomplished engineer and a talented saboteur. With a reputation as a stern but fair leader, and known for his use of overwhelming force when demolishing a target, Kilvaari makes an excellent colleague and an incredibly dangerous enemy. While generally friendly and outgoing, he is cool and reserved around members of the Alliance. While admittedly not entirely fair, Kilvaari tends to look down on Alliance operatives as either amateurs or dilettantes or both, considering his experiences in the Sullustan Resistance to have been harder and more authentic than those of the Rebels. For this assignment, he will work happily, even cordially, with the Player Characters, but only an extraordinary individual or group of Rebels can gain his trust and respect.



Skills: Astrogation 1, Leadership 3, Mechanics 4, Perception 3, Piloting (Space) 2, Ranged (Heavy) 2, Ranged (Light) 2, Skulduggery 3, Stealth 3, Vigilance 3.

Talents: Adversary 1 (upgrade the difficulty of any combat check targeting this target once), Master Grenadier (decrease the  cost to activate the Blast quality of any weapon used by 1 to a minimum of 1), Powerful Blast 2 (increase Blast damage dealt by explosives, explosive weapons, and grenades by +2), Selective Detonation 1 (when using a weapon with the Blast quality, spend  to exclude 1 target that would normally be affected by the explosion), Skilled Jockey 1 (remove  from all Piloting [Planetary] and Piloting [Space] checks), Time to Go (Spend 1 Destiny Point to perform a Move maneuver as an incidental to attempt to move into cover or out of Blast range of a weapon or explosion).

Abilities: None.

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), padded armor (+2 soak), comlink, demolitions kit, 3 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1).

SULLUSTAN RESISTANCE FIGHTER [MINION]

The members of the Sullustan Resistance are some of the most dedicated and tenacious freedom fighters in the galaxy. The organization of their cells and the ways in which they have gone about the business of attacking their oppressors have inspired the organization and tactics of the Rebel Alliance. All beings who throw their lot in with the Alliance owe the Sullustans a debt of gratitude. Allied with, but not officially part of, the Alliance to Restore the Republic, members of the Sullustan Resistance are among the best allies to have at one's back when the chips are down.



Skills (group only): Melee, Perception, Ranged (Heavy), Ranged (Light), Skulduggery, Stealth.

Talents: None.

Abilities: None.

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), combat knife (Melee; Damage 4; Critical 3; Range [Engaged]; Pierce 1), padded armor (+2 soak), comlink, 3 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1).



FENN SESSLYN [NEMESIS]

A native of Corellia, Fenn Sesslyn is the no-nonsense commander of SoroSuub's corporate security operation in G'rinn Go City. Of medium height and build, with long limbs and a fierce demeanor, she has been with SoroSuub for more than a decade now. Her ambition and blunt manner of speaking have made her quite a few enemies within the company and corporate security. Her inability to sugarcoat bad news or to be lenient with employees breaking the law is what landed her current position. While most see G'rinn Go City as a career-ending assignment, Commander Sesslyn has worked tirelessly to ensure that her officers are the most efficient, well-trained, and well-respected officers in the company.



Skills: Coercion 3, Cool 3, Discipline 3, Knowledge (Underworld) 3, Knowledge (Warfare) 3, Leadership 4, Perception 3, Ranged (Light) 3, Skulduggery 4, Streetwise 2, Vigilance 3.

Talents: Adversary 2 (upgrade the difficulty of any combat check targeting this target twice), Commanding Presence 3 (remove ■■■ from all Leadership and Cool checks), Confidence 2 (decrease the difficulty of Discipline checks to avoid fear by 2), Improved Field Commander (make an **Average** (◆◆) **Leadership check**, 8 allies may suffer 1 strain to perform 1 free maneuver, spend ☙ to allow allies to perform 1 free action instead), Natural Leader (once per session, reroll any 1 Cool or Leadership check), Improved Scathing Tirade (make an **Average** (◆◆) **Coercion check**, each ☆ causes one enemy in short range to suffer 1 strain and be disoriented for 3 rounds; spend ☙ to cause 1 affected enemy to suffer 1 additional strain).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), armored Imperial uniform (+1 soak, +1 defense).

SOROSUUB CORPORATE SECURITY [MINION]

Well-paid and well-trained, these private security officers are tasked with keeping the various SoroSuub facilities throughout SoroSuub Central safe for their corporate masters. While a majority are native Sullustans, a handful of other species can be found among their ranks. Equipped with the latest and best that SoroSuub can supply, and using military-style tactics in their policing, these officers are not to be trifled with.



Skills (group only): Coercion, Melee, Perception, Ranged (Heavy), Resilience, Vigilance.

Talents: None.

Abilities: None.

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), stun baton (Melee; Damage 5; Critical 6; Range [Engaged]; Disorient 2, Stun damage), riot shield (Melee; Damage 3; Critical 6; Range [Engaged]; Cumbersome 3, Defensive 2, Deflection 2, Disorient 1), padded armor (+2 soak), binders, comlink.

501-Z POLICE DROID [RIVAL]

SoroSuub's first and only foray into law enforcement droids, the 501-Z is one of the more popular police droids currently on the market. Tall and angular, the 501-Z is clad in heavy-duty, shock-resistant armor that gives these droids a rather imposing appearance. Colloquially known as Zeds, these droids feature a sophisticated analytical droid brain that is part protocol droid and part combat droid. They are programmed for communications, community relations,

riot control, and general policing, and they have a reputation as dogged and competent law enforcement officers. Some have even been upgraded to operate as detectives and special investigators, using their analytic brains and programming to great effect. While they are typically programmed to use only non-lethal force, those used by SoroSuub for corporate security operations can, and often do, use lethal force when protecting highly sensitive corporate assets.



Skills: Coercion 2, Melee 2, Piloting (Planetary) 2, Ranged (Heavy) 3, Streetwise 3, Vigilance 3.

Talents: Adversary 1 (upgrade all combat checks targeting this target once), Nobody's Fool 1 (the difficulty of any Charm, Coercion, and Deception checks made against the droid are upgraded once).

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), stun baton (Melee; Damage 5; Critical 6; Range [Engaged]; Disorient 2, Stun damage), riot shield (Melee; Damage 3; Critical 6; Range [Engaged]; Cumbersome 3, Defensive 2, Deflection 2, Disorient 1), binders, built-in comlink.

G9-GX PULSE DRILL

Designed as a handheld complement to the tried-and-true G2-GE beamdrill, the G9-GX uses a variable-strength, continuous-beam plasma projector to perform all manner of jobs, from cutting to welding and brazing to incinerating waste material and industrial byproducts. The G9-GX can be found in use in many of the excavations located throughout the tunnels of

Sullust. It consists of a long, bulky rod tipped by a variable-angle plasma cutter and connected by a reinforced cable to a control unit. The control unit contains the fuel cell and many of the controls that manage the power of the plasma stream. It is typically worn on a broad belt around the waist.

| Name | Skill | Dam | Crit | Range | Encum | HP | Price | Rarity | Special |
|-------------------|-------|-----|------|---------|-------|----|-------|--------|--------------------------------------|
| G9-GX Pulse Drill | Melee | 5 | 4 | Engaged | 5 | 2 | 1,100 | 4 | Breach 1, Cumbersome 3, Inaccurate 2 |

THE GEHARR INCIDENT

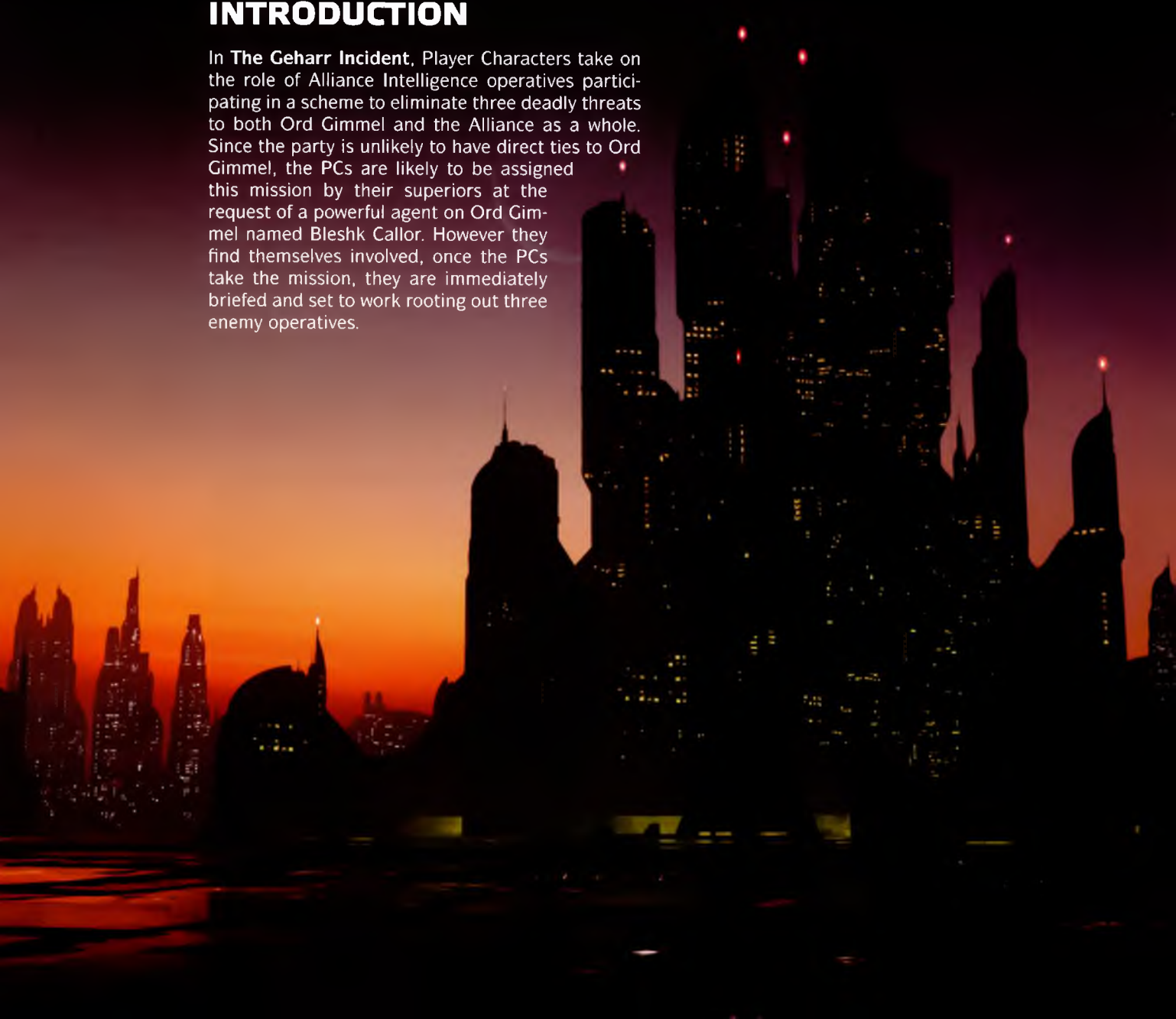
The recent conflict over rights to the Ord Gimmel throne has caused the planet to erupt into a hotbed of clandestine activity, and nowhere on the planet is more steeped in cloak-and-dagger work than the capital city of Geharr. In this beautiful, sprawling metropolis, a dizzying array of Deacon, Imperial, and Alliance intelligence agencies carry out their own agendas, all hoping to take the planet for their organization. The air is thick with excitement, intrigue, and nervous tension, and a careless word or action can easily lead to the neutralization of an intelligence operation, the capture of a squadron of starships, or even the death of all agents involved. The city is rife with agitators, spooks, freelance operatives, informers, crooks, and all manner of unsavory individuals of every species.

INTRODUCTION

In **The Geharr Incident**, Player Characters take on the role of Alliance Intelligence operatives participating in a scheme to eliminate three deadly threats to both Ord Gimmel and the Alliance as a whole. Since the party is unlikely to have direct ties to Ord Gimmel, the PCs are likely to be assigned this mission by their superiors at the request of a powerful agent on Ord Gimmel named Bleshk Callor. However they find themselves involved, once the PCs take the mission, they are immediately briefed and set to work rooting out three enemy operatives.

OPERATION CLEAN SWEEP

The brainchild of the head of Alliance Operations on Ord Gimmel, a scarred and surly old Deacon named Bleshk Callor, Operation Clean Sweep was created to eliminate three troublesome espionage agents operating in the city of Geharr. At their briefing, which is little more than a five-minute meeting in which Callor gives the PCs their orders and advises them not to screw up, the characters receive the dossiers of the three targets: a traitorous Rebel agent operating as a double agent for the Empire, a high-level ISB agent who is an accomplished slicer



and data thief, and a mercenary agitator who sells her unique services to the highest bidder. The PCs are given little guidance, and aside from being told to make things as quick and quiet as possible, they are left to their own devices. They can pursue their targets in any order and use whatever means they see fit to neutralize or eliminate them. The Rebel presence on the planet can offer little support aside from access to anonymous lines of credit for use in buying contacts and information and in handing out bribes. The PCs are left to succeed or fail on their own terms.

THE DOUBLE AGENT

A midlevel agent within the ranks of the Rebellion has turned traitor and started selling sensitive intel about Rebel operations to the Empire. The motives and identity of this traitor are largely unknown, although the Rebellion has a few shaky leads. What is known is that sensitive information, including data on secret Rebel operations, has been trickling out of the Rebel cell on Ord Gimmel to a blind Imperial data dump over the course of the past few months. Recently, the flow of information has increased, and some alarmingly delicate intelligence has been passed on to the Imperials.

This is, perhaps, the most difficult of the three targets to neutralize. The double agent, a Chadra-Fan intelligence analyst named Nosh Droma, has covered his tracks exceedingly well and shows evidence of having been trained by the ISB. Finding Droma and eliminating him requires a fair amount of investigation involving Skulduggery, Computers, Stealth, and various Knowledge checks. The difficulty of these checks is largely left to the GM's discretion, but they should pose quite a challenge to the PCs. Once Droma's identity is revealed, the PCs may move to kill him or attempt to capture him for questioning. This is delicate work, and a false move could send the wily Chadra-Fan running to the safety of his ISB handler, which makes it incredibly difficult to capture or kill him.

THE DATA THIEF

The data thief is a known ISB operative named Halina Patel. Patel is an exceptionally gifted slicer and intelligence analyst, and her current whereabouts are unknown. Her dossier lists her known associates as well as the places she frequents, and it is up to the PCs to chase these leads down and use them to eliminate agent Patel.

If the PCs aren't careful, agent Patel gets wind of their activities well before they find her. If this happens, she sets about leading them astray with false information in hopes of luring them into an ISB trap. While finding her can be relatively easy with the right information, confronting her can be quite dangerous, since she can call on ISB agents to hinder and harm the PCs.

FIGHTING ON ORD GIMMEL

Fighting over the past year has been limited to targeted strikes, especially around the royal palace and rival strongholds. A peaceful afternoon on an immaculate city street can turn violent in an instant when one faction ambushes another passing through. The ad hoc militias supporting each potential usurper have limited marksmanship training, and casualties tend to impact innocent bystanders and combatants in equal measure. In recent months, the fighting has intensified from monthly outbreaks of throne-related violence to multiple skirmishes each week.

As outside forces have gained influence over various factions vying for control, the Deacons have become increasingly proficient in the ways of war. However, Deacon psychology has already proven the bane of the many military training experts supporting the efforts of all sides. The emotional nature of the Deacons makes them easily manipulated and prone to poor tactical decisions, ill-advised charges, and last stands.

THE AGENT PROVOCATEUR

The easiest of the three targets to neutralize is Taska Mastigar, freelance agent provocateur, whose dossier reads like a litany of classic spy stories. Specializing in manipulating crowds, she has been at the center of some of the ugliest rebellions and uprisings in recent history. A true mercenary at heart, Mastigar's only loyalty is to credits. She uses her prodigious talents in service to the Rebellion just as easily as to the Empire.

Finding Mastigar can be as simple as asking a few questions in the right place and making it known that the PCs are looking to hire her services. Retaining her and ensuring her loyalty, however, is more difficult. While she can simply be bought off or even hired to work for the PCs, she will, without hesitation, turn the PCs over to the ISB if they offer her a better deal.

RESOLUTION

This encounter ends when the Player Characters have either exposed, eliminated, recruited, or otherwise defeated the three targets. Bringing Operation Clean Sweep to a successful close nets the PCs a not insubstantial number of accolades and advancements. Unfortunately, due to the clandestine nature of their activities on Ord Gimmel, most, if not all, of these achievements cannot be talked about. Dealing a blow like this to the Imperial Intelligence network is also likely to draw the attention of the ISB. Determined Imperial agents could make the PCs' lives extremely exciting and challenging during future missions.

BLESHK CALLOR [NEMESIS]

Bleshk Callor has been an intelligence agent all of his adult life. He has seen the best and worst that the calling has to offer, and the years of clandestine work have made him aloof, capricious, and generally strange. Despite his quirks, he is a dedicated and highly competent head of security, respected even by his enemies in the ISB. He values initiative, lateral thinking, and perseverance in an agent, and those who find themselves in his good graces could wish for no better chief and ally than the grizzled old Deacon.



Skills: Athletics 2, Brawl 2, Cool 3, Deception 4, Knowledge (Warfare) 2, Knowledge (Underworld) 4, Perception 3, Ranged (Light) 2, Skulduggery 4, Stealth 3, Streetwise 3, Survival 3, Vigilance 3.

Talents: Adversary 2 (upgrade the difficulty of any combat check targeting this target twice), Convincing Demeanor 2 (remove ■ ■ from any Deception or Skulduggery check), Durable 2 (reduce any Critical Injury suffered by 20), Knockdown (after hitting with a melee attack, spend ⚡ to knock a target prone), Jump Up (once per round, may stand from seated or prone as an incidental), Natural Rogue (once per session, reroll any 1 Skulduggery or Stealth check), Soft Spot (after making a successful attack, spend 1 Destiny Point to add damage equal to Cunning to one hit).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), armored clothing (+1 soak, +1 defense), comlink, datapad.

HALINA PATEL [NEMESIS]

One of the ISB's most gifted intelligence analysts, Halina Patel is a highly intelligent polymath. There are few in the ISB or Alliance Intelligence who can match her prowess with a slicing rig, and few computer security systems can withstand her attentions. A striking, dark-eyed woman in her middle years, she is easily recognizable due to the cybernetic computer interface construct that wraps around her shaved head. In the field, she typically conceals her implant with wigs or scarves, and she is so accomplished at doing so that it takes a very keen eye to spot the implant.



Skills: Computers 4, Cool 3, Deception 3, Knowledge (Education) 2, Knowledge (Warfare) 2, Knowledge (Underworld) 3, Perception 3, Ranged (Light) 2, Skulduggery 3, Stealth 3, Vigilance 3.

Talents: Adversary 2 (upgrade the difficulty of any combat check targeting this target twice), Bypass Security 2 (remove ■ ■ from checks made to disable a security device or open a locked door), Codebreaker 3 (remove ■ ■ ■ from checks made to break codes or decrypt communications; decrease difficulty of checks made to break codes or decrypt communications by 1), Defensive Slicing 2 (when defending computer systems, add ■ ■ to opponents' checks), Technical Aptitude 3 (reduce time needed to complete computer-related tasks by 75%), Natural Programmer (once per session, may reroll any 1 Computers or Astrogation check).

Abilities: None.

Equipment: Armored clothing (+1 soak, +1 defense), BioTech borg construct Ax⁸, holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting).

NOSH DROMA [RIVAL]

Nosh Droma is a conniving, venal, greedy, and untrustworthy young Chadra-Fan with lavish tastes and a known gambling problem. In fact, it was his gambling and inability to live within his means that allowed the ISB to turn him. While he is relatively intelligent, he is neither as smart nor as clever as he thinks he is. He is relatively weak-willed and easily manipulated, and he has a raging entitlement complex that makes him believe he should be placed higher in Alliance than he is. He will not hesitate to beg for his life or run like a coward when confronted, and there is a high likelihood that his ISB handler will burn him if things get too hot.



Skills: Charm 3, Computers 3, Deception 4, Knowledge (Core Worlds) 3, Knowledge (Outer Rim) 3, Negotiation 3, Perception 3, Ranged (Light) 2, Skulduggery 4, Streetwise 3.

Talents: Adversary 1 (upgrade the difficulty of any combat check targeting this target once), Bought Info (instead of making a Knowledge check, may take a Bought Info action to spend credits equal to 50 times

the difficulty of the check to pass with one ✨), Convincing Demeanor 3 (remove ■■■ from any Deception or Skulduggery checks), Greased Palms 2 (before making a social check, may spend up to 100 credits to upgrade the ability of the check twice), Know Somebody 1 (once per session, when attempting to purchase a legal item, reduce its rarity by 1), Natural Charmer (once per session, may reroll any 1 Charm or Deception check), Nobody's Fool 2 (upgrade difficulty of incoming Charm, Coercion, and Deception checks twice), Wheel and Deal 3 (when selling goods legally, gain 30% more credits).

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), comlink, datapad, 2,000 credits.

TASKA MASTIGAR [RIVAL]

Taska Mastigar, a charming, handsome young woman from Coruscant, is a highly troublesome agitator and rabble-rouser devoted solely to her own wealth and comfort. A gifted orator and master of at least a dozen languages, she has a gift for whipping a crowd into a frenzy with fiery rhetoric and then unleashing them to run riot. She has sold her skills to the highest bidder for at least a decade now and shows no signs of slowing down. Dealing with her is a dangerous proposition, as she is untrustworthy in the extreme and will turn on an employer at a moment's notice if the price is right.



Skills: Brawl 2, Charm 3, Coercion 3, Deception 2, Discipline 2, Knowledge (Outer Rim) 2, Knowledge (Underworld) 3, Knowledge (Xenology) 1, Melee 2, Negotiation 3, Ranged (Light) 2, Streetwise 3.

Talents: Adversary 1 (upgrade the difficulty of any combat check targeting this target once), Nobody's Fool 3 (upgrade the difficulty of incoming Charm, Coercion, and Deception checks three times), Plausible Deniability 3 (remove ■■■ from all Coercion and Deception checks), Scathing Tirade (make an **Average** (◆◆) **Coercion** check; each ✨ causes one enemy in short range to suffer 1 strain; spend ☹ to cause 1 affected enemy to suffer 1 additional strain).

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), armored clothing (+1 soak, +1 defense), datapad, comlink.



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