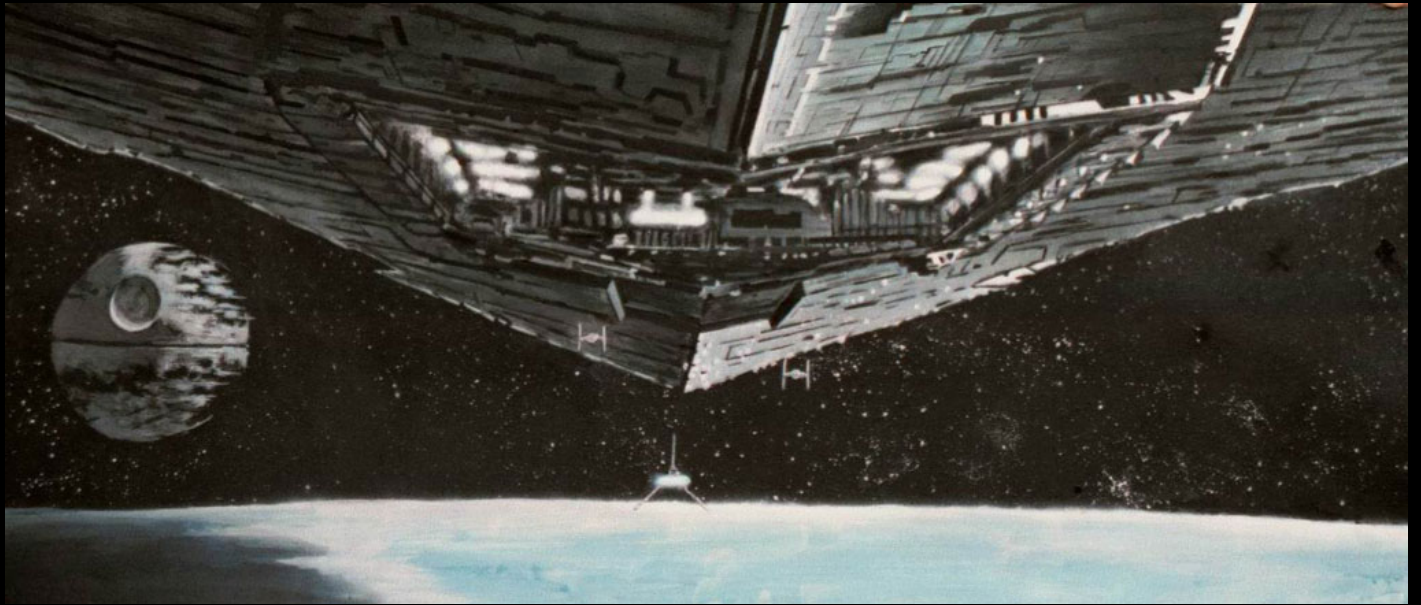


STAR WARS



REBELLION ERA INFINITIES SOURCEBOOK

By Thor A. Thorson Jr, Matthew Norton, and Brian Powell

Note from the authors:

Thor A. Thorson Jr.:

Because of the tremendous support and encouragement from all who contributed to the *Rise of the Empire Infinities Sourcebook* and those who have perused this volume, Matt and I are pleased to release the second of hopefully five sourcebooks starting with the events in the previously mentioned sourcebook and then continuing into the Rebellion Era. In addition, we are also happy to include Brian Powell to help with springing ideas off of each other, and we hope that this sourcebook measures up to the content and quality of the previous sourcebook.

- Thor A. Thorson Jr. (January 26, 2006)

Matthew Norton:

"For over a thousand generations, the Jedi Knights were the guardians of peace and justice in the Old Republic. Before the dark times, before the Empire."

-Obi-Wan Kenobi, A New Hope

It is a dark time in the galaxy. The Empire has arisen, the Rebellion is growing, and all out civil war is blossoming. And this is only in the second book! The sequel to our *Rise of the Empire Infinities Sourcebook*, the *Rebellion Era Infinities Sourcebook*, has proven to be the most daring book attempted by Thor, Brian and I. Inside is a rich tapestry of galactic life in the galaxy, yet a dark tone hangs over it all. This could not have been accomplished without Brian's and Thor's help. On my Christmas vacation I worked for a week hashing out the timeline, and then we literally examined every line for the next entire month to get the best vision of this dark time to you. And I appreciated Brian's and Thor's help, even if they made me scream on the inside, for they acted as a badly needed counter balance to me. And even though I lost much, much sleep working on this book, I can not be happier with what has been made. You, the Holonet, have been great and I would like to thank all of for your support for our previous book and your support for our current creation. Brian, we butted heads a lot, but you had some of the best ideas in the book. And Thor, thank you again for giving me a place to put my

creativity and love for Star Wars into something I am truly honored and humbled to be a part of.

-Matt Norton (August 29th, 2006)

Brian Powell:

In every story there is a start, a finish, and conflict in between. In the tale of putting this sourcebook together, Thor gave us a start, Matt lead us to an ending, and along the way I created plenty of conflict. My contributions to this sourcebook, came a few months after Thor and Matt begun the timeline, so I was poised to see the story from a position of a first time reader, and with my input, together the three of us made the story better. Many hours spent online in chat sessions we tempered the great work of Thor, and made it better, grittier, and larger in scope. To Thor, I wish to express my gratitude for including me in an expanded role in his grand works. To Matt, I wish to express thanks for truly being a great source of powerful ideas which gave me something to live up to during our creation phase. Also would like to thank the Holonet community for giving each of us a home on the web, where we have been honored to share ideas with and participate in numerous projects.

-Brian "Jedi" Powell (January 26, 2006)

Note to readers:

All stats of characters, vehicles, and starships use the Revised Core Rulebook (published by Wizards of the Coast, 2002). This is not intended to disregard the Saga Edition Core Rulebook (published 2007) or any future editions, but as in a sense of completion.

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boards1.wizards.com/showthread.php?t=624797.

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Chapter 1: Prelude to Rebellion ...

“The Clone Wars are over! Long live the Galactic Empire!” are the words that greet the average citizen as he or she wakes to a brand new day. The new Galactic Empire is without a doubt, the most powerful government that the galaxy has ever seen since the recording of history 20,000 years ago. But even as Emperor Vader finalizes his plans for galactic domination, a few planets led by charismatic, passionate individuals have already begun planting seeds of rebellion.

It begins slowly, but as Vader’s atrocities continue to mount, these seeds have germinated into open rebellion, culminating in the final battle of the Galactic Civil War.

19 BBY –

- With fresh batches of clones ready and a new warship class: the *Imperial*-class Star Destroyer being constructed, Emperor Vader orders his forces to mobilize for a huge counter-offensive against the remnants of the CIS. Rothana Heavy Engineering, the primary builder of this ship, buys out Kuat Drive Yards to gain access to Kuat’s shipyards once they are repaired.
- Emperor Vader executes Sly Moore for what he calls “seditious activities.” Vader goes in search of a new apprentice. After two months, he comes across a former Separatist by the name of Sev’rance Tann, who was originally trained by Anakin Skywalker, during her stint in the Separatist Navy. Emperor Vader then proceeds to recruit Sev’rance to be his apprentice. After hours of discussions, Sev’rance finally agrees to be Vader’s new apprentice and is named Darth Corruptus. Corruptus is then assigned as the leader of the Empire’s new Dark Side followers: The Order of the Blade.
- Emperor Vader discovers an out of the way planet that he will later name Wayland. Vader enlists a select group of engineers to devise an extensive series of catacombs within the tallest peak on the planet, and secretly transfers 1000 complete sets

of Spaarti cylinders for when they will be needed later.

- Emperor Vader searches for an operative that will be answerable only to him, and discovers a candidate on Nar Shaddaa. Emperor Vader begins training this new operative and names her Shadow Hand. Shadow Hand will be used to hunt Jedi during the Purge, and through advanced Sith Alchemy, Vader constructs a set of armor for her that has an ability to be invisible to any Force detection.
- The Order of the Blade begins training and recruiting Force users who show a passion for the Dark Side of the Force. The Order is tasked by Vader to hunt down any remaining Jedi and to search for Force using youngsters to train into service for the Emperor. The Order of the Blade is given access to all of the artifacts from the Jedi Temple vaults including several Sith holocrons. The Order is lead by a trio of the strongest dark side users who answer to Emperor Vader’s apprentice Darth Corruptus. At its founding the Order consists of 15 fallen Jedi, and is given control of 2 *Victory*-class Star Destroyers as well a battalion of soldiers to man its headquarters, the Jedi Temple Ziggurat. Over the next few months the temple’s spires are removed, and a new smaller ziggurat is built on the top of the older building. The new smaller ziggurat is designed using old Sith teachings and aids those in the temple to channel Force powers.
- Of the thousands of Jedi that fought for the Republic, only around 200 remain unaccounted for. The Empire makes it a top priority to hunt down these remaining Jedi and turn them to the Dark Side or have them killed. A few Jedi who have turned to the Dark Side already, join an elite group of former Jedi that serve Vader. Those who don’t turn to the Dark Side, cluster in small groups or go solo in the far reaches of the galaxy, waiting for a time when they can reemerge.
- Emperor Vader renames Coruscant, the capital of the Galactic Republic, Imperial Center.

- After regrouping his forces at Mon Calamari, General Czar learns of the deaths of the Separatist leadership on Mustafar and declares himself the interim president. Czar notifies the planetary leaders of the Confederacy of Independent Systems of his claim to leadership and is accepted fully by its members. Czar leads by a military junta with full support of the Separatist planetary governments. Czar promises to end his junta when a proper replacement has been found for the Presidency.
- The Empire begins a campaign in the Core to retake the planets in allegiance to the Separatists and then begins excursions into the Colonies, and Inner Rim. The Expansion Region still has a heavy Separatist presence, and the Empire's advance is halted temporarily so that it can continue to rebuild its Naval Fleet.
- President Gunray makes a plea to the Separatists to put down their arms and accept Imperial control. His pleas fall on deaf ears, and Gunray locks himself away in his palace on Cato Neimoidia.
- Kal Remos and the *Indomitable* leave the Confederacy to harass Imperial Forces on their own, feeling that the Confederacy is failing to be an effective tool for change. Kal offers to return when the Separatists get their act together.
- Six months into his rule, Czar is presented with a terrible truth: Deposed President Gunray claims to have given the Empire the majority of the Confederacy's monetary wealth as well as key identification codes when he surrendered the CIS to the Empire. The CIS's planetary leadership delayed funds to the fleet reducing its effectiveness in system defense, causing many systems to reluctantly turn to the Empire, or withdraw its allegiance.
- Two months later, the Empire strikes at the Confederacy again, penetrating deep within their territory in the Expansion Region and the Mid Rim. Many cloning facilities not lost at the end of the Clone Wars are lost to the Empire. One of the worlds lost is Naboo, the Capital of the Confederacy.
- Before the year ends, the Confederacy has lost 70%-90% of their cloned Naval and Army forces thanks to Gunray giving up Separatist secrets. In addition, the Empire is able to finally acquire the plans of the Separatist's primary fleet starfighter, the Eta-2 *Actis*-class Interceptor.
- The Imperial Third Fleet begins its campaign in The Outer Rim, the bastion of the Confederacy, its superior tactics and firepower leads many strategists to wonder where this military leadership was during the last years of the Clone Wars, and fear that there are greater secrets the Empire is hiding. Mon Calamari, the new temporary capital of the Separatists is attacked and conquered. Czar escapes to Geonosis with what's left of the Separatist military infrastructure in order to reorganize.
- Emperor Vader begins reorganizing the Research and Development Committee in the Imperial Navy and begins to increase its funding.
- Mon Mothma and Bail Organa begin to have meetings with like minded Senators about the current political situation.
- Having contemplated Czar's offer to rebel against the Empire, both Senators agree that the situation is worsening and that actions need to be taken. The Senators at the meeting feel a petition sent to Emperor Vader would help the situation. Mon Mothma and Bail Organa are hesitant, having heard of the horrors of Vader first hand from Czar and Remos, but agree to try this option out. The Petition of 2000 is given to Vader, and he accepts it.
- As the year comes to a close, Vader declares a purge of the Senate is needed to rid the Empire of Separatist sympathizers. Many of those who signed the Petition of 2000 are named. Bail Organa and Mon Mothma aren't mentioned, but both know that their actions will be watched closely. Mon Mothma, angered by Vader's move, becomes more vocal even though she knows the possible

consequences. Bail Organa, on the other hand, takes a quieter route, become a quiet supporter so he can gain access to important information which he can pass onto the Separatists.

- Emperor Vader declares that all corporations within the Empire will be nationalized, complete with loyal Imperials as their Chief Executive Officer. Even with the numerous takeovers, some corporations still manage to escape this blatant cronyism by the Empire.
- Senator Bel Iblis of Corellia, because of his opposition to many of Emperor Vader's decrees, disappears shortly before a battalion of stormtroopers attempt to detain him for being an "enemy of the state." Bel Iblis begins to confer frequently with President Czar of the CIS of the feasibility of a rebellion against the Empire.

18 BBY –

- With the success of the *Imperial*-class Star Destroyer, Emperor Vader orders RHE to continue research on the next generation star destroyer.
- Production of the *Imperial*-class Star Destroyer increases as more shipyards come online. Kuat's shipyards are still under reconstruction at the time. Rendili StarDrives also begin construction of the *Victory* II-class Star Destroyer. Both ships are poised to replace the *Venator*, *Victory I*, and the *Dreadnaught*.
- Kora Jade gives birth to a daughter that she names Mara. Afterwards, she leaves her daughter with fellow slicers, Arther and Rina Ghent. She tells them nothing of Mara's father. Shortly thereafter, Kora Jade disappears never to be seen again.
- Members of the Order of the Blade discover Mara Jade in the home of the Ghents'. Without their knowledge, Mara is kidnapped and later inducted into the Order of the Blade, as one of the Order's newest trainees.
- Six months after receiving the plans and all captured units of the Eta-2, Raith Sienar, head of Sienar Fleet Systems, is successful in reverse-engineering the design for it and finalizing the design to be later released to Emperor Vader as part of SFS's TIE development project.
- Emperor Vader approves the design for the prototypes of the TIE fighter and places orders for an initial ten million units to Sienar Fleet Systems. Emperor Vader insists to Sienar that the new TIEs be rendered shieldless as a way to insure the loyalty of the Imperial pilots. Emperor Vader also outlaws any starfighter design which allows for defensive shields.
- In an unprecedented public speech Emperor Vader addresses the Galaxy via the Holonet, and declares that the Clone Wars are over, and begins to detail the efficiency of the New Imperial Fleet's complete destruction of every known Confederate ship and stronghold. Vader uses live footage and graphics to show the fearsome power of the new navy. Vader then warns the galaxy of supporting any resurgent Jedi and Separatist sympathizers that may surface, as the Empire will respond to any collusion with these traitors, as an act of War.
- With the news that the Clone Wars are over, loyal citizens of the Empire celebrate throughout the galaxy.
- San Hill declares himself leader of a sector of space consisting of the worlds Kalee, Muunilist, Mygeeto, and Yaga Minor, named the Hill Protectorate. The Empire, fearing the Inter-Galactic Banking Clan might devalue the new Imperial credit, makes another unprecedented move by visiting San Hill on Muunilist. Vader arrives with the Second Fleet and half of the Order of the Blade. Vader sits with San Hill and together come to an agreement named the Protectorate Accords, where San Hill agrees to several terms for the new sector, which includes an Imperial Garrison, a sector representative chosen by Vader, as well as a handsome tithe to the Empire.
- On Geonosis, Czar is told horrible news: the clones that the Separatists had grown for the war had such an accelerated lifespan that they would die within a few years. With only one cloning facility still in Separatist control being the facility on Geonosis,

the Separatists stand no chance of rebuilding their military forces to previous war levels.

- Mon Mothma secretly sends a message to Czar, saying she wishes to meet with him. After a couple of weeks, the message finally reaches Czar, and he immediately agrees.
- Meeting on a secret holonet channel conference, Czar tells Mon Mothma, Bail Organa, and Garm Bel Iblis of the dire situation the Separatists are in. Disillusioned, many Separatists and mercenaries have decided to fight with their people on their own terms, no longer under the banner of the Separatists. The ideals of the Separatist movement have failed. All four agree to meet face to face at a later date.
- Vader announces the creation of the Imperial Inquisition to help root out perceived evil and subversives in the Empire's new governorships.
- Emperor Vader introduces his new weapon against the hidden Jedi, naming her the Shadow Hand, due to her gift of being invisible in the Force. Shadow Hand begins operations searching out Jedi and while working with the Order of the Blade, she increases the Jedi death toll at an accelerated pace.
- The Imperial Inquisition, in conjunction with ISB and Imperial Intelligence, cracks down on possible seditious captains in the Imperial Navy. Heroes like Captain Sagoro Autem and such are hunted down. Many are killed, but a few escape.
- A Jedi Enclave is found on Yinchorr by the Empire, and is summarily destroyed along with much of the planet and population. Those Yinchorri who survive become nomadic tribes.
- Emperor Vader, finally feeling secure from external threats, focuses on setting up a domestic agenda with guidance to these affairs from his close counsel with Shadow Hand and others within his inner circle.
- The Imperial Research and Development Division begin construction of a new space station of advanced design. Governor Tarkin assumes control of the project and begins recruiting the

greatest scientific minds of countless worlds to begin his own research group: the Imperial Projects Program. Tarkin believes his production schedule would benefit with an increased technically skilled workforce and suggests to the Emperor that slavery of technically skilled species would allow unprecedented cost savings. Vader convinces the Senate to repeal all anti-slavery laws in the Empire. Immediately a study is created to see which species would best suit the Empire as slaves.

- The Empire also votes into law several Imperial drafts instituted on loyal worlds such as Carida, Anaxes, and Commenor, to fill in the ranks of Stormtroopers. The accelerated growth for the Stormtrooper clones is retarded so as to allow the clones to grow and mature at a slower rate, in which these clones will now mature at the normal 10 years instead of months. This will allow the clones to live longer lives.
- New stormtrooper academies are established on Carida, Anaxes, and Commenor. Only those citizens who display an aptitude with unshakeable loyalty to the New Order are accepted to these elite military academies.
- Emperor Vader orders Shadow Hand to Faa, in order to have them relocate the clone facility there back to Kamino.

17 BBY –

- The study entitled "Master and Slave Races," by Governor Wilhuff Tarkin, finds that many races could be used as slaves, but three are at the top of the list: The Wookies of Kashyyyk, the Mon Calamari of Mon Calamari, and the Druek of Dorig. All three species are races familiar with high-technology, and all three have huge populations to exploit, with the Druek having around 9 billion adults that could be enslaved on their homeworld alone. The Empire immediately sends warships to the worlds of Kashyyyk and Dorig to begin gathering up the slaves for Imperial Projects Program (IPP).

- Pleased with Governor Tarkin's report, Emperor Vader promotes Tarkin to the newly created position of Moff. Vader explains to Tarkin that the Moff position's purpose is to oversee all governors in each sector. Tarkin immediately accepts the prestigious position, and declares his unceasing loyalty to the Emperor.
- The Temple of the Blade is completed and its black obsidian stone causes fear in those who witness it's unveiling.
- The Imperial Projects Program's official mission statement is officially announced that its primary duty is to help rebuild those worlds devastated during the Clone Wars. Secretly, Moff Tarkin begins gathering a slave workforce to complete several of his more sensitive projects. Much of the workforce comprises of Wookies and Druuk, though it includes other species and political prisoners. Great numbers of Druuk, from the Dominion of Dorig, are herded onto the IPP *Acclamators*, nicknamed the green plague due to the green painted highlights along leading edges of the ships.
- The Empire starts an exhaustive propaganda machine labeling the Druuk as aiding a silent revival of the Separatist Movement and begins to "recruit" a billion Druuk a year. With the Dominion's Druuk population at around 20-30 billion, the massive losses in its technologically centered population sends the worlds of the Dominion into chaos.
- IPP governorships are granted to numerous Imperial diplomats who are forced to brutally suppress riots and demonstrations which surface on a daily basis, which only adds more support for the enslavement of the region. Similar events occur on Kashyyyk and Mon Calamari.
- A rebellion lead by Bail, Mon, Garm, and Czar slowly forms as the four of them continue to meet over the year, though many disorganized pockets of the rebellion remain in a sea of Imperial control.
- Two years after being released into the galaxy, Shadow Hand, with the assistance of Darth

Corruptus, successfully eliminates many fugitive Jedi still at large.

16 BBY –

- Governor Tarkin, on his way to visit Emperor Vader, lands on protesters at Ghorman. Vader, pleased with his actions, promotes Tarkin to Moff of the Seswenna Sector.
- Moff Tarkin proposes to Vader two designs for the ultimate weapon of terror and destruction: The Death Star. Both designs appeal to Vader's lust for galactic domination, and he orders the construction of both designs. Tarkin admits that his new construction site is rife with sabotage and intelligence leaks, so Vader orders the construction of the smaller Death Star to be moved to the Endor system (recently discovered by Imperial probe droids), and for the larger version, the Kashyyyk system. Both systems will be secured by a fleet of four of the newest designs in the Imperial arsenal: the *Imperial I*-class star destroyer and members of the Order of the Blade.
- On Coruscant, rumors of child abductions and disappearances point to strange goings on at the Temple of the Blade.
- After witnessing the massacre of political prisoners on Bestine, Captain Dodonna retires from the Imperial Army. Emperor Vader gives the order to have Dodonna summarily executed. Mon Mothma learns of the execution order and warns Dodonna of this. After Dodonna successfully escapes, Mon Mothma offers him a position within in the growing rebellion, but he turns down her offer, not wanting to join people he fought a war with just four years earlier. That night Dodonna is attacked and barely survives the Empire's attempt on his life. He escapes to the Outer Rim, and is picked up by Czar and his forces. There he is offered a promotion to general, to which he accepts.

15 BBY –

- Emperor Vader, tired of Mon Mothma's open opposition to him in the Senate, brands her a traitor

and calls for her immediate arrest and execution. Mon Mothma barely escapes Imperial Center alive.

- On Geonosis, Mon Mothma is quickly asked to organize a leadership council for the new Rebellion, by General Czar. Mothma invites Czar, Bel Iblis, and Bail Organa to join her in this council of war. With one dissenting opinion, Mon Mothma is elected leader of the Rebel Alliance. She quickly tasks the members of the council into gathering information on current resources and to begin recruiting insurgents to implant in countless worlds.
- Mon Mothma moves to secure money and supplies for her rebellion, speaking to worlds secretly unhappy with the Empire.
- After much debate, Czar finally agrees to permanently outlaw cloning for good. A couple of clone templates are still retained, but only for emergency purposes.
- For the next thirteen years the Rebellion begins to organize slightly and strike back effectively at the Empire. Some of the missions which begin the attacks against the Empire are ship thefts, hit and run attacks on shipping and supply routes, and separates the remaining starships and capital ships into three fleets. The first fleet is assigned to General Czar, the second fleet is assigned to General Bel Iblis, the third fleet is assigned to protecting Mothma and which ever location she bases the Rebellion. The Empire, in response, commits many purges of the government and of worlds, usually at the cost of the people.

8 BBY –

- While Meditating, Emperor Vader hears a call through the Force from deep beneath the Imperial Palace. Finding another of Palpatine's hidden bunkers, Vader finds a lone stasis chamber holding a naked man. The body floating in the chamber is covered head to toe in scars unlike Vader has ever seen. Once released, the young man senses Vader's seemingly fathomless evil; prostrates and introduces himself as Darth Masiciss, Palpatine's last apprentice.

- Darth Vader's tolerance for the failures of Darth Corruptus at locating Kal Remos is at the breaking point. Vader comes to the conclusion that he will have to replace Corruptus soon and decides that Masiciss will prove to be an ideal replacement, upon which Vader begins to train Masiciss unmercifully.
- Mon Mothma gathers numerous smugglers and criminals to join her insurgency groups, and with its limited resources buys entry into several key Imperial worlds, such as Mon Calamari, Kuat, and Thyferra.
- Insurgents in Thyferra are found and executed; Mon Mothma decides further infiltration may be too risky due to the Imperial safeguards on the bacta cartel.
- Rumors of the Shadow Hand begin to spread throughout the Core worlds, as she continues to add to the list of vanquished Jedi.

7 BBY –

- After years of resisting the Empire, and with the loss of the majority of its population as well as much of its mineral resources, the Empire abandons Dorig. The remaining 600 million Druick and the 1 million Druick declare their world completely free and independent.
- In a battle between Darth Corruptus' star destroyer, the *Cadaver*, and Kal Remos's *Indomitable*, Kal proves his superiority over Corruptus and outflanks the *Cadaver*. The *Cadaver* is destroyed with all hands.
- Darth Masiciss is sent to suppress the population on Caamas, rumored to hide a Jedi. Masiciss leaks his impending target to known rebels, in order to lure Kal Remos out of hiding, since he is unable to resist saving innocent people.
- The dying words of one of Kal Remos' scouts' leads him to Masiciss's intended target and has the *Indomitable* leave immediately for Caamas. On arrival, Kal Remos takes his personal shuttle to the surface to attempt a rescue of the hiding Jedi. While on the surface of Caamas, Darth Masiciss's

fleet of 6 Star Destroyers flank the *Indomitable*. Kal is ambushed on the surface by Darth Masiciss and the duel is long and deadly as both Kal and Masiciss suffer wounds. Kal manages to learn that the Sith apprentice lured him to the trap as he gives an order to the Imperial Fleet, and turbolasers begin to destroy the city around them. Kal barely manages to escape the crumbling buildings and returns to his ship in orbit. The *Indomitable* is badly damaged, and only around 1000 people of the 4000+ crew survive the brutal assault. Kal returned to his bridge to find his cousin Rian had died in a bridge explosion. Kal and the survivors vow to avenge Caamas lives as they witness Caamas's cities destroyed and its atmosphere burning. Unknown to anyone, is that Shadow Hand had received the Caamasi planetary shield activation codes from a clan of Bothans, and the shields were deactivated to allow the Imperial orbital bombardment to destroy all life on the planet. Kal Remos later learns that as punishment for his escape, Masiciss had the world carpet bombed, which left nothing living on the surface.

- Kal Remos and the *Indomitable* survivors limp to a secluded system nearby Caamas, in order to assess the damage to the *Indomitable*, and to lick their wounds.
- Kal Remos, Jedi Master, searches the Force to find answers as to why Caamas had to suffer, and realizes his error. His making the war his mission was not the Will of the Force, and his actions lead to his intentions becoming clouded, thus making it easier to be manipulated by the Dark Side controlled by Darth Masiciss. Kal Remos leaves the *Indomitable* in the control of its new Captain and with an assault shuttle, leaves for the Unknown Regions of the galaxy to atone for his actions.
- Moff Tarkin, wanting to prove that the delays in the Death Star projects are worth while, begins construction of a smaller scale weapon that will be completed far sooner.

3 BBY –

- Rebels begin to infiltrate the main shipyards of RHE at Kuat and filter secrets to the Council of War. After learning of the next prototype Star Destroyer the rebels begin to plan its sabotage or theft.
- Incom Corporation sells a design of a new space superiority starfighter design and an improvement of a clone war design to a front-company that funnels supplies to the growing Rebellion. Rumors reach Vader of the new X-wing and ARC-180, and he immediately moves to nationalize the corporation. Shortly before this happens, Rebel agents successfully rescue the doomed team and their entire blueprints for the new space-superiority starfighter and heavy fighter-bomber.

2 BBY –

- After several years of skirmishes with the Imperial Navy, the two Rebel fleets begin to gain followers and in several organized defections from Imperial controlled systems gain several additional capital warships.
- On the crest of several successful missions, the war council secretly meets on Talus in the Corellian system to discuss the future. The Corellian Treaty is signed by Czar, Mon Mothma, Bail Organa, and Garm Bel Iblis, which details guidelines for creating the Rebel Alliance whose goal is to Restore Democracy to the Galaxy. Prior to the signing of the treaty the Mon Calamari leader Ackbar arrives to sign and participate in the Alliance in person if his planet won't commit to the ideal.
- Emperor Vader promotes 10 Imperial Admirals and two political organizers to the newly created position of Grand Admiral. These officers are as follows: Admiral Martio Batch, Admiral Nial Declann, Admiral Grant, Admiral Josef Grunger, Admiral Afsheen Makati, Admiral Danetta Pitta, Admiral Pecatti Syn, Admiral Miltin Takel, Admiral Osvald Teshik, Admiral Zaarin, Rufaan Tigellinus, and Ishin-Il-Raz.

- General Czar finally forgoes his fabricated persona and once again takes his original name, Kehaiji Wei'Lasu. Kehaiji is named Supreme Commander of the Rebel Alliance Fleet by the council.
- After years of being under control of the IPP and being raped of its skilled technicians to work in the orbital shipyards. Mon Calamari's undersea cities are fostered into productive rebel groups and cooperate with all three Rebel Fleets to finally overthrow their enslavement. With the three combined fleets in orbit and the many Mon Calamari and Quarren rebels spread throughout the shipyards and cities the Imperial garrison is quickly overthrown. The Rebel Alliance leaves the second fleet in system and stages the other two fleets in adjacent systems to await the formalization of the planetary defenses.
- The Rebels, who had infiltrated RHE, discover a way to steal the advanced Star Destroyer RHE is currently finishing, which they are to set in motion: the Rebel operatives are to bring in additional saboteurs as well as gathering those scientists who wish to defect.
- RHE finally unveils the newest generation of Star Destroyers, named the *Regno*-class Star Destroyer. Sporting advance shields, thicker hulls, advanced power generators, a viable back-up shield generator design stolen from the Mon Calamari and more weapons thought imaginable on a capital ship of its size. The prototype ship called the *Imperial Legacy*, and is considered decades ahead of its time. Just before its first shakedown, a ship wide fire alarm is set leading to an evacuation. As everyone leaves the ship, the Rebels and defectors take the ship into hyperspace with little fight or reaction from the stunned commanders of the Kuat Orbital Fleet. Immediately, an Imperial investigation is held that discovers that the fire was a ruse.
- The newly captured vessel, renamed the *Legacy* by its new crew, is on its way to Mon Calamari, when its hyperdrive is disabled by Imperials who weren't evacuated. The skeleton crew of Rebels

spends hours searching for the saboteurs but can not locate them before the Kuat Fleet arrives. Desperate, the Rebels activate the repaired hyperdrive and jumps into hyperspace. The Rebels then learn that the hyperdrive was defective due to an Imperial spy injecting a virus into the navicomputer and hyperdrive core. Hours tick away while the rebels attempt to break the vessel out of hyperspace, without causing a catastrophic accident. Once safe to do so, the vessel is brought out of hyperspace to find themselves staring down multiple star destroyers lead by Commander Thrawn. The small crew is overpowered by Thrawn's stormtroopers, and he recaptures the ship. Thrawn decides to keep the ship in secret, for when the time is right.

- Furious at the loss of his most advanced star destroyer, Vader orders the engineers to immediately build a new one. As the engineers rush to comply with the Emperor's demand, Vader orders them to move the construction site to Bastion in the Outer Rim.

1 BBY –

- Emperor Vader institutes Operation Strike Hard against the growing Rebel Alliance, but only succeeds in chasing the Alliance into hiding.
- A tracking device is found in a food shipment to the Dantooine Rebel Command Base, and as the Rebels hastily leave the system, Mon Mothma is asked to stay with the Rebel fleet, for her own safety. Once the Alliance sets up a new base on Yavin 4, Generals Dodonna and Wei'Lasu feel it's safe for her to resurface.
- Emperor Vader and Darth Masiciss discuss the Rebellion and devise a plan to use the new *Death's Eye* as a lure to bring the Rebels out of hiding so that they can be destroyed. Vader, secretly with Masiciss and Shadow Hand, begins to set up several rumors to bring information to the Rebels about the *Death's Eye*. Grand Moff Tarkin is advised of the plan and suggests several fraudulent secrets to reveal to the Rebels, who may

attempt to use the information to destroy the *Tarkin*.

- 16 years after its creation, the IPP is lauded as a great success, rebuilding worlds like Utapau and Bاندomeer back from their devastated state.
- A study is done to see the profitability of modernizing the old *Victory I* Star Destroyers and *Dreadnaughts* still in Imperial service. Under the Fleet Rehabilitation and Modernization program or FRAM program, it was found that both ships could be modernized for a reasonable price. Emperor Vader approves the plan, bent on keeping as many ships in service to counter the rise of the Alliance. The FRAM program begins a year later.
- Reports come in of a new terrible weapon having been completed by the Empire, called the *Death's Eye*. Mon Mothma makes it a top priority of the Rebel Alliance to figure out what exactly the *Death's Eye* is and what it is capable of doing. Princess Leia Organa, working in the Imperial Senate with her father Bail Organa, begins to search through Senate files for any details on new projects funded through the IPP.

Emperor Vader



All of Vader's short life he desired a purpose. Fate brought him before the cell donor, and in a blinding instant he nearly lost his existence. Yet when he was given life again by Palpatine, his existence was meaningless. He was worse than a clone....he is now less than human...a mechanical monster. So Vader struck out in anger, choking Palpatine for taking away his existence. And once Palpatine was killed, Vader realized his life meant even less, unless.....through his own efforts could one be found. A purpose....A beginning....A grand design...One no one would ever forget....He would become Emperor.

Yet being Emperor meant a lot for someone who knew little about politics. His new existence would come to an end unless he had help. Former allies of Palpatine, the Separatists and the peace movement in the Senate all threatened his existence. He called on Kilo'Khan to come to him. Desperate to keep his existence, Vader offered Kilo'Khan death or eternal servitude, to which Kilo'Khan chose the latter. Vader would rule everyone through fear. They would fear of his existence, and he would never be forgotten.

He would become the savior for *his* galaxy!

And fear they did. He crushed all that stood in his way. The Separatists were a scourge he burned from the face of the galaxy. The Order of the Blade enforced his will

by the blade, with Shadow Hand being his dagger in the darkness. The military could stand proudly on every world, spreading his words of unity under Emperor Vader to create a true utopian society.

But most of all, the Jedi would be a dark legend of old, never to be mentioned again. He represented all that was Jedi, so he poured his hatred of him into his anti-Jedi propaganda. Anakin led them all down this selfish path, corrupting those few who had any chance to be redeemed. The Jedi were not saviors, but killers and child snatchers, they were not defenders of justice, but racketeers for big business, and they were not about defending the people, but controlling them for their own selfish end! One Jedi held a place of honor, though. Vader held the one man, no, demon spawn, in utter fear and bitter contempt: Anakin Skywalker. He vowed he would personally find Anakin Skywalker and his kin and put them through the pain, the same *agony*; he went through on Mustafar again, and again, and again until they were no more.

One man continued to challenge Vader in his rule: Kal Remos. Darth Corruptus continually failed to kill him, making this mere Jedi become a hero. Remos challenged his existence, yet Corruptus failed to extinguish him. And so Vader meditated on the Force to find his answer to this rising demon of the Jedi and he found Darth Masiciss. He seemed familiar to him, yet different. Vader felt an odd kinship with Masiciss for he was without an existence and having also been rebuilt by Palpatine. So Vader gave him existence: kill Kal Remos. And while he did not kill Remos, he crushed the spirit and will of this Jedi, ending this threat to Vader's existence.

With the danger of Kal Remos eliminated, Vader hoped his regime, his existence, would be secure. Not so, it seemed. The Rebellion lived on, the ideals Remos held so dear had been passed on to General Czar and Mon Mothma, and so Vader would have them hunted down until the flames of rebellion became smoldering ashes!

Emperor Vader: Adult Male Human, Fringer 1/Jedi Guardian 8/Sith Acolyte 4/Sith Lord 6; **Init** +3 (+3 Dex); **Def** 23 (+0 Dex, +13 Class); **Spd** 6m (Armor); **VP/WP** 145/15; **Atk** +21/+16/+11/+6 melee (1d3+4, punch), +20/+15/+10/+5 ranged (by weapon), +23/+18/+13/+8* melee (6d8+4, crit 19-

20, Lightsaber); **SQ** Clone, Dark Side, Deflect (Attack -1, Defense +2, Extend Defense and Attack), Fringer bonus class skill (Repair), Increase Lightsaber damage +4d8, Minions, Resource Access, Skywalkers gain the Force-Sensitive feat for free and ignore the "Force Level 1st" prerequisite when selecting the primary Force feats [Control, Sense, and Alter]; **SV** Fort +19, Ref +16, Will +14; **SZ** M; **FP**: 9; **DSPs**: 29; **Rep**: +5; **Str** 19, **Dex** 17, **Con** 15, **Int** 14, **Wis** 14, **Cha** 14.

Equipment: Battle Armor [Heavy, Dark Side Imbued] (Damage Reduction: 10), Comlink, Cybernetic Arm [Advanced], Cybernetic Leg [Advanced] x2, Lightsaber, Utility Belt

* Emperor Vader has constructed his own Lightsaber.

Skills: Craft (lightsaber) +8, Diplomacy +8, Hide -3, Intimidate +15, Knowledge (Podracing) +6, Knowledge (Sith lore) +11, Knowledge (Tatooine) +6, Pilot +17, Read/Write Anzat, Read/Write Basic, Read/Write Cheunh, Read/Write Huttese, Read/Write Sith, Repair +7, Search +6, Speak Anzat, Speak Basic, Speak Cheunh, Speak Huttese, Speak Sith, Spot +6, Survival +5.

Force Skills: Affect Mind +8, Alchemy +14, Battlemind +18, Drain Energy +14, Drain Knowledge +10, Enhance Ability +16, Farseeing +10, Force Defense +13, Force Grip +15, Force Strike +9, Heal Another -4, Heal Self +6, See Force +8, Telepathy +6.

Feats: Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (lightsaber, Sith sword), Force-Sensitive, Gearhead, Improved Critical (Lightsaber), Power Attack, Skill Emphasis (Pilot), Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, primitive weapons, simple weapons, vibro weapons).

Force Feats: Alter, Attuned, Control, Drain Force, Dun Möch Mastery, Hatred, Knight Defense, Lightsaber Defense, Master Defense, Mettle, Rage, Sense, Sith Sorcery.

Darth Corruptus



By the end of the Clone Wars, the woman named Sev'rance Tann had become lost. Her master had left her, only to return and leave again. She begged him to stay, to help the Separatists win the war and bring democracy back to the Galaxy. Yet Anakin Skywalker felt he and his followers place was in the shadows, away from the war and the Sith. Unsure of what to do, Tann continued to fight on Mygeeto, but with less vigor and enthusiasm as she did before. She knew deep down she would never see her master, the man she revered ever again. Once the Separatists won Mygeeto, Tann disappeared.

She wandered the galaxy, trying to make sense of it all. Had she angered her master? Was it wrong to stay and fight then hide with her master? Was it right to run away from a war that is consuming the galaxy? She quickly became deeply depressed and went mercenary for the rest of the war, selling her greatest and only skill while trying to find her hidden master. She would find him, she was sure!

Yet she didn't find him, and the war ended, the Separatists had lost. Falling even deeper into depression with this news, she became bitter, introspective. Her bitterness led her to become deep intertwined in the dark side of the force. That is how she became found by Emperor Vader.

Searching for a new apprentice after executing the questionable Sly Moore, Vader by chance found Sev'rance. Vader immediately recognized her and was prepared to kill her, until he realized she was surrounded by the corrupting force of the dark side. Seeing an opportunity to snuff his donor and gain a trained apprentice, he approached her. Offering her a place by his side, she hesitated based on her masters warning about the Sith. Probing her mind, Vader

saw her weakness, her inner fear, her deepest desire. Vader told her a secret: he was Anakin Skywalker, and he had returned for her finally.

He told her of the tale of betrayal by his former Bendu, led by Kal Remos. Anakin tried to valiantly save the Separatist Council, but Remos slaughtered them all leaving him for dead at the lava fields of Mustafar. Luckily for Anakin the Sith saved him after the duel with Kal Remos. They promised to restore him to a function state if he would serve the Sith, which he readily did. And when Vader killed Palpatine, he had become Emperor to help bring about real change. Now he wanted Sev'rance to return to his side to help save the galaxy.

Sev'rance Tann fully believed Vader, delusional from the dark side of the force as well as unable to realize he was Anakin's clone. She the tale of her master's betrayal filled her with rage and sadness. The Jedi and the Bendu had betrayed her master because of that vile Kal Remos. The man she had loved as her master was barely alive now, a mechanical monster and a shell of his former self. She agreed all too happily agreed to join him, and hence forth she would be known as Darth Corruptus.

She happily did everything her master told her, sliding deeper into the dark side. Yet the one thing she could not do was kill Kal Remos. Every plan and strategy failed against Remos, much to her master's displeasure. She knew her Vader's patience was wearing thin when he re-assigned her to re-take Dorig and Fornique from the rebellion populace, something the military could have taken care of. Yet Remos was found at Dorig, so she quickly went to fight him. This proved to be her end, where she disappeared after losing horribly in a ship to ship battle to Kal Remos. She knew Anakin would not tolerate such failure.

Darth Corruptus: Adult Female Chiss, Soldier 2/Noble 2/Jedi Guardian 6/Dark Side Marauder 7/Sith Warrior 1; **Init** +7 (+3 Dex, +4 Bonus); **Def** 25 (+3 Dex, +12 Class); **Spd** 10m; **VP/WP** 163/12; **Atk** +19/+14/+9/+4 melee (1d4+2, crit 20, punch), +20/+15/+10/+5 or +16/+16/+11/+6/+1 ranged (3d8, crit 19-20, Blaster [Rifle]), +22/+17/+12/+7 melee * (3d8+2, crit 19-20, Lightsaber); **SQ** Dark Side, Deflect (Attack -4, Defense +2, Extend Defense and Attack), Favor

+1, Increase Lightsaber damage +1d8, Inspire Confidence, Noble bonus class skill (Listen); **SV** Fort +16, Ref +16, Will +12; **SZ** M; **FP:** 3; **DSPs:** 14; **Rep:** +7; **Str** 14, **Dex** 16, **Con** 12, **Int** 15, **Wis** 12, **Cha** 17.

Equipment: Blaster [Rifle], Lightsaber, Thermoguard Jumpsuit

* Darth Corruptus has constructed her own Lightsaber.

Skills: Computer Use +6, Craft (lightsaber) +8, Intimidate +9, Knowledge (Jedi lore) +7, Knowledge (Sith lore) +6, Knowledge (Tactics) +11, Listen +6, Pilot +12, Read/Write Cheunh, Read/Write Sith, Search +8, Speak Basic, Speak Cheunh, Speak Geonosian, Tumble +6

Force Skills: Battlemind +9, Drain Energy +7, Enhance Ability +10, Enhance Senses +4, Fear +10, Force Defense +8, Force Grip +13, Force Stealth +7, Force Strike +13, Heal Self +6, See Force +11

Feats: Armor Proficiency (light), Cleave, Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Great Cleave, Improved Critical (Lightsaber), Improved Initiative, Martial Arts, Power Attack, Weapon Finesse (Lightsaber), Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, vibro weapons)

Force Feats: Alter, Control, Form IV Mastery, Hatred, Lightsaber Defense, Malevolent, Rage, Sense.

Shadow Hand

Emperor Vader, in an endless search for those who can do his bidding, finds Force-Sensitive pawns and trains them to fight for his new Empire. Vader's first apprentice Sev'rance Tann failed in her tasks, which lead Vader in search of another follower. Vader's search lead to a renowned Jedi Hunter, who was ultimately molded into Vader's premier huntress. Vader chose not to bring her under his Sith teachings, but pushed the Hand into a deadly weapon of vengeance and death. The Hand underwent advanced cybernetic and nano-technological surgeries, which improved her deadly skills and made her harder to harm.

The mystery behind who the Shadow Hand was before the Clone Wars was never revealed, but slowly during the Rise of the Empire the Shadow Hand continued to make her name known by countless deaths in both

Government offices as well as hidden Jedi. The sudden death of an official often followed a particular distasteful mistake in the Emperor's master plan. The word spread throughout the Empire, to cross Vader was to bring the Shadow Hand to your world. Where the Shadow crossed, numerous bodies were found.

The mystery continued to grow, as she gained more and more power under Emperor Vader's guidance. Once Vader's new apprentice Darth Masiciss was revealed, she was teamed up with the new apprentice to conduct missions as well as to shadow his whereabouts as a safety back up to the Emperor's plans.

The Emperor's Shadow Hand is known to use all types of weapons in her assassinations. She enters a building with few interruptions by using her skills in Illusion and Stealth.

She usually introduces herself to the prey and explains the reason she was visiting, just moments before she kills her prey. The light of recognition of failing the Emperor is the last thing the Shadow watches as her target dies.

Shadow Hand (6 months after joining Vader): Adult unknown humanoid female; Vicari Blade 4/ Scout 5/ Bounty Hunter 6; Init +3 (+3 Dex); Defense 22 (+9 class, +3 Dex); Natural DR 4; Spd 10m; VP/WP 121/36; Atk +17/+12/+7 melee (2d8+2, 18-20, lightsaber) or +16/+11/+6 or +14/+9/+4/+10 ranged (3d6, range 15m, 19-20, stun DC 19, ELG-3A pistol), +15/+10/+5 melee (1d3+2, punch); SQ Tainted, Deflect (defense +1), deflect (attack -4), extreme effort, heart +1, sneak attack +3d6, target bonus +3, trailblazing, uncanny dodge (Dex bonus to Defense); SV Fort +11, Ref +13, Will +9; SZ M; FP 3; DSP 11; Rep +6; Str 15*, Dex 16, Con 13, Int 13, Wis 12, Cha 12.

Equipment: cybernetic implants (suffers -4 on using a Force point), Sith Cortosis combat jumpsuit*, twin personalized SoroSuub ELG-3A blaster pistols, twin personal lightsabers (purple), *Ghostblade* modified medium transport.

Skills: Astrogate +4, Gather Information +10, Intimidate +7, Knowledge (Anzati lore) +8, Knowledge (Jedi lore) +7, Knowledge (streetwise) +6, Move Silently +9, Pilot +10,

Read/Write Basic, Speak Basic, Speak Huttese, Spot +7, Survival +11.

Force Skills: Battlemind +8, Enhance Ability +6, Force Stealth +7, Move Object +10, See Force +13.

Feats: Combat Expertise, Combat Reflexes, Contract Hunter, Exotic Weapon Proficiency (lightsaber), Force Sensitive, Improved Critical (lightsaber), Point Blank Shot, Track, Two-Weapon Fighting, Weapon Finesse (lightsaber), Weapon Proficiency Group (blaster pistols, blaster rifles, simple weapons).

Force Feats: Alter, Control, Sense.

Shadow Hand (Before Battle of Yavin): Adult unknown humanoid female; Vicari Blade 7/ Scout 5/ Bounty Hunter 6; Init +3 (+3 Dex); Defense 24 (+11 class, +3 Dex); Natural DR 4; Spd 10m; VP/WP 156/36; Atk +20/+15/+10/+5 melee (3d8+2, 18-20, lightsaber) or +19/+14/+9/+4 or +17/+12/+7/+2/+13 ranged (3d6, range 15m, 19-20, stun DC 19, ELG-3A pistol), +18/+13/+8/+3 melee (1d3+2, punch); SQ Tainted, deflect (defense +1), deflect (attack -4), extreme effort, heart +1, sneak attack +3d6, target bonus +3, trailblazing, uncanny dodge (Dex bonus to Defense), Vicari Blade, deflect (extend attack); SV Fort +14, Ref +14, Will +11; SZ M; FP 4; DSP 11; Rep +7; Str 15*, Dex 16, Con 14, Int 13, Wis 12, Cha 12.

Equipment: cybernetic implants (suffers -4 on using a Force point), Sith Cortosis combat jumpsuit*, twin personalized SoroSuub ELG-3A blaster pistols, twin personal lightsabers (purple), *Ghostblade* modified medium transport.

Skills: Astrogate +4, Gather Information +10, Intimidate +7, Knowledge (Anzati lore) +8, Knowledge (Jedi lore) +7, Knowledge (streetwise) +6, Move Silently +9, Pilot +10, Read/Write Basic, Speak Basic, Speak Huttese, Spot +7, Survival +11.

Force Skills: Affect Mind +7, Battlemind +12, Enhance Ability +8, Force Defense +7, Force Stealth +7, Heal Self +6, Illusion +7, Move Object +10, See Force +13.

Feats: Armor Proficiency (light), Combat Expertise, Combat Reflexes, Contract Hunter, Exotic Weapon Proficiency (lightsaber), Force Sensitive, Improved Critical (lightsaber), Point Blank Shot, Track, Two-Weapon Fighting, Weapon

Finesse (lightsaber), Weapon Proficiency Group (blaster pistols, blaster rifles, simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Knight Defense, Mettle, Sense.

Shadow Hand (Before Battle of Kashyyyk): Adult unknown humanoid female; Vicari Blade 9/ Scout 5/ Bounty Hunter 6; Init +3 (+3 Dex); Defense 25 (+12 class, +3 Dex); Natural DR 4; Spd 10m; VP/WP 156/36; Atk +22/+17/+12/+7 melee (3d8+2, 18-20, lightsaber) or +21/+16/+11/+6 or +19/+14/+9/+4/+15 ranged (3d6, range 15m, 19-20, stun DC 19, ELG-3A pistol), +20/+15/+10/+5 melee (1d3+2, punch); SQ Tainted, deflect (defense +1), deflect (attack -4), extreme effort, heart +1, sneak attack +3d6, target bonus +3, trailblazing, uncanny dodge (Dex bonus to Defense), Vicari Blade, deflect (extend attack), increased lightsaber critical, block; SV Fort +15, Ref +15, Will +11; SZ M; FP 5; DSP 11; Rep +8; Str 15*, Dex 16, Con 14, Int 14, Wis 12, Cha 12. .

Equipment: cybernetic implants (suffers -4 on using a Force point), Sith Cortosis combat jumpsuit*, twin personalized SoroSuub ELG-3A blaster pistols, twin personal lightsabers (purple), *Ghostblade* modified medium transport.

Skills: Astrogate +4, Gather Information +10, Intimidate +7, Knowledge (Anzati lore) +8, Knowledge (Jedi lore) +7, Knowledge (streetwise) +6, Move Silently +9, Pilot +10, Read/Write Basic, Speak Basic, Speak Huttese, Spot +7, Survival +11.

Force Skills: Affect Mind +9, Battlemind +12, Drain Knowledge +8, Enhance Ability +8, Force Defense +8, Force Stealth +7, Heal Self +6, Illusion +10, Move Object +12, See Force +14.

Feats: Armor Proficiency (light), Combat Expertise, Combat Reflexes, Contract Hunter, Exotic Weapon Proficiency (lightsaber), Force Sensitive, Improved Critical (lightsaber), Point Blank Shot, Track, Two-Weapon Fighting, Weapon Finesse (lightsaber), Weapon Proficiency Group (blaster pistols, blaster rifles, simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Knight Defense, Mettle, Sense.

Sith Cortosis combat jumpsuit: Vader and his top alchemists and engineers devised the suit of armor the Shadow Hand wears on missions. The suit is an advanced version of a standard combat jumpsuit, with cortosis weaves woven through the fabric as well as imbedded in the small ceramic plates protecting vital areas. The jumpsuit is designed around the Hand's specific genetics and body structure. With most standard technologies the suit's helmet gives the Hand a technology bonus of +2 to both Spot and Listen checks as well as having macrobinocular features, infrared sensors (sight up to 20m in darkness), military comlink, and broadband antenna/signal interceptor. The helmet also gives the Hand access to a hands free datapad mounted in the armor. The data link system is projected into a heads up display and allows the Hand to access stored information as a free action. The suit is alchemically designed with Damage Reduction 10 and a +2 bonus to strength when wearing the suit. As an added feature, the Emperor's alchemists also treated the jumpsuit to also cloak itself from the Force. It provides an inherent +6 equipment bonus to Force Stealth checks.

The suit is designed in a dark black template and the optic viewport can emit light in varied colors for use in dramatic situations. The following are on board features exclusive to the suit: garrote wire (right wrist), fine mist poison dispenser (left wrist), retractable auto-security lockpick (Disable Device +10)(left arm), liquid cable dispenser with grappler launcher (left arm), sonic generator (those without ear protection roll Fort save DC 15 or suffer stun for 1d4 rounds)(right arm), and smoke generator (floods a 30 ft x 30 ft x 30 ft area in a round)(rear belt). The suit also has several hard point connectors along the belt to hold pouches for additional items, as well as clips for hanging lightsaber handles as well as two thigh mounted gun holsters.

Shadow Hand's Cybernetics: The Hand was given several cybernetic implants to enhance her prowess. The Engineers in the Emperor's design team used numerous nano-technologies to insert and built her improvements. The Hand was given an advanced BioTech Superstructure Skeletal Reinforcement giving her increased wounds as well as a natural DR 4. The designers then installed a tremor

sensor into the feet of the Hand giving her the ability to sense the movement of others walking along the ground within 20 meters of her location. They implanted a processor to aid the Hand in deciphering information gathered from the sensors, as well as audio and visual details gathered by her natural senses. The processor grants the Hand a technology bonus of +2 to Spot, Search, and Listen checks as well as granting a +2 to the Wisdom check the Jedi make when surprised.

GhostBlade

When Emperor found his secret weapon Shadow Hand, he began to gather resources to aid in her task of eliminating threats to his reign. One of the first objectives was designing a new starship to bring the deadly assassin to her prey. The starship was a modified prototype from Sienar Fleet by a panel of 10 engineers who have all been eliminated so as to keep the secrets of the ship from leaking. The starship hosts advanced engineering not seen in any typical Imperial vessel and through its unique design grants the Shadow Hand another weapon in her fight to grow fear in her prey.

The black armor of the vessel is set against red trim and deep purple highlights giving the vessel a phantom quality. The advanced cloaking design and sensor dampening technology gives the *Ghostblade* an advantage to sneaking into planetary defenses without detection.

The starship also houses a flight deck/cargo area large enough to support any starfighter class vessel, ground vessels such as her tactical speeder and an antigravity flight pack. The starship is design to have advanced automated systems allowing the ship to be piloted by the Shadow Hand alone. To handle additional problems and engineering issues the Hand was given a droid quartermaster who has skills in starship engineering. The droid was built on an enforcer frame and still carries a soldier programming package for emergencies and security measures.

Tex: TX-270 series combat/repair droid, Soldier 7/Expert 4; Init +2 (+2 Dex); Defense 19 (+7 class, +2 Dex); DR 4; Spd 10 m; VP/WP 68/14; Atk +10/+5; SV Fort +8, Ref +5, Will +7; SZ M; Rep +3; Str 14, Dex 14, Con 14, Int 14, Wis 12, Cha 12. Challenge Code E.

Equipment: Light armor, heuristic processor, locked access, sensors (infrared vision, improved sensors, motion sensors, telescopic sensors), SW-95 message transceiver, retractable vibroblade.

Skills: Astrogate 6 ranks (+8), Computer Use 6 ranks (+8), Craft (starship engine) 7 ranks (+9), Demolitions 6 ranks (+8), Disable Device 8 ranks (+10), Intimidate 8 ranks (+9), Knowledge (technology) 5 ranks (+7), Knowledge (tactics) 7 ranks (+9), Pilot 8 ranks (+10), Listen 4 ranks (+7), Read/Write Basic, Read/Write Binary, Repair 12 ranks (+14), Speak Basic, Speak Binary, Speak Verpine, Spot 5 ranks (+8).

Unspent Skill Points: 0

Feats: Ambidexterity, Armor Proficiency (light), Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Starship Operation (space transport), Two-Weapon Fighting, Weapon Group Proficiency (blaster pistol, blaster rifle, heavy weapons, simple weapons, vibro weapons).

Craft: Heavily modified Sienar Fleet Systems LRL-X150 luxury liner; **Class:** Space Transport; **Cost:** not for sale; **Size:** Medium (100 m long); **Initiative:** +3 (+0 size, +3 crew); **Crew:** 1 (expert); **Passengers:** 12; **Cargo Capacity:** 60 metric tons; **Consumables:** 3 months; **Hyperdrive:** x0.5 (backup x10); **Maximum Speed in Space:** Ramming (11 squares/action); **Atmospheric Speed:** 1,000 km/h (17 squares/action); **Maneuver:** +12 (+0 size, +10 crew, +2 engine quality); **Defense:** 20 (+0 size, +10 armor); **Shield Points:** 100; **Hull Points:** 200; **DR:** 20.

Weapon: Escort quad laser cannons, 2 fire linked (autofire weapon); **Fire Arc:** front; **Attack Bonus:** +27 (+0 size, +19* crew, +8 fire control); **Damage:** 5d10x2; **Range Modifiers:** PB +0, S +0, M -2, L n/a.

Weapon: Heavy ion cannon, partial turret; **Fire Arc:** front right and left; **Attack Bonus:** +21 (+0 size, +19* crew, +2 fire control); **Damage:** 5d10x2; **Range Modifiers:** PB +0, S +0, M +0, L -2.

Weapon: Proton torpedo launcher, 6 tubes fire-linked in 2 triple sets (4 missiles each); **Fire Arc:** front; **Attack Bonus:** + (0 size, +19* crew, +8 fire control); **Damage:** 9d10x2; **Range Modifiers:** n/a.

Weapon: Tractor beam projectors, 2 turrets; **Fire Arc:** keel right, keel left; **Attack Bonus:** +21 (+0 size, +19*

crew, +2 fire control); **Damage:** special; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Sensor mask; **Fire Arc:** n/a; **Attack**

Bonus: n/a; **Damage:** Special (+6 to DC of all Computer Use checks to find the ship with sensors); **Range Modifiers:** n/a.

* crew bonuses are Shadow Hand's stats from before the Battle of Yavin.

Darth Masiciss

Anger. Rage. Despair. Rebirth.

Awoken in pain and fear. The mind begins to rebuild its memories, but the only ones to resurface is the sight of your body falling. Darkness has been your only respite from the pain and now the words of calm come to you bringing warmth and reasoning. Time moves in slow motion and you lose track of how long you hear the voices, you learned to replace the pain with anger and your body rebuilds itself in the womb of your hatred.

Emperor Vader found the man known as Darth Masiciss in an icy chamber beneath Imperial Palace. Masiciss woke up and learned Vader was his Emperor and felt the weight of servitude to this new Master. Vader brought the revived Masiciss under his wing and spent countless hours in training until Darth Masiciss was introduced to the Imperial Court as the new apprentice to the Emperor.

Darth Masiciss is a solitary man, who quickly learned he was brought back from death by Chancellor Palpatine years ago, and left in medical stasis while his extensive clone surgeries healed. Upon studying his healing chamber he learned of his past, but his decades of angry meditation leave him a twisted memory of whom he was. The dark Jedi's body is lined with scars from countless surgeries repairing injuries and organ replacements. Masiciss is a brooding, tortured soul who began to vent his anguish and hatred onto others. Masiciss continues to search for technologies to keep his fractured body from turning into a cybernetic horror like his Master's. Emperor Vader of course knows this weakness.

Darth Masiciss took his new job of learning Sith teachings from Vader as a task worthy of his attention if only to gain the knowledge of transferring his mind to another body. Vader uses this carrot as a way to manipulate the tortured Masiciss, but as long as Masiciss's missions continue to allow him to harm others he seems content with the confinement in the apprenticeship with the Emperor. Masiciss leads his forces in hunting Jedi, and forcing the hunted Jedi to realize their inadequate view of the Force. Many Jedi die in the combat, but a few make it into Darth Masiciss's dungeons where they are subjected to torture by droids and Masiciss.

Darth Masiciss: (Before Battle of Yavin) Jedi Corruptor 10/ Sith Lord 2; Init +3 (+3 Dex); Defense 22 (+9 class, +3 Dex); Spd 10m; VP/WP 7d10+3d6+2d10+16/14; Atk +13/+8 melee (4d8+2, 19-20, lightsaber) or +12/+7 ranged; SQ Deflect (defense +2), deflect (attack -2), Jedi Blade, Force drain, deflect (extend defense and attack), Force corruption, resource access; SV Fort +11, Ref +10, Will +12; SZ M; FP 6; DSP 14; Rep +3; Str 14, Dex 16, Con 14, Int 14, Wis 16, Cha 15. * Note Darth Masiciss traded 8 levels of Jedi Guardian for Jedi Corruptor levels, which replaces all class abilities, but not previously awarded skills or vitality.

Equipment: Dark Cortosis combat jumpsuit DR 8*, personal lightsaber, 2 miniature lightdaggers*, torture tool pouch, Flagship.

Skills: Balance +8, Bluff +5, Computer Use +4, Craft (lightsaber) +6, Diplomacy +5, Gather Information +5, Intimidate +13, Jump +6, Knowledge (biology) +6, Knowledge (Jedi lore) +6, Knowledge (Sith lore) +10, Pilot +6, Read/Write Basic, Repair +4, Speak Basic, Speak Shyriiwook, Sense Motive +5, Tumble +7.

Force Skills: Alchemy +5, Affect Mind +10, Battlemind +10, Drain Knowledge +4, Empathy +6, Enhance Ability +8, Enhance Senses +6, Force Defense +6, Force Lightning +4, Force Grip +6, Force Stealth +5, Heal Self +5, Illusion +6, Move Object +10, See Force +7.

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (lightdagger), Exotic Weapon Proficiency (lightsaber), Force Sensitive, Lightsaber Form II Mastery, Quick Draw, Weapon Finesse (lightsaber), Weapon Proficiency Group (blaster pistols, simple weapons).

Force Feats: Alter, Attuned, Burst of Speed, Control, Force Mastery, Hatred, Knight Defense, Lightsaber Defense, Mettle, Sense.

Darth Masiciss's Dark Cortosis combat jumpsuit: The standard combat jumpsuit was crafted by mastercraft trained engineers assigned to Imperial Center. The jumpsuit armor was then weaved by Masiciss into a blend of armor and cortosis weave. The suit was then alchemically treated with several special properties to grant the wearer additional powers. Masiciss first empowered the suit to withstand additional damage by granting it 5 additional points of damage reduction. The suit was also granted a +2 Force bonus to Force Stealth checks. The suit is tailored to fit Masiciss, and the helmet has a full suite of optics and audio devices, which grants the wearer +4 to Spot and Listen checks. The suit also grants +2 to environment checks for both hot and cold weather.

Lightdagger, miniature: Through advanced miniaturization Masiciss had several pen sized lightsaber daggers created for use in his torture sessions. These miniature lightsabers are not usable as a melee weapon, but can be used for throwing, and detailed cutting. Masiciss uses the blades on victims of his torture sessions due to the intense pain the blades cause as the wounds cauterize around the slim energy beam. The handles are 4 inches long and have the diameter of a large pen. The energy blade length reaches 4 inches and is designed to emit along the deep red spectrum. The damage inflicted by the miniature Lightdagger is 1d6. Due to the extreme difference in the lightdagger, the special ability gained by Jedi and Sith regarding additional lightsaber damage does not apply to the use of the lightdagger. When used as a knife the blade is ineffective due to its small handle and the possibility that it could damage the user. The only way to use the device without suffering -4 to hit is to obtain the Exotic Weapon Proficiency (lightdagger).

Lightsaber Form II Mastery: You are a master of the ancient and elegant fencing style Makasi, giving you a distinctive edge in lightsaber duels. A character with this feat gains a +4 bonus on all attack rolls (including rolls to disarm and avoid being disarmed) when both he and his opponent

are wielding lightsabers of any kind. Furthermore, he gains a +2 dodge bonus to his Defense under the same conditions.

Darth Masiciss: (Before Battle of Endor) Jedi Corruptor 10/ Sith Lord 6; Init +3 (+3 Dex); Defense 24 (+11 class, +3 Dex); Spd 10m; VP/WP 7d10+3d6+6d10+16/14; Atk +16/+11/+6 melee (6d8+2, 19-20, lightsaber) or +16/+11/+6 ranged; SQ Deflect (defense +2), deflect (attack -2), Jedi Blade, Force drain, deflect (extend defense and attack), Force corruption, resource access, Sith battle prowess x2, Sith secrets, minions; SV Fort +13, Ref +12, Will +14; SZ M; FP 6; DSP 16; Rep +6; Str 14, Dex 16, Con 14, Int 14, Wis 16, Cha 16.

* Note Darth Masiciss traded 8 levels of Jedi Guardian for Jedi Corruptor levels, which replaces all class abilities, but not previously awarded skills or vitality.

Equipment: Dark Cortosis combat jumpsuit DR 8*, personal lightsaber, 2 miniature lightdaggers*, torture tool pouch, Flagship.

Skills: Balance +8, Bluff +9, Computer Use +4, Craft (lightsaber) +6, Diplomacy +9, Gather Information +9, Intimidate +13, Jump +6, Knowledge (biology) +6, Knowledge (Jedi lore) +6, Knowledge (Sith lore) +10, Pilot +6, Read/Write Basic, Repair +4, Speak Basic, Speak Shyriiwook, Sense Motive +9, Tumble +7.

Force Skills: Alchemy +7, Affect Mind +10, Battlemind +10, Drain Knowledge +6, Empathy +6, Enhance Ability +8, Enhance Senses +6, Force Defense +8, Force Lightning +6, Force Grip +8, Force Stealth +7, Heal Self +5, Illusion +8, Move Object +10, See Force +9.

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (lightdagger), Exotic Weapon Proficiency (lightsaber), Force Sensitive, Lightsaber Form II Mastery, Quick Draw, Weapon Finesse (lightsaber), Weapon Proficiency Group (blaster pistols, simple weapons).

Force Feats: Alter, Attuned, Burst of Speed, Control, Force Mastery, Hatred, Knight Defense, Lightsaber Defense, Master Defense, Mettle, Sense, Sith Sorcery.

Order of the Blade

The Order of the Blade was created by Emperor Vader to educate, train, and locate Force Sensitive humanoids. In

the beginning Vader selected three Dark Jedi he gathered around his new government and set them into a new triumvirate of power. Through his study of Palpatine's notes on Dark powers and Sith teachings Vader taught the triumvirate two new pathways to Force powers and dominance. The triumvirate set about building its structure through the gathering other trainees and by corrupting young Force Sensitives.

Emperor Vader trained the triumvirate in two new paths for Dark Jedi to learn the vast power the Dark Side can give to its devotees. These paths were learned by Vader's study of Palpatine's Sith teachings and numerous Sith holocrons Vader inherited with the throne. With new training paths and unlimited resources at hand the triumvirate quickly set about gathering followers for the new Order of the Blade.

Many of these Dark Jedi were recruited from Jedi Knights who turned to the Dark Side during the war, as well as those influenced by Palpatine's dark powers. This organization of Dark Side followers became the public face of the Empire's new Jedi Order. Emperor Vader and the triumvirate organized the dark followers into a feared public group that is unwavering in its zeal of destroying Jedi and maintaining order.

The first pathway of training in the Order was that of the Nefari, and its students were instrumental in bringing additional students to the Order. Where the training of the Nefari focused on corrupting others, the training of the Vicari was focused on the destructive side of the Dark Side and its uses in combat. The Nyceen were a specialized training regiment dedicated to hunting down Force users.

The Order of the Blade also has full access to all Jedi artifacts, with the exception of the Sith holocrons. The Sith Holocrons that the Jedi possessed were one of the first artifacts removed from the Temple when Order Sixty-six was enacted. From the rebuilt and remodeled Jedi Temple, the triumvirate dispatches its Nefari and Vicari Blades to all sectors throughout the galaxy, searching and hunting Jedi and other Force users.

After the first year the new Temple of the Blade was completed atop the Jedi Temple complex and the new Order was already reaching 100 active Dark Jedi. The Triumvirate was organizing the Order into three sections,

controlled by each of the triumvirate. The three sections of the Order were the Vicari, the Nyceen, and the Nefari. The Vicari were lead by the headmaster of the Vicari Blade training schools and typically performed combat orientated missions. The Nefari were lead by the headmaster of the Nefari Blade training schools typically performed scouting, espionage, and diplomatic missions. The Nyceen were lead by the Inquisitor who trained those Jedi students who had already grown under different paths of the Force and typically performed missions to track and capture members of the old Jedi Order.

After five years the Order's numbers blossomed to 300 and the Triumvirate has seen several leaders after the previous Masters were elevated to train with Emperor Vader. The Order has now begun to self-renew its students through the active searching conducted by the Nefari. The Order is now feared throughout the Core Worlds and its resources have grown to include several battalions of Stormtroopers who receive specialized training to support its Force powered leaders. These specialized Stormtroopers are named the Stormbladers (Bladetroopers) and wear black highlighted Stormtrooper armor. As higher rank is attained, the Troopers gain additional specialized armor, eventually granted cortosis weave plates.

The Order of the Blade is now 400 Dark Jedi strong and has built outposts throughout the galaxy to support its missions and personnel. The Order's Leadership still resides on Coruscant in the Temple of the Blade and its old leaders are now known to never return to Coruscant. Rumors abound throughout the Temple as what happens to the outgoing leaders, but no one has learned the truth. The Nefari, Vicari, and Nyceen Blades are now known for their unprecedented loyalty to the Empire and for the cruel manner in enforcing the laws. Disputes resolved through Order of the Blade negotiations seldom return to conflict, and many parties are never heard from again.

The Triumvirate

The Triumvirate oversee the training and assignment of the three divisions under the Order of the Blades. Though there are many Imperial Inquisitors throughout the galaxy and within the Order of the Blade, only those Imperial Inquisitors

that start as either a Nefari Blade or Vicari Blade are allowed to attain the highest rank within the Triumvirate.

Temple of the Blade

The Jedi Temple of the Old Republic was damaged during the rise of Vader's Empire, and the triumvirate set about rebuilding the Temple into a true learning center for Dark side followers. The original five spires atop the Jedi Temple were removed, a new ziggurat rose from the flat top of the Temple. The ziggurat was built using the Yavin Temple as a template and its summit was designed to gather Force energy and allow the triumvirate to amplify its Dark powers.

The Temple of the Blade consists of approximately thirty levels, though no outsider knows for certain – none within its walls are telling. Rumors of dark magic persist among Coruscant's populace, and it is not unheard of an outsider disappearing without a trace. Emperor Vader refuses to dispel these rumors, and the populace fears his retribution.

Nefari Blades

The Nefari Blades seek out to corrupt as many Force-users and Jedi as possible. Focusing on their force of personality, rather than on martial prowess, the Nefari Blades are the undisputed masters of persuasion, influence, with the goal of corruption of their intended targets.

The second most numerous of the sub-factions within the Order of the Blade, the higher level Nefari Blades are tasked with overseeing the training regimen of the initiates of the Order of the Blade.

Vicari Blades

The Vicari Blades, in contrast to the Nefari Blades, seek to pummel any and all threats to the Emperor's grand design. Should a non-Order Force-sensitive proves to be "resistant" to the machinations of the Nefari Blades; the Vicari Blades enter the fray. Patterned after the Jedi Guardians of the now defunct Jedi Order, each individual Vicari Blade is usually teamed up with an individual Nefari Blade as they scour the galaxy for Force-sensitives.

Trained to harness the destructiveness that the Dark Side engenders, the Vicari Blades revel in their

bloodlust. Of the three sub-factions of the Order of the Blade, the Vicari Blades are the most numerous.

Nyceen Blades

The Nyceen Blades began their organization with those the Nyceen Master chose who had skills in hunting down others. On this platform he guided the students into expanding their Force powers into Dark techniques to be able to aid them in their primary task of hunting down Jedi.

In addition to their role as Force-trained hunters, the Nyceen are also tasked with maintaining a watchful eye on those loyal to the Empire. The Nyceen became Emperor Vader's Force using spy network. As an intelligence gathering entity the Nyceen were also given the title of Imperial Inquisitors and in their dealings with those in the Imperial Military are specifically titled as Inquisitor instead of Blade.

Order of the Blade Fleet Resources

The Order of the Blade marshaled the full might of the Imperial war machine and production of Order specific munitions were designed and built to capitalize on the unique abilities and requirements for the new Orders Jedi.

Scimitar Fighter

The *Scimitar*-class starfighter was built and designed by Kuat Systems Engineering Corporation, whose lead engineers chose to improve and enlarge the Delta-7 Jedi Starfighter. The new Delta-11 Scimitar fighter was built in the same triangular hull design, only on a larger chassis -11 meters long.

The design was also expanded to permit a twin cockpit design using the same cockpit frame from the older Delta-7. The two cockpits are side by side separated by the astromech docking port. The engines of the Delta-11 were upgraded to support the new weapon systems as well as to give the Order of the Blade pilots the increased maneuverability their reflexes can grant the agile fighter. The vessel was designed for a pair of Nefari or Vicari to pilot and co-pilot, the duo could then split up the duties of

fighting, granting the small craft unprecedented firepower and versatility.

The craft was built to support two separate turrets flanking the twin cockpits. The turrets were designed to be able to act independently by the two pilots as well as being slaved to fire in the forward fixed position if only one pilot was on board. The turrets were also designed to sit flush with the hull of the ship, and would elevate when active. Underneath the fighter was mounted a light ion cannon turret set forward of the twin engine housings. The twin fire-linked proton torpedo launchers set in the prow of the starfighter round out the armament of this deadly fighter.

The fighter typically is design with a white and grey color scheme with insignia and patterns etched along the cockpits and ailerons. The various pilots also personalize there fighters and numerous Jedi Blades etch starfighter kills along the outside edge of the cockpit canopies.

Craft: Kuat System Engineering Delta-11 Scimitar-class Fighter; **Class:** starfighter; **Size:** Tiny (11 m long); **Cost:** not available for sale, likely valued at 145,000 (new); **Crew:** 1 or 2, and astromech (Expert +8); **Passengers:** 0 or 1; **Cargo Capacity:** 120kg; **Consumables:** 1 week; **Initiative:** +10 (+2 size, +8 crew); **Maneuver:** +13 (+2 size, +3 engine quality, +8 crew); **Hyperdrive:** x1; **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 60 (DR 10); **Hull Points:** 120 (DR 10); **Maximum Speed in Space:** Ramming (11 square/action); **Atmosphere Speed:** 1,200 kHz (20 square/action).

Weapon: Laser Cannon (2 turrets); **Fire Arc:** 1 right turret, 1 left turret; **Attack Bonus:** +15 (+2 size, +6 fire control, +3 engines, +4 crew); **Damage:** 4d10x2; **Range Modifier:** PB +0, S -2, M/L n/a.

Weapon: Light Ion Cannon; **Fire Arc:** turret; **Attack Bonus:** +15 (+2 size, +6 fire control, +3 engines, +4 crew); **Damage:** 3d10x2; **Range Modifier:** PB +0, S +0, M/L n/a.

Weapon: Proton Torpedo Launchers (2 fire-linked, 4 missiles each); **Fire Arc:** front; **Damage:** 9d10x5; **Missile Quality:** Ordinary (+10).

Gladius Shuttle

The Gladius-class shuttle was designed to give the Order of the Blade's Jedi access to combat transport for multiple parties and to aid missions in capture and transport of prey. The shuttle was designed to be a larger starfighter craft that could carry a dozen assets into missions or combat.

The shuttle's silhouette forms a flat arrow that tapers to its three points. The ridge of the ship forms two raised grooves that ends in small fins at the rear of the hull. The ridges hide the twin assault cannons in retractable covers. The twin forward fixed laser cannons unleash a torrent of deadly coherent light giving the shuttle large teeth to use against enemy targets. The shuttle also holds a large proton torpedo launcher that carries 16 missiles. The launcher gives the *Gladius* versatility versus larger targets as well as access to heavier armaments for missions.

The assault shuttle's interior is a narrow compartment which stretches the length of the center hull. The narrow space is designed to be a modular system to allow for a smooth transition from cargo to passengers. The standard shuttle is equipped with the three party cockpit and 9 collapsible seats the length of the compartment. The seats fold into the metal flooring, but can be replaced to allow secret compartments or other types of systems to be installed. The last section of the shuttle is a separate cargo room with wall mounted storage and a two door airlock system to allow the crew to exit the shuttle in space without venting the entire interior.

The typical *Gladius* is designed with a silver finish with blood red and charcoal trim and insignia.

Craft: Sienar Fleet Systems *Gladius*-class Shuttle; **Class:** starfighter; **Size:** Tiny (20m long); **Cost:** not available for sale, likely valued at 275,000 (new); **Crew:** 3 (Expert +8); **Passengers:** 9; **Cargo Capacity:** 50 metric tons; **Consumables:** 1 week; **Initiative:** +10 (+2 size, +8 crew); **Maneuver:** +12 (+2 size, +8 crew, +2 engine quality); **Hyperdrive:** x1; **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 100 (DR 10); **Hull Points:** 200 (DR: 10); **Maximum Speed in Space:** Ramming (10 square/action); **Atmosphere Speed:** 1,200 kHz (20 squares/action)

Weapon: Assault Laser Cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + (+2 size, +6 fire control,

+2 engines, +4 crew); **Damage:** 8d10x2; **Range Modifier:** PB +2, S +0, M -2, L n/a.

Weapon: Proton Torpedo Launcher (16 missiles);

Fire Arc: Front; **Damage:** 9d10x2; **Missile Quality:** Ordinary (+10).

Trident Gunship

The trident-class gunship was designed with massing firepower on an agile frame to be piloted by Blades, while the gunners concentrate fire on targets. The starfighter began as a test bed for a 3 man gun turret system to defend imperial bases, but the designers at Sienar Fleet decided to mount the twin quad lasers to a starfighter frame.

The *Trident* was built along a long fuselage housing the pilot's cockpit and the astromech dock. The rear fuselage tapers to the aft behind the astromech and contains the hyperdrive, shield systems, and the power regulation systems. Under the astromech dock are the forward swept wings ending in the twin gunner pods. The gunner pods of the trident gunship were built above the turreted quad laser cannons. The entire pod is mounted to the wings with a heavy duty swivel system giving the pod full vertical movements for tracking targets. The trident was also designed with a single turbolaser mounted forward of the pilot giving the small gunship three fields of fire which act independently of each other. With three Jedi fielding the trident the currents of deadly laser energy quickly overpower other combat vessels. The trident also houses a small proton torpedo launcher mounted between the dual engines that powers this deadly craft.

The trident is the newest vessel to the Order of the Blade and only a limited amount has been assigned to its Blades. Even with the limited number of these new vessels, they have already earned a reputation among the rebels, when this vessel comes out of hyperspace; most rebel pilots begin to plot an escape vector into hyperspace.

Craft: Kuat Systems Engineering *Trident*-class Gunship;

Class: space transport; **Size:** Small (22 m long); **Cost:** not available for sale, likely valued at 350,000 (new); **Crew:** 3, and astromech (Expert +8); **Passengers:** 0; **Cargo**

Capacity: 300 kg; **Consumables:** 1 week; **Initiative:** +9 (+1 size, +8 crew); **Maneuver:** +11 (+1 size, +8 crew);

Hyperdrive: x1; **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 100 (DR 10); **Hull Points:** 150 (DR 10); **Maximum Speed in Space:** Ramming (10 square/action); **Atmosphere Speed:** 1,000 kHz (17 square/action).

Weapon: Quad Laser Cannons (2 turrets); **Fire Arc:** 1 right turret, 1 left turret; **Attack Bonus:** +13 (+1 size, +8 fire control, +4 crew); **Damage:** 6d10x2; **Range Modifier:** PB +2, S +0, M -2, L n/a.

Weapon: Turbolaser; **Fire Arc:** front; **Attack Bonus:** +14 (+1 size, +8 fire control, +4 crew); **Damage:** 7d10x5; **Range Modifier:** PB -2, S +0, M +0, L -2.

Weapon: Proton Torpedo Launcher (8 missiles); **Fire Arc:** front; **Damage:** 9d10x5; **Missile Quality:** Ordinary (+10).

Capital Ship Fleet

The Order of the Blade is also allocated several capital ship class vessels for the exclusive use by the Order. The Order of the Blade was issued 3 *Venator*-class star destroyers fully loaded with the three new Blade starfighter squadrons, as well as several squadrons of clone piloted starfighters dispersed throughout their fleet. The Order was also issued two *Victory*-class star destroyers and one *Imperial*-class star destroyer. Each vessel has a full complement of soldiers for its starfighter squadrons, except each typically has one of its squadrons reserved for its Blade squadron. Some vessels were also tasked to carry full Blade squadrons for special missions, where its entire complement is replaced with the Blade series of starfighters and Blade pilots.

The *Imperial*-class star destroyer was named *Lacerator* and is commanded by Vicari Master Nito Blootik (Vicari Blade 10, Jedi Ace 3) and is trimmed in blood red along its forward edges.

The two *Victory*-class star destroyers were named the *Disemboweler* and the *Eviscerator* commanded by Nefari Master Sylous Namtor (Jedi Corruptor 8, Jedi Investigator 2, Jedi Master 2), and Inquisitor Loura Blannon (Jedi Corruptor 8, Noble 2, Nyceen Blade 2), respectively.

The *Venator*-class star destroyers were named the *Plague*, the *Descimator*, and the *Despoiler*. The three commanders are Nefari Master Alann Deirlus (Nefari Blade 8, Jedi Master 2), Vicari Master Ravor Talorin (Vicari Blade

7, Jedi Weapon Master 4), and Vicari Master Damvis Zoulus (Vicari Blade 8, Noble 1, Officer 2), respectively.

Each vessel also has a stormtrooper commander of mid-level range to command the ground forces and security detail of the vessel.

Nefari Blade

The creation of the Order of the Blade created a unique opportunity to begin training Force using disciples in Dark Side powers and to indoctrinate them into the culture of using ones emotions to gain power over others. From Palpatine's guiding hand Vader learned vast knowledge of both Sith powers and Dark Side powers, which use the entire spectrum of emotions unlike the previous Jedi Order. Vader passes many knowledges of the Dark Side to the first students of the Order and through those initial teachings the Nefari Blade path was born.

The Nefari Blades main focus is the manipulation of others through both charisma and the Force. Over the next few years as the Order of the Blade slowly recruits more and more students who have the natural abilities to take up this arduous path.

Exploits

From the numerous search missions designed to hunt down missing Jedi Knights to finding and recruiting untrained users of the Force the Nefari Blades of the Order of the Blade are perhaps the most devious of the Jedi Arts. The gifted youngsters trained in the path of the nefari are quickly lead to introduce in manipulating others through personality and the Force. Once granted missions the nefaris quickly excel in using their charisma to solve problems and fight for the Empire.

Characteristics

The Nefari Blade soon learns that his mastery over others with his words and the Force grant them powers beyond normal, which leads them down the path of the Dark Side. Palpatine knew by pushing Force sensitive pupils to dominate others they would inevitably become corrupt. The Nefari Blade relies on his Charisma and Intelligence above all other abilities and many tend toward having high Wisdom to round out their strength in the Force.

Background

Nefari Blades begin their career by completing missions for the Order and gathering personal power. The nefaris continue to grow in power and influence until they gather

networks of pawn to do their every whim. Many of these dominating Jedi become so powerful they draw the attention of the Emperor who gathers them for greater position or an untimely demise.

Game Rule

Information

Nefari Blades have the following game statistics.

Abilities

A Nefari Blade should be gifted in all the mental abilities but his special abilities relay on his Charisma above the others. The most successful tend to have high Intelligence and Wisdom, to fuel their myriad of Force powers.

Many Nefari Blades also find Strength and Constitution useful for combat.

Vitality

Nefari Blades gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Nefari Blade's class skills, and the key ability for each, are as follows (see SWRCR Chapter Four: Skills for descriptions).

Bluff (Cha), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), Profession* (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none)

Trading in Levels

Just as a Jedi may trade in multiple levels into Sith prestige classes, a Jedi may trade in any of their levels of either Jedi Consular, Jedi Guardian heroic classes into the Order of the Blade classes and prestige class. The same rules apply, as far as the PC in question still retains skill points, Force points and Dark Side points; however, the PC loses all the feats, special abilities, base attack bonuses, save bonuses, Defense bonuses, lightsaber damage, and Reputation scores. You cannot trade in levels in that you can no longer qualify for the Nycéen Blade prestige class (by losing levels at which you gained the feats Control, Sense, or Alter, for example).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi lore), and Profession (droid programmer).

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

Class Features

All of the following are class features of the Nefari Blade.

Starting Feats

Nefari Blades begin play with the following feats:

Exotic Weapon Proficiency (lightsaber)

Force-Sensitive*

Weapon Group Proficiency (blaster pistols)

Weapon Group Proficiency (simple weapons)

* This feat has associated Force skills. These associated Force skills are class skills for this character class due to the possession of this feat.

Equipment

A Jedi starts play with a lightsaber provided by his master.

Later, the Jedi can build his own lightsaber.

Force Training

The Nefari Blade gains a bonus Force feat at 1st, 3rd, and 4th level. This bonus Force feat must be selected from the following list.

Alter, Control, Sense.

Once one of these Force feats is selected, its associated Force skills become class skills for character.

Bonus Feat

At 2nd, 13th, and 19th level, the Nefari Blade gains a bonus feat. This feat must be selected from the following list, and the Nefari Blade must meet any prerequisites.

Armor Proficiency (light), Aware, Dodge, Frightful Presence, Headstrong, Iron Will, Malevolent, Manipulative*, Mind Trick, Persuasive.

Emotional Outburst

The character has been trained to utilize his emotional state to pull additional resources from the Force. At 2nd level, the

Nefari Blade gains the ability to empower his Force abilities by tapping into his emotional state. The nefari gains a +1 bonus to all Force related skills, feats, and Force Points every three levels up to level 8. This bonus does not stack with the Dark Side bonus provided to characters who become Tainted or Dark. Once the nefari attains the Dark template, the nefari immediately loses all benefits of this class feature.

Deflect (Defense)

A Jedi learns to deflect blaster bolts and other projectiles with his lightsaber, thereby providing a dodge bonus to Defense against such attacks. You must be carrying an activated lightsaber to use this special ability.

Deflecting an attack is a reaction that costs the Jedi a move action in his next round. The Jedi must indicate that he is using deflect (defense) when an opponent declares an attack against him but before any attack rolls are made. When used in this fashion, the Jedi gains the dodge bonus against all ranged attacks directed at him in the round.

Each time the Jedi gains deflect (defense), it provides a +1 dodge bonus to Defense when he is using his lightsaber to block ranged attacks. So, at 3rd level the dodge bonus to Defense is +1, at 12th level it increases to +2.

Deflect (defense) can be used in conjunction with total defense for even greater protection, providing the dodge bonus for deflecting the attack and the +4 dodge bonus granted by using total defense. In this case, deflect (defense) isn't a reaction; it's an attack action used in a round when the Jedi expects to come under heavy fire.

Increased Lightsaber Damage

As a Nefari Blade gains levels, the amount of damage he can deal with his lightsaber increases.

Each time the Jedi gains increase lightsaber damage, the weapon's damage increases by +1d8. So, at 5th level his lightsaber deals 3d8, at 11th level his lightsaber deals 4d8, and at 17th level it will deal 5d8.

Deflect (Attack)

A Jedi learns to deflect blaster bolts with his lightsaber to redirect the attack toward a target within one range

increment of the Jedi's position. (The type of blaster determines the range increment.) You must be carrying an activated lightsaber to use this special ability.

Deflecting and redirecting an attack is a reaction that costs the Jedi a move action in his next round. The Jedi must indicate that he is using deflect (attack) when an opponent declares an attack against him but before any attack rolls are made. Deflect (defense) and deflect (attack) can be used together in the same round (though the Jedi can decide not to use the defense if he wants a better chance at redirecting the incoming attack).

The Jedi can deflect and redirect a number of attacks equal to one-half his Jedi level, rounded up. The redirected attack must miss the Jedi by 5 or less; any attack that hits the Jedi or misses by 6 or more points can't be redirected.

If the Jedi can redirect the attack, the Jedi immediately rolls an attack using his lightsaber attack bonus and applying a -4 penalty as described below. If this roll is high enough to hit the target, the redirected attack deals damage to the target (the type of blaster determines the damage dealt by a redirected attack).

Each time a Jedi gains deflect (attack), the penalty associated with the redirected attack is lessened by 1. So, at 6th level the penalty is -4, and at 15th level -3.

Nefari Blade

At 7th level, the Nefari Blade graduates from a Nefari Adept to a Nefari Blade and gets a bonus blade feat. This bonus blade feat must be drawn from the following list, and the Nefari Blade must meet any prerequisites.

Dissipate Energy, Force Mastery, Force Mind, Knight Defense, Knight Mind, Lightsaber Defense, Weapon Finesse (lightsaber).

Force Siphon

At 8th level the Nefari Blade learns the ability to drain another character's power in the Force. This ability can affect several different aspects of someone's contact with the Force. The Jedi targets a character and declares his Force siphon attack by rolling a ranged touch attack on the target. The Jedi then determines what type of siphon they wish to attempt. The following are several ways the siphon can affect a target. The use of this ability is a full round

attack, and costs the Nefari Blade 6 vitality points and gains a Dark Side Point. The DC for the target is set by a Force Siphon skill roll based on averaging three different Force Skills. The Nefari Blade must find the average ranks for the following skills, Drain Energy, Drain Knowledge, See Force. The average is of ranks only, and the new number uses the nefari's Charisma modifier.

Table 1: Force Siphon Saves

Skill Check Result	Saving Throw DC
15 or less	10
16-25	15
26+	20

Force Point Siphon: The target must succeed on a Will saving throw, or lose a Force Point. The lost Force Point is given to the attacking Nefari Blade. The nefari can only use the gained Force Point to add Dark Side dice to his actions as per when the character spends a Force Point. In addition, the nefari may not use this Force Point as a way to atone for any Dark Side transgressions.

Force Power Siphon: The target must succeed on a Fort saving throw, or lose a targeted Force Power currently active for the target, which lasts for the duration originally determined by the target. The targeted power's effect on the target is stopped and is now granted to the Nefari Blade as if he rolled the required check to obtain the power's effect. The power is transferred regardless of the Nefari Blade having any ranks in the drained power.

Force Feat Siphon: The target must roll on a Will saving throw, or lose a targeted Force Feat for the duration of 1d6 rounds. The nefari gains access to the drained feat for the same duration. The Nefari Blade does not need any requirement for the new feat except that of Jedi level requirements.

Deflect (Extend Defense and Attack)

At 9th level, a Nefari Blade learns to extend his defensive and offensive deflection skills to others within 2 meters of the Jedi's position. You must be carrying an activated lightsaber to use this ability.

Now the Nefari can provide a dodge bonus to anyone within 2 meters of his position, and he can deflect and redirect ranged attacks made against anyone within 2

meters of his position. All rules associated with deflect (defense) and deflect (attack) apply; the only difference is that now the Nefari can extend this ability to help those nearby.

Force Corruption

At 10th level, the Nefari Blade gains the ability to manipulate the Force powers an opponent currently employs. The Nefari targets an opponent, once selected every time the character calls upon the force he must make a Will save DC 20 or calls upon the Dark Side. If the character uses a Force Point he will draw on the Dark Side and use the designated dice rolls. If the target is a Jedi character when he activates any Force skill or feat he must make a Will save DC 20 or gain a Dark Side point.

Force Siphon Mastery

At 14th level, the Nefari Blade gains additional strength in draining the Force from opponents. The Force Siphon skill ranks are now averaged from a choice of two of the three base skills instead of all three. The nefari chooses which two ranks to average. The ability is now considered an attack action and costs 6 vitality points.

Skill Mastery

At levels 13th, 16th, and again at 19th level, the Nefari Blade gains Skill Mastery in a selected cross class skill. The Nefari selects a skill, which has been cross class to his levels in Nefari Blade and is now considered a class skill, and as if it had always been a class skill. Any ranks as cross class would now be recalculated as if it was always a class skill.

Force Corruption Mastery

At 20th level, the Nefari Blade gains additional strength in the corruption of other people who use the Force. The nefari can now target an opponent and make an opposed skill check, Affect Mind versus Force Defense to force a Jedi character to succumb to his rage and anger. The target that looses the opposed check then must succeed in a Will save DC 25 or be overcome by rage and hatred. The target is now under the effects of the feat Rage as well as the feat Hatred.

Table2: The Nefari Blade

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+1	+2	Force training	+3	+1
2 nd	+1	+3	+2	+3	Bonus feat, emotional outburst +1	+4	+1
3 rd	+2	+3	+2	+3	Force training, deflect (defense +1)	+4	+1
4 th	+3	+4	+2	+4	Force training	+4	+2
5 th	+3	+4	+3	+4	Increased lightsaber damage (3d8), emotional outburst +2	+5	+2
6 th	+4	+5	+3	+5	Deflect (attack -4)	+5	+2
7 th	+5	+5	+4	+5	Nefari Blade	+6	+2
8 th	+6/+1	+6	+4	+6	Force Siphon, emotional outburst +3	+6	+3
9 th	+6/+1	+6	+4	+6	Deflect (extend attack and defense)	+6	+3
10 th	+7/+2	+7	+5	+7	Force Corruption	+7	+3
11 th	+8/+3	+7	+5	+7	Increased lightsaber damage (4d8)	+7	+3
12 th	+9/+4	+8	+6	+8	Deflect (defense +2)	+8	+4
13 th	+9/+4	+8	+6	+8	Skill mastery, bonus feat	+8	+4
14 th	+10/+5	+9	+6	+9	Force Siphon Mastery	+8	+4
15 th	+11/+6/+1	+9	+7	+9	Deflect (attack -3)	+9	+4
16 th	+12/+7/+2	+10	+7	+10	Skill Mastery	+9	+5
17 th	+12/+7/+2	+10	+8	+10	Increased lightsaber damage (5d8)	+10	+5
18 th	+13/+8/+3	+11	+8	+11	Deflect (defense +3)	+10	+5
19 th	+14/+9/+4	+11	+8	+11	Skill Mastery, bonus feat	+10	+5
20 th	+15/+10/+5	+12	+9	+12	Force Corruption Mastery	+11	+6

Vicari Blade

With the return of the Sith the Emperor began to organize a new way to train and develop Force users who would not fall under the rule of two in the Sith Order. Emperor Vader developed two paths for his Force warriors, the Vicari and the Corruptor. The Vicari is trained in additional arts of warfare and combat. The Force is used to augment their attacks and damage as well as giving them an edge to quickly killing a foe.

Exploits

The typical vicari is promoted for increasing his knowledge in combat as well as manipulation of others. The Order of the Blade is the only place these devious fighters learn the arts of Dark Side combat. The vicari is sent on search and destroy missions where finesse is not required and only the outcome is considered paramount. Lightning and lightsabers are the typical response from a Vicari and those who cross them seldom live to respond to attacks.

Characteristics

Vicari Blades excel in physical abilities focusing on Strength, and Constitution. Secondary abilities are Intelligence used to power Force skills focusing on manipulating objects and striking out at foes. Many vicaris also see Dexterity and Wisdom important to round out the Nefari's powers.

Background

Vicari Blades begin their training fighting each other and learning to harness their anger and rage to fuel their physical prowess. The vicaris spend grueling hours sparring with each other and quickly dominate martial skills training. These growing bullies spend countless hours honing attacks and defensive tactics, but social skills tend to fall behind.

Game Rule Information

Vicari Blades have the following game statistics.

Abilities

A Vicari Blade should be gifted in all the physical abilities but his focus generally falls to Strength and Constitution. The

most successful Vicari tend to have high Intelligence and Wisdom, to fuel their myriad of Force powers.

Vitality

Vicari Blades gain 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Vicari Blade's class skills, and the key ability for each, are as follows (see SWRCR Chapter Four: Skills for descriptions).

Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Craft* (Int), Intimidate (Cha), Knowledge* (Int), Listen (Wis), Profession* (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Swim (Str), Tumble (Dex).

** This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi lore), and Profession (droid programmer).*

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the Vicari Blade.

Starting Feats

Vicari Blades begin play with the following feats:

Exotic Weapon Proficiency (lightsaber)

Force-Sensitive*

Weapon Group Proficiency (blaster pistol)

Weapon Group Proficiency (simple weapons)

** This feat has associated Force skills. These associated Force skills are class skills for this character class due to possession of this feat.*

Force Training

The Vicari Blade gains a bonus Force feat at 1st, 3rd, and 4th level. This bonus Force feat is selected from the following list:

Alter, Control, Sense.

**Once one of these Force feats is selected, its associated Force skills become class skills for the character.*

Bonus Feats

At 2nd, 6th, 12th, 15th and 18th level, the Vicari Blade gains as bonus feat. This feat must be selected from the following list, and the Vicari Blade must meet any prerequisites.

Agile Riposte, Attuned, Combat Reflexes, Dual Strike, Frightful Presence, Kinetic Might, Mettle, Power Attack, Rage, Quickness, Toughness, Weapon Finesse.

Emotional Outburst

The character has been trained to utilize his emotional state to pull additional resources from the Force. At 1st level, the Vicari Blade gains the ability to empower his Force abilities by tapping into his emotional state. The vicari gains a +1 bonus to all Force related skills, feats, and Force Points every three levels up to level 7. This bonus does not stack with the Dark Side bonus provided to characters who become Tainted or Dark. Once the vicari attains the Dark template, the vicari immediately loses all benefits of this class feature.

Deflect (Attack)

A Vicari Blade learns to deflect blaster bolts with his lightsaber to redirect the attack toward a target within one range increment of the Vicari Blade's position. (The type of blaster determines the range increment.) You must be carrying an activated lightsaber to use this special ability.

Deflecting and redirecting an attack is a reaction that costs the Vicari Blade a move action in his next round. The Vicari must indicate that he is using deflect (attack) when an opponent declares an attack against him but before any attack rolls are made. Deflect (defense) and deflect (attack) can be used together in the same round (though the Vicari can decide not to use the defense if he wants a better chance at redirecting the incoming attack).

The Vicari Blade can deflect and redirect a number of attacks equal to one-half his Vicari Blade level, rounded up. The redirected attack must miss the Vicari by 5 or less; any attack that hits the Vicari Blade or misses by 6 or more points can't be redirected.

If the Vicari Blade can redirect the attack, the Vicari immediately rolls an attack using his lightsaber attack bonus and applying a -4 penalty as described below. If this roll is high enough to hit the target, the redirected attack deals damage to the target (the type of blaster determines the damage dealt by a redirected attack).

Each time a Vicari Blade gains deflect (attack), the penalty associated with the redirected attack is lessened by 1. So, at 1st level the penalty is -4, at 10th level the penalty is -3, and at 16th level -2.

Deflect (Defense)

A Vicari Blade learns to deflect blaster bolts and other projectiles with his lightsaber, thereby providing a dodge bonus to Defense against such attacks. You must be carrying an activated lightsaber to use this special ability.

Deflecting an attack is a reaction that costs the Vicari a move action in his next round. The Vicari must indicate that he is using deflect (defense) when an opponent declares an attack against him but before any attack rolls are made. When used in this fashion, the Vicari gains the dodge bonus against all ranged attacks directed at him in the round.

Each time the Vicari gains deflect (defense), it provides a +1 dodge bonus to Defense when he is using his lightsaber to block ranged attacks. So, at 4th level the dodge bonus to Defense is +1, at 13th level it increases to +2, and at 19th level the bonus increases to +3.

Deflect (defense) can be used in conjunction with total defense for even greater protection, providing the dodge bonus for deflecting the attack and the +4 dodge bonus granted by using total defense. In this case, deflect (defense) isn't a reaction; it's an attack action used in a round when the Vicari expects to come under heavy fire.

Increased Lightsaber Damage

As a Vicari Blade gains levels, the amount of damage he can deal with his lightsaber increases.

Each time the Vicari gains increase lightsaber damage, the weapon's damage increases by +1d8. So, at 5th level his lightsaber deals 3d8, at 11th level his lightsaber deals 4d8, and at 17th level it will deal 5d8.

Vicari Blade

At 7th level, the Vicari Blade graduates from a Blade Adept to a Vicari Blade and gets a bonus blade feat. This bonus blade

feat must be drawn from the following list, and the Vicari Blade must meet any prerequisites.

Burst of Speed, Dark Power, Dissipate Energy, Force Mastery, Knight Defense, Knight Speed, Lightsaber Defense, Weapon Finesse (lightsaber).

Deflect (Extend Attack)

At 7th level, a Vicari Blade learns to extend his offensive deflection skills to others within 2 meters of the Vicari's position. You must be carrying an activated lightsaber to use this ability.

Now the Vicari can redirect ranged attacks made against anyone within 2 meters of his position. All rules associated with deflect (attack) apply; the only difference is that now the Vicari can extend this ability to reflect any attacks targeted at those nearby.

Increased Lightsaber Critical

The Vicari Blade is trained in advanced techniques with lightsabers used to cause devastating wounds. Instead of gaining additional damage with the lightsaber the vicari gains

an additional range on the threat of a critical with his lightsaber.

At 8th level the vicari's critical range with the lightsaber is 18-20, at 14th level the range extends to 17-20 and at 20th level the range is 16-20. The effects of this class ability do not stack with those gained through the Improved Critical (lightsaber) feat.

Block

This is a modified version of deflect that allows the Vicari Blade to deflect a ranged attack without the use of a lightsaber. If the Vicari Blade does not have some sort of protective gear (such as an armored gauntlet), or an item that can withstand the ranged attack (such as an energy shield or suitably dense material), the Vicari Blade must spend a Force Point to use this ability. (Force Points spent in this way do not add the usual bonus dice to d20 rolls that the Vicari Blade makes in the subsequent round.) Block doesn't allow the Vicari Blade to extend the defense beyond the Vicari Blade's position, and all other rules concerning deflect (defense) and deflect (attack) apply. If character gains deflect (defense) at a total bonus of +2 or more, he immediately acquires the block ability.

Table3: The Vicari Blade

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+1	+2	+2	+1	Force training, deflect (attack -4), emotional outburst +1	+2	+1
2 nd	+2	+3	+3	+2	Bonus feat	+3	+1
3 rd	+3	+3	+3	+2	Force training	+4	+1
4 th	+4	+4	+4	+2	Force training, deflect (defense +1), emotional outburst +2	+4	+1
5 th	+5	+4	+4	+3	Increased lightsaber damage (3d8)	+5	+2
6 th	+6/+1	+5	+5	+3	Bonus feat	+5	+2
7 th	+7/+2	+5	+5	+4	Vicari Blade, deflect (extend attack), emotional outburst +3	+6	+2
8 th	+8/+3	+6	+6	+4	Increased lightsaber critical (18-20)	+6	+2
9 th	+9/+4	+6	+6	+4	Block	+7	+3
10 th	+10/+5	+7	+7	+5	Deflect (attack -3)	+7	+3
11 th	+11/+6/+1	+7	+7	+5	Increased lightsaber damage (4d8)	+8	+3
12 th	+12/+7/+2	+8	+8	+6	Bonus feat	+8	+3
13 th	+13/+8/+3	+8	+8	+6	Deflect (defense +2)	+9	+4
14 th	+14/+9/+4	+9	+9	+6	Increased lightsaber critical (17-20)	+9	+4
15 th	+15/+10/+5	+9	+9	+7	Bonus feat	+10	+4
16 th	+16/+11/+6/+1	+10	+10	+7	Deflect (attack -2)	+10	+4
17 th	+17/+12/+7/+2	+10	+10	+8	Increased lightsaber damage (5d8)	+11	+5
18 th	+18/+13/+8/+3	+11	+11	+8	Bonus feat	+11	+5
19 th	+19/+14/+9/+4	+11	+11	+8	Deflect (defense +3)	+12	+5
20 th	+20/+15/+10/+5	+12	+12	+9	Increased lightsaber critical (16-20)	+12	+5

Nyceen Blade Prestige Class

The Nyceen Blades of Emperor Vader's Empire were gathered and trained by the triumvirate in an attempt to hunt down the Jedi who escaped the Purge and to locate potential subversives to Vader's rule. On this platform the Nyceen Master guided his students into expanding their Force powers into Dark techniques used to hunt down prey.

The Nyceen were also trained in many types of spying and surveillance to be used against the people inside the Empire's vast military and government structures. As an intelligence gathering entity, the Nyceen were labeled Imperial Inquisitors and this title was embraced by the Nyceen and adopted by its members as their formal title for use outside the Temple walls. Inside the Temple the Nyceen are titled with the traditional Nyceen Blade title.

The Nyceen Blade is a student of the Dark Side who focuses on using the Force to track others through the Force in addition to using skills and resources. The Nyceen gain resources through his attainment of rank inside the Order and the more prolific their capture rate becomes the more power he can wield inside the Order of the Blade.

Requirements:

To qualify for the Nyceen Blade, a character must fulfill the following criteria.

Skills: Drain Knowledge 4 ranks, Enhance Senses 4 ranks, Gather Information 4 ranks, Knowledge (Jedi lore) 4 ranks, See Force 4 ranks, Survival 4 ranks.

Feats: Alter, Control, Sense, Track.

Special: The candidate must already exhibit mastery over the Force, but can not have already reached Bladehood.

Game Rule Information

Vitality: Nyceen Blades gain 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Nyceen Blade's class skills, and the key ability for each skill, are as follows:

Bluff (Cha), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Disguise (Cha), Disable Device (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge* (Int), Move Silently (Dex), Profession* (Wis), Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis), Survival (Wis)

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), and Profession (galactic history).

Skill Points at Each Level: 8 + Int modifier.

Class Features

The following are features of the Nyceen Blade prestige class.

Starting Feats

At 1st level, the Nyceen Blade gains the following feats.

Weapon Group Proficiency (blaster pistol)
Exotic Weapon Proficiency (lightsaber)

Target Profile

At 1st level, the Nyceen Blade gains the ability to research a target to such a degree that he builds a profile of the target to aid in the tracking and capture of the target.

The Nyceen must spend a week researching the target through both computer networks and interviewing people who knew the target. The Nyceen must make a Profile check DC 30. The modifier to such rolls is the combined ranks of Computer Use and Gather Information with no ability modifiers. If successful the Nyceen gains a competency bonus to the following skills when focused on the profiled target:

Bluff, Diplomacy, Gather Information, See Force, Sense Motive, and Survival (for tracking).

Deflect (Defense)

At 2nd level, A Nyceen Blade learns to deflect blaster bolts and other projectiles with his lightsaber, thereby providing a dodge bonus to Defense against such attacks. You must be carrying an activated lightsaber to use this special ability.

Deflecting an attack is a reaction that costs the Jedi a move action in his next round. The Jedi must indicate that he is using deflect (defense) when an opponent declares an attack against him but before any attack rolls are made. When used in this fashion, the Jedi gains the dodge bonus against all ranged attacks directed at him in the round.

Each time the Jedi gains deflect (defense), it provides a +1 dodge bonus to Defense when he is using his lightsaber to block ranged attacks. Each time the Jedi receives a deflect (defense) it adds an additional +1 to the total combined from any previous Jedi classes.

Deflect (defense) can be used in conjunction with total defense for even greater protection, providing the dodge bonus for deflecting the attack and the +4 dodge bonus granted by using total defense. In this case, deflect (defense) isn't a reaction; it's an attack action used in a round when the Jedi expects to come under heavy fire.

Imperial Resources

At 2nd level, the Nyceen Blade gains access to the vast Imperial Military funding for missions. During approved missions the Nyceen is allowed to requisition equipment and credits to accomplish his tasks. The military requires complete reports and forms, but once completed the equipment and credits are quickly allocated for the Nyceen.

Nyceen Blade

When the Nyceen Blade reaches 7 total Jedi levels, the Blade Adept attains the rank of Nyceen Blade and gains a bonus feat. The Nyceen Blade also begins to use the title Nyceen when working among the Imperial Military. This bonus blade feat must be drawn from the following list, and the Nyceen Blade must meet any prerequisites.

Burst of Speed, Force Mastery, Force Mind, Force Speed, Frightful Presence, Knight Defense, Knight Mind, Mind Trick, Summon Storm.

Target Bonus

At 3rd and 8th level, the Nyceen Blade gains the advanced training against using his skills and powers against Force using targets.

The Nyceen gains a +4 to all Force based skills used by or against the Nyceen.

At 8th level, the bonus increases +8 respectively.

The bonus only applies to the recipient of the Target Profile ability.

Imperial Authority

At 4th level, the Nyceen Blade gains the stature among Imperial Military personnel of a high ranking officer. The Nyceen gains the honorary rank of Major in the Imperial Military and gains the ability to order any units in the field or in military compounds across the galaxy.

The Nyceen gains a +4 bonus to influence Imperial military soldiers, or officers. This bonus can apply to any skill targeting an imperial unit that has the ability modifier of Charisma.

Deflect (Attack)

At 5th level, A Nyceen Blade learns to deflect blaster bolts with his lightsaber to redirect the attack toward a target within one range increment of the Nyceen Blade's position. (The type of blaster determines the range increment.) You must be carrying an activated lightsaber to use this special ability.

Deflecting and redirecting an attack is a reaction that costs the Nyceen Blade a move action in his next round. The Jedi must indicate that he is using deflect (attack) when an opponent declares an attack against him but before any attack rolls are made. Deflect (defense) and deflect (attack) can be used together in the same round (though the Jedi can decide not to use the defense if he wants a better chance at redirecting the incoming attack). The Nyceen Blade can deflect and redirect a number of attacks equal to one-half his Vicari Blade level, rounded up. The redirected attack must miss the Jedi by 5 or less; any

attack that hits the Nyceen Blade or misses by 6 or more points can't be redirected.

If the Nyceen Blade can redirect the attack, the Jedi immediately rolls an attack using his lightsaber attack bonus and applying a -4 penalty as described below. If this roll is high enough to hit the target, the redirected attack deals damage to the target (the type of blaster determines the damage dealt by a redirected attack).

Each time a Nyceen Blade gains deflect (attack), the penalty associated with the redirected attack is lessened by 1. So, at 1st level the penalty is -4, at 10th level the penalty is -3, and at 16th level -2.

Favored Enemy

At 6th level, the Nyceen Blade's training against Force using persons has increased to a degree giving the Nyceen Blade additional skill in attacking and defending when fighting Force users.

The Nyceen Blade gains a +2 to all attacks and lightsaber defense when fighting any Force using person. The Nyceen Blade gains a +4 to all attacks and lightsaber defense when fighting the selected Favored Enemy from the following list: Jedi Consular, Jedi Guardian, Force Adept, and Dark Side*.

*All Dark side classes are combined for purposes of the Favored Enemy ability.

Intuitive Hunt

The Nyceen Blade at 7th level learns how to use Farseeing to find and locate hidden prey. Once the Nyceen Blade selects a target he has studied and tracked through research or having been selected as a target, he can attempt to use a Farseeing check to find the current location of the selected target. The Nyceen Blade must succeed in a Farseeing check DC 35, in doing so the Nyceen Blade receives a Force Vision of the target granting the character the knowledge of where to locate the target.

The Nyceen Blade also is granted his Nyceen Blade levels to any skill checks used to continue to locate the target once the location is found.

High Inquisitor

At 10th level, the Nyceen Blade attains the rank of High Inquisitor among the Imperial Military. The High Inquisitor's Imperial Authority and Imperial Resources increases.

The Nyceen Blade's Authority bonus increases to +8.

The Nyceen Blade's Resources are increased.

Table 4: Nyceen Blade Prestige Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+2	Starting feats, target profile	+2	+1
2nd	+1	+2	+1	+3	Imperial resources, deflect (defense) +1	+3	+2
3rd	+2	+2	+2	+3	Nyceen Blade, target bonus +4	+3	+2
4th	+3	+2	+2	+4	Imperial authority	+3	+3
5th	+3	+3	+3	+4	Deflect (attack) -1	+4	+4
6th	+4	+3	+3	+5	Favored enemy	+4	+4
7th	+5	+4	+4	+5	Intuitive hunt	+4	+5
8th	+6	+4	+4	+6	Target bonus +8	+5	+6
9th	+6	+4	+4	+6	Deflect (defense) +1	+5	+6
10th	+7	+5	+5	+7	High Inquisitor	+5	+7

Grand Vizier Kilo'Khan

With the fall of the Republic, the plans of the Sith finally came to fruition. The Clone Wars raged still, yet now the ungainly democracy had fallen, which hindered the Republic from winning the war. Or so everyone thought. Kilo'Khan was secure in his position, with assurances from Palpatine that he and his people would be spared much of the troubles those outside of the Core Worlds would suffer. And then Palpatine was killed. His apprentice, Darth Vader, choked him and threw him out a window, took the mantle of Emperor and threw Coruscant into chaos. Kilo'Khan feared for his life and knew he had only one chance to ensure his and his peoples survival.

Speaking to the new Emperor, Kilo'Khan offered his services in any capacity to the new Emperor. Vader was hesitant to take up his help, not fully trusting anyone, least of all a former ally of Palpatine. But as the Empire began to take shape, Vader realized he needed someone with political expertise to help him run the Empire while he took care of the military matters. Kilo'Khan was summoned to Vader's personal chambers, where Kilo'Khan was given a choice: serve Vader as his Grand Vizier and keep the Empire running or be killed and there and now. Kilo'Khan didn't even blink as he dropped to one knee and vowed allegiance to Vader. Kilo'Khan was finally safe.

In the first year or two of the Empire, Kilo'Khan was fairly visible to the public. But as Human High Culture began to spread, Kilo'Khan had to limit his public appearances. Vader didn't care what his subjects thought, but he also didn't like it when his men attacked Kilo'Khan. Vader immediately had his personal Royal Guard protect Kilo'Khan, knowing there were far

too many ambitious, and unworthy, men eager to kill Kilo'Khan and take his place.

Kilo'Khan was afraid of the social situation on Coruscant, but didn't let this interfere with his work. The Empire economy became modeled on that of the Corsallian Empire, though with fewer restrictions by the Legislature. Even though he was hands on, Kilo'Khan had much help from his Vizier Sate Pestage and others who ran specific parts of the Empire. His only oversight was to ensure the Emperor's will was followed. Otherwise his underlings had a free reign to do as they wished, as per Vader's orders.

By the time of the events of Yavin, most had forgotten who or what Kilo'Khan was, with the exception of the Imperial Court. There a special Admiral began to take interest in Kilo'Khan: Thrawn. Wanting to cultivate allies, Thrawn befriended Kilo'Khan through random circumstances. Catching wind of a possible assassination plot on him, Thrawn requested Kilo'Khan meet him in his quarters one night for a special meeting. When Kilo'Khan asked what the meeting was for, Thrawn said the future without Vader. Kilo'Khan fretted, for he knew what he was doing was treason, but was intrigued by what Thrawn had to say as well. Vader had changed recently in attitude, and Kilo'Khan wanted to see all of his options for the future if something went wrong.

Thrawn understood that the winds of change were blowing, and everyone needed to prepare for it. There were few reasonable people left within the Empire, said Thrawn, and Kilo'Khan was one of them. Thrawn offered Kilo'Khan some advice: If Vader was to ever die, run away from the Empire, set his people free, and wait for Thrawn's return. He had to finish his plans for the future, for a force was gathering strength beyond the eyes of the Empire. Thrawn needed the galaxy prepared.

Afterwards Kilo'Khan watched Vader closely and how he became obsessed with Luke Skywalker. He began to plan for the worst, knowing Vader's obsession was going to be his end.

Grand Vizier Kilo'Khan: Adult Male Corsallian, Soldier 6/Officer 7/Noble 5; **Init** +6 (+2 Dex, +4 Bonus); **Def** 23 (+2 Dex, +11 Class); **Spd** 10m; **VP/WP** 164/12; **Atk** +14/+9/+4 melee (1d3, punch), +16/+11/+6 or +12/+12/+7/+2 ranged (3d6, Blaster [Pistol]); **SQ** Coordinate +1, Favor +2, Inspire Confidence, Leadership, Noble bonus class skill (Bluff), Requisition Supplies, Resource Access, Tactics, Uncanny Survival; **SV** Fort +11, Ref

+11, Will +14; **SZ** M; **FP**: 3; **DSPs**: 3; **Rep**: +13; **Str** 10, **Dex** 14, **Con** 12, **Int** 18, **Wis** 19, **Cha** 16.

Equipment: Blaster [Pistol], Comlink [Encrypted], Datapad [Personal], Utility Belt.

Skills: Astrogate +8, Bluff +24, Computer Use +8, Diplomacy +24, Gather Information +20, Intimidate +24, Knowledge (Corsal) +18, Knowledge (Corsallian Empire) +18, Knowledge (History) +18, Knowledge (Politics) +18, Knowledge (Tactics) +21, Pilot +8, Profession (military officer) +12, Read/Write Basic, Read/Write Corsallian, Read/Write Sith, Repair +10, Ride +4, Sense Motive +22, Speak Basic, Speak Caamasi, Speak Corsallian, Speak Durese, Speak Sith, Treat Injury +8

Feats: Alertness, Armor Proficiency (light, medium), Diplomatic Immunity, Fame, Heroic Surge, Improved Initiative, Influence, Mimic, Persuasive, Skill Emphasis (Knowledge [Tactics]), Starship Operation (starfighter), Trustworthy, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Imperial Troops

Imperial Stormtrooper

With the rise of the Empire, the clone troopers of old became the Stormtroopers of new. As the Empire began to settle down and the Clone Wars finally ended, new Stormtrooper academies opened to help rebuild and expand the Imperial Armies might. Yet Imperial Command felt new training methods were needed to improve Stormtrooper quality from their clone trooper brethren. After many months of planning, entire worlds were converted into training grounds for Stormtroopers, giving them the training they need to enforce the New Order. Presented here is the low, mid and high level Stormtrooper. Low and mid are commonly seen throughout the Empire. High-level Stormtroopers are on the verge of become Stormtrooper Officers, and thus aren't as common. Most squads have one high level as squad leader.

Low-level Imperial Stormtrooper: Adult Male Human, Soldier 1; **Init** +2 (+2 Dex); **Def** 15 (+2 Dex, +3 Class); **Spd** 8m (Armor); **VP/WP** 10/10; **Atk** +2 melee (1d3+1, punch), +2 melee (2d4+1, Vibrodagger), +3 or -1/-1 ranged (3d6, Blaster [Pistol]), +3 or -1/-1 ranged (3d8, crit 19-20, Blaster [Rifle]), +3 ranged (4d6+1,

Grenade [Frag]); **SV** Fort +2, Ref +2, Will +0; **SZ** M; **FP**: 1; **DSPs**: 1; **Rep**: +0; **Str** 12, **Dex** 14, **Con** 10, **Int** 12, **Wis** 10, **Cha** 11.

Equipment: Blaster [Pistol], Blaster [Rifle], Grenade [Frag] x3, Stormtrooper armor [Standard] (Damage Reduction: 5), Utility Belt, Vibrodagger

Skills: Computer Use +4, Demolitions +4, Intimidate +4, Knowledge (Politics) +3, Knowledge (Tactics) +5, Profession (stormtrooper) +2, Read/Write Basic, Repair +5, Speak Basic, Treat Injury +4

Feats: Armor Proficiency (light, medium, powered), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Mid-level Imperial Stormtrooper: Adult Male Human, Soldier 2; **Init** +6 (+2 Dex, +4 Bonus); **Def** 15 (+2 Dex, +3 Class); **Spd** 8m (Armor); **VP/WP** 20/10; **Atk** +3 melee (1d3+1, punch), +3 melee (2d4+1, Vibrodagger), +4 or +0/+0 ranged (3d6, Blaster [Pistol]), +4 or +0/+0 ranged (3d8, crit 19-20, Blaster [Rifle]), +4 ranged (4d6+1, Grenade [Frag]); **SV** Fort +3, Ref +2, Will +0; **SZ** M; **FP**: 2; **DSPs**: 2; **Rep**: +1; **Str** 12, **Dex** 14, **Con** 10, **Int** 12, **Wis** 10, **Cha** 11.

Equipment: Blaster [Pistol], Blaster [Rifle], Grenade [Frag] x3, Stormtrooper armor [Standard] (Damage Reduction: 5), Utility Belt, Vibrodagger

Skills: Computer Use +5, Demolitions +5, Intimidate +5, Knowledge (Politics) +4, Knowledge (Tactics) +6, Profession (stormtrooper) +3, Read/Write Basic, Repair +5, Speak Basic, Treat Injury +4

Feats: Armor Proficiency (light, medium, powered), Improved Initiative, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

High-level Imperial Stormtrooper: Adult Male Human, Soldier 4; **Init** +6 (+2 Dex, +4 Bonus); **Def** 16 (+2 Dex, +4 Class); **Spd** 8m (Armor); **VP/WP** 40/10; **Atk** +5 melee (1d4+1, crit 20, punch), +5 melee (2d4+1, Vibrodagger), +6 or +2/+2 ranged (3d6, Blaster [Pistol]), +6 or +2/+2 ranged (3d8, crit 19-20, Blaster [Rifle]), +6 ranged (4d6+1, Grenade [Frag]); **SV** Fort +4, Ref +3, Will +1; **SZ** M; **FP**: 3; **DSPs**: 3; **Rep**: +1; **Str** 12, **Dex** 14, **Con** 10, **Int** 13, **Wis** 10, **Cha** 11.

Equipment: Blaster [Pistol], Blaster [Rifle], Grenade [Frag] x3, Stormtrooper armor [Standard] (Damage Reduction: 5), Utility Belt, Vibrodagger

Skills: Computer Use +7, Demolitions +7, Intimidate +6, Knowledge (Politics) +7, Knowledge (Tactics) +7, Profession (stormtrooper) +4, Read/Write Basic, Repair +5, Speak Basic, Treat Injury +6

Feats: Armor Proficiency (light, medium, powered), Combat Expertise, Combat Reflexes, Improved Initiative, Martial Arts, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Elite Imperial Commando

Stats by Proxima

Offshoots of the Republic Commandos of the Clone Wars, the Elite Imperial Commando's represent the pinnacle of Special Forces. Created from a mixture of Stormtrooper cadets, raw recruits, and clones, they each bring unique skills that allow them to overcome any obstacle. Yet the Elite Imperial Commandos came about during a time of relative peace: the rebellion was too weak and small to be considered a threat in the beginning. So their skills were used in other, less scrupulous, manners.

Assassination, kidnapping and other incidents became common missions. Whether they be political enemies or just a suspicious civilian, and opposition was silently crushed by the Elite Imperial Commando's. They were one of Vader's many extensions of his will.

Being in such a important position put them in direct opposition with the Inquisitors and Order of the Blade. It wasn't uncommon for all three to be vying for the same target as well as cause each other to have "accidents. But that is how Vader wanted things. Once the rebellion grew in notoriety, the Elite Imperial Commandos were brought back to the battlefield.

Elite Imperial Commando: Human Soldier 6/Elite Trooper 9; **Init** +6 (+2 Dex, +4 Improved Initiative); **Defense** +21 (+9 class, +2 Dex); **Spd** 6 m; **VP/WP** 92/14; **Atk** +17/+12/+7 ranged (3d8/19-20 or DC 18 stun, Blaster rifle DC-17M Blaster, range 30 m) or +11/+11/+11/+6/+1 ranged (3d8/19-20, Blaster rifle DC-17M Blaster with Multifire and Rapid Shot, range 30 m) or +17/+12/+7 ranged (3d6/20, Blaster pistol DC-15s, range 12 m) or +11/+11/+11/+6/+1 ranged (3d6/20, Blaster pistol DC-15s with

Multifire and Rapid Shot, range 12 m) or +17/+12/+7 ranged (4d6+1/0-20, Grenade, frag, range 4 m) or +15/+15/+10/+5 ranged (4d6+1/0-20, Grenade, frag with Rapid Shot, range 4 m); **SQ** Deadly strike, Uncanny dodge (can't be flanked), Uncanny dodge (Dex bonus to Defense); **SV** Fort +13, Ref +8, Will +6; **SZ** M; **Rep** 6; **Str** 13, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 9.

Equipment: Katarn-class armor (DR 5), DC-17M Blaster rifle, DC-15s Blaster pistol, Grenade, frag, Utility belt.

Skills: Climb+5, Computer Use+8, Demolitions+16, Disable Device+6, Hide+4, Intimidate+3, Knowledge (tactics)+10, Listen+6, Move Silently+5, Search+7, Spot+8, Survival+4, Treat Injury+4.

Feats: Armor Familiarity (Katarn-class armor), Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Armor Proficiency (powered), Combat Reflexes, Dodge, Endurance, Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (DC-17M), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

New and Updated Starships

Eta-2 Actis-class Interceptor (modified)

Adapted from stats by Wisper_sr

Craft: Kuat Systems Engineering Eta-2 Actis-class Interceptor (modified); **Crew:** 1 pilot and astromech droid (Skilled +4); **Class:** Starfighter;; **Size:** Diminutive (7.97m long); **Initiative:** +8 (+4 size, +4 crew); **Passengers:** None; **Maneuver:** +14 (+4 size, +4 crew, +3 engine, +3 maneuvering systems); **Hyperdrive:** x1 (Backup x10); **Cargo Capacity:** 50 kg; **Defense:** 24 (+4 size, +10 armor); **Consumables:** 1 wk; **Shield Points:** 65 (DR 10); **Cost:** 170,000 (new); **Hull Points:** 130 (DR: 10); **Max Spd** in **Space:** Ramming (10 square/action); **Atmosphere Speed:** 1,150 kHz (19 squares/action)

Weapon: 2 Twin Laser Cannons (fire-linked); **Fire Arc:** Front; **Attack Bonus:** +15 (+4 size, +4 fire control, +3 engines, +4 crew); **Damage:** 3d10x2; **Range Modifier:** PB +0, S -, 2, M/L N/A;

Weapon: 2 Light Ion Cannons; **Fire Arc:** Front; **Attack**

Bonus: +15 (+4 size, +4 fire control, +3 engines, +4 crew);

Damage: Special; **Range Modifiers:** PB +0, S/M/L N/A

TIE Fighter Prototype

Stats by Proxima

After losing the Eta-2 *Actis* to the Separatists early on in the Clone Wars, Raith Sienar burned with the desire to get his hands on *the* fighter that became so feared by the Republic. When the Empire arose and the Separatists were soundly defeated by Vader, Sienar made sure he would get his hands on this fighter. After taking apart numerous fighters, as well as “questioning” a few Separatist pilots, Sienar immediately went to work on a new fighter. This fighter would keep the great speed and maneuverability that Eta-2 enjoyed, while scaling down the unnecessary components to make it a cheaper fighter to mass produce. He also combined this cheap fighter with his Twin Ion Engine design and code named it the T.I.E. Fighter Prototype. Vader immediately loved the fighter and made orders for the Tie Fighter by the millions. While the T.I.E. Fighter Prototype had a short production run of a year, its legacy in starfighter design and engineering would remain for years to come.

Craft: TIE Prototype X-001; **Class:** Starfighter; **Crew:** 1 (Skilled +4); **Size:** Diminutive (6.2m long); **Initiative:** +8 (+4 size, +4 crew); **Hyperdrive:** None; **Maneuvers:** +10 (+4 size, +2 Man/eng., +4 crew); **Passengers:** None; **Defense:** 24 (+4 size, +10 armor); **Cargo Capacity:** 50kg; **Shield Points:** None; **Consumables:** 4 Day; **Hull Points:** 80 (DR10); **Cost:** 65 KCr; **Maximum Speed in Space:** Ramming (10 squares/action); **Atmospheric Speed:** 1150 km/h (19 squares/action).

Weapon: Light laser cannon (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +12 (+4 fire control, +4 size, +2 gunner, +2 engines); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S +0, M/L N/A.

Imperial Ships

Tector-class Star Destroyer

Built in conjunction with the *Imperial*-class Star Destroyer, the *Tector* was created to offer a stronger, more anti-capital ship design. It sports a stronger hull, stronger shields, but otherwise sports the same weapons as an *Imperial*. The only major problem with the design is that it greatly reduces internal space. Only 700 troops, 1,800 passengers and 8 shuttles can fit inside the ship. The rest of the space is devoted to the thicker hull and expanded power generators.

While a good capital ship, the lack of versatility made many admirals within the Imperial Navy choose the *Imperial* over the *Tector*. The few that were produced were very effective ships and their captains will swear by the sturdiness of the ship. The most famous, or infamous, ship was the *Archangel*. The second *Tector* produced at around 19 BBY, the ship had a long and colorful history before being assigned to protect the *Imperial Legacy* being constructed at the Kuat Shipyards. A week before the *Legacy* was stolen the *Archangel* was given to Admiral Veermoff, recently promoted for protecting the Kuat shipyards from the Rebellion. The *Archangel* was immediately order out on her next mission, leaving the defense of the *Legacy* to an incompetent man named Admiral Strone. The *Legacy* was then stolen a week later, leaving Strone dead by Vader's own hand.

Tector-class Star Destroyer

Craft: Rothana Heavy Engineering's Tector-class Star Destroyer; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 116.42 mCr); **Size:** Colossal (1,600m in diameter); **Initiative:** -4 (+4 crew, -8 size); **Crew:** 37,085 (Skilled +4); **Passengers:** 1,800; **Troop Compliment:** 700 troops; **Starship Compliment:** Lambda-class shuttles (8); **Cargo Capacity:** 5,000 Metric tons; **Consumables:** 6 Years; **Hyperdrive:** x2 (backup x12); **Maximum Speed:** Attack (Average, 6 squares/action); **Maneuvers:** -4 (-8 size, +4 crew); **Defense:** 12 (-8 size, +10 armor); **Hull Points:** 800 (DR 60); **Shield Points:** 400 (DR 60).

Weapon: Turbolaser Cannon [Double, Heavy] (6); **Fire Arc:** 3 Front/Left, 3 Front/Right; **Attack Bonus:** +2 or -2/-2 (-8 size, +4 or +0/+0 crew, +6 fire control); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Ion Cannon [Heavy] (2); **Fire Arc:** 1 Front/Left, 1 Front/Right; **Attack Bonus:** +4 (-8 size, +4 crew, +8

fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L N/A.

Weapon: Turbolaser [Heavy Quad] (2); **Fire Arc:** 1 Front/Left, 1 Front/Right; **Attack Bonus:** +4 or -2/-2/-2 (-8 size, +4 or -2/-2/-2 crew, +8 fire control); **Damage:** 7d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Turbolaser [Medium] (3); **Fire Arc:** Front; **Attack Bonus:** +2 (-8 size, +4 crew, +6 fire control); **Damage:** 5d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Turbolaser (60); **Fire Arc:** 3 Batteries Front, 3 Batteries Left, 3 Batteries Back, 3 Batteries Right; **Attack Bonus:** +8 (-8 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Ion Cannon (60); **Fire Arc:** 3 Batteries Front, 3 Batteries Left, 3 Batteries Back, 3 Batteries Right; **Attack Bonus:** +6 (-8 size, +4 crew, +6 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Tractor Beam Projector (10); **Fire Arc:** 5 Front, 2 Left, 1 Back, 2 Right; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

Victory FRAM 1-class Star Destroyer

Part of the Fleet Rehabilitation and Modernization program, The Victory I was updated with a more efficient weapons system. The hanger was also expanded to allow more starfighters. The hull and shields were brought up to the best possible for its class as well as improved engines. Considered an equal to the *Victory II*, or even its better, the *Victory FRAM I* has become a popular design. The Empire is quickly upgrading all *Victory I*'s to give the ship continued life, ensuring the legacy of this ship continues for many years.

Victory FRAM 1

Craft: Rendili Stardrive's Victory FRAM 1; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 71.96 mCr); **Size:** Gargantuan (900m in diameter); **Initiative:** +0 (+4 crew, -4 size); **Crew:** 4,288 (Skilled +4); **Troop Compliment:** 2040; **Vehicle Compliment:** 10 AT-ATs, 15 AT-STs OR 10 Juggernauts, 5 Floating Fortresses; **Starship Compliment:** 2 Lambda Shuttles, 4 MT/191 Drop Ships Or 6 KDY's AT-AT Landing Barges, 4 Lambda Class Shuttles; **Starfighter Compliment:** 4 Squadrons, 36 TIE Fighters, 12 TIE Bombers;

Cargo Capacity: 8,100 Metric tons; **Consumables:** 4 Years; **Hyperdrive:** x1 (backup x15); **Maximum Speed:** Cruising (Average, 4 squares/action); **Atmospheric Speed:** 950 km/h (16 squares/action); **Maneuvers:** +0 (-4 size, +4 crew); **Defense:** 16 (-4 size, +10 armor); **Hull Points:** 460 (DR 50); **Shield Points:** 330 (DR 50).

Weapon: Turbolaser [Light Quad] (10); **Fire Arc:** 5 Front/Left, 5 Front/Right; **Attack Bonus:** +8 or +2/+2/+2 (-4 size, +4 or -2/-2/-2 crew, +8 fire control); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Turbolaser Cannon [Double] (20); **Fire Arc:** 6 Back, 7 Front/Left, 7 Front/Right; **Attack Bonus:** +6 or +2/+2 (-4 size, +4 or +0/+0 crew, +6 fire control); **Damage:** 5d10x2; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Ion Cannon (10); **Fire Arc:** 2 Back, 4 Front/Left, 4 Front/Right; **Attack Bonus:** +6 (-4 size, +4 crew, +6 fire control); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Laser Cannon [Twin] (20); **Fire Arc:** 8 Front/Left, 8 Front/Right, 4 Back/Left; **Attack Bonus:** +4 or +0/+0 (-4 size, +4 or +0/+0 crew, +4 fire control); **Damage:** 2d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Weapon: Assault Concussion Missile Tube (20); **Fire Arc:** 6 Back, 7 Front/Left, 7 Front/Right; **Attack Bonus:** +8 (-4 size, +4 crew, +8 fire control); **Damage:** 8d10x2; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Tractor Beam Projector (10); **Fire Arc:** 6 Front, 2 Left, 2 Right; **Attack Bonus:** +8 (-4 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

Imperial-class Star Destroyers

Bio by Drendar Morevo

After the Clone Wars ended, the Imperial Navy needed a new fleet vessel. The *Venator*-class Star Destroyer was a carrier vessel and was fast becoming outclassed by heavier armed vessels, its offensive weapons were already beaten by the arms of the Victory Star Destroyer and thus the Navy wanted a new heavy assault capital ship, one capable of carrying many fighters but also being able to engage in large capital ship engagements.

The Imperial Star Destroyer (also known as the *Imperator*-class) was a front line combat vessel the size of a

small island, it was 1.6 kilometers of killing power and could easily overpower most smaller and older vessels of the period, including older Republic vessels like the *Venator*, the *Victory*, *Dreadnaught*, and the smaller *Carrack* Cruisers. Its only real problem came in the form of enemy starfighters; due to the fact that the only real form of anti-starfighter defense that it had were the ships' own starfighter squadrons.

Towards the end of the Galactic Civil War, the Empire modified the Imperial Star Destroyer to carry more fighters and to carry heavier weapons and more powerful shields. The *Imperial II*-class would come into operational capacity around the Battle of Yavin.

Imperial I-class Star Destroyer

Craft: Rothana Heavy Engineering's Imperial I-class Star Destroyer; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 82.67 mCr); **Size:** Colossal (1,600m in diameter); **Initiative:** -4 (+4 crew, -8 size); **Crew:** 37,085 (Skilled +4); **Passengers:** 1,800; **Troop Compliment:** 9,700 troops; **Vehicle Compliment:** AT-AT walkers (20), AT-ST walkers (30); **Starship Compliment:** Lambda-class shuttles (8), Delta-class stormtrooper transports (15), Assault gunboats (5), A variable number of Skipray Blastboats, At least one Gamma-class Assault shuttle, Repair and recovery vehicles, Y-85 Titan dropships; **Starfighter Compliment:** 72 Tie fighters (various classes); **Cargo Capacity:** 36,000 Metric tons ((1) Prefabricated garrison base); **Consumables:** 6 Years; **Hyperdrive:** x2 (backup x12); **Maximum Speed:** Attack (Average, 6 squares/action); **Maneuvers:** -4 (-8 size, +4 crew); **Defense:** 12 (-8 size, +10 armor); **Hull Points:** 650 (DR 60); **Shield Points:** 300 (DR 60).

Weapon: Turbolaser Cannon [Double, Heavy] (6); **Fire Arc:** 3 Front/Left, 3 Front/Right; **Attack Bonus:** +2 or -2/-2 (-8 size, +4 or +0/+0 crew, +6 fire control); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Ion Cannon [Heavy] (2); **Fire Arc:** 1 Front/Left, 1 Front/Right; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L N/A.

Weapon: Turbolaser [Heavy Quad] (2); **Fire Arc:** 1 Front/Left, 1 Front/Right; **Attack Bonus:** +4 or -2/-2/-2 (-8 size, +4 or -2/-2/-2 crew, +8 fire control); **Damage:** 7d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Turbolaser [Medium] (3); **Fire Arc:** Front; **Attack Bonus:** +2 (-8 size, +4 crew, +6 fire control); **Damage:** 5d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Turbolaser (60); **Fire Arc:** 3 Batteries Front, 3 Batteries Left, 3 Batteries Back, 3 Batteries Right; **Attack Bonus:** +8 (-8 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Ion Cannon (60); **Fire Arc:** 3 Batteries Front, 3 Batteries Left, 3 Batteries Back, 3 Batteries Right; **Attack Bonus:** +6 (-8 size, +4 crew, +6 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Tractor Beam Projector (10); **Fire Arc:** 5 Front, 2 Left, 1 Back, 2 Right; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

Imperial II-class Star Destroyer

Craft: Rothana Heavy Engineering's Imperial II-class Star Destroyer; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 133.96 mCr); **Size:** Colossal (1600m in diameter); **Initiative:** -4 (+4 crew, -8 size); **Crew:** 37,000 (Skilled +4); **Passengers:** 1,800; **Troop Compliment:** 9,700 troops; **Vehicle Compliment:** AT-AT walkers (20), AT-ST walkers (30); **Starship Compliment:** Lambda-class shuttles (8), Delta-class stormtrooper transports (15), Assault gunboats (5), A variable number of Skipray Blastboats, At least one Gamma-class Assault shuttle, Repair and recovery vehicles, Y-85 Titan dropships; **Starfighter Compliment:** 72 Tie fighters (various classes); **Cargo Capacity:** 36,000 Metric tons ((1) Prefabricated garrison base); **Consumables:** 6 Years; **Hyperdrive:** x1 (backup x8); **Maximum Speed:** Cruising (Average, 4 squares/action); **Maneuvers:** -4 (-8 size, +4 crew); **Defense:** 12 (-8 size, +10 armor); **Hull Points:** 750 (DR 60); **Shield Points:** 350 (DR 60).

Weapon: Turbolaser [Heavy] (48); **Fire Arc:** 3 Batteries Front, 2 Batteries Left, 3 Batteries Back, 2 Batteries Right, 1 Battery Front/Left, 1 Battery Front/Right; **Attack Bonus:** +7 (-8 size, +4 crew, +8 fire control, +3 battery fire); **Damage:** 10d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Turbolaser (60); **Fire Arc:** 4 Batteries Front, 3 Batteries Left, 2 Batteries Back, 3 Batteries Right; **Attack**

Bonus: +8 (-8 size, +4 crew, +8 fire control, +4 battery fire);

Damage: 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Ion Cannon [Heavy] (20); **Fire Arc:** 2

Batteries Front, 1 Battery Left, 1 Battery Right; **Attack Bonus:** +8

(-8 size, +4 crew, +8 fire control, +4 battery fire); **Damage:**

Special; **Range Modifiers:** PB -6, S -4, M -2, L N/A.

Weapon: Laser Cannon [Point] (40); **Fire Arc:** 2

Batteries Front, 2 Batteries Left, 2 Batteries Back, 2 Batteries

Right; **Attack Bonus:** +6 (-8 size, +4 crew, +6 fire control, +4

battery fire); **Damage:** 2d10x2; **Range Modifiers:** PB +0, S -2,

M/L N/A.

Weapon: Tractor Beam Projector (10); **Fire Arc:** 5

Front, 2 Left, 1 Back, 2 Right; **Attack Bonus:** +4 (-8 size, +4

crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -

6, S -4, M/L N/A.

Project Regnoare

The brainchild of Lira Blissex, daughter of Walex Blissex, Project Regnoare emerged after Emperor Vader told Rothana Heavy Engineering to begin work on the next generation of Star Destroyers. The Imperial-Star Destroyer was highly lauded as *the* definition of naval supremacy, and RHE was hard pressed to improve on the design. The biggest obstacles to improvement were power supply, weaponry to power ration, shield to power ratio and hull strength.

The greatest minds were called in from all over the company, human and non-human, as well from other companies on a contract of secrecy basis. The greatest of them all was Governor Tarkin. A man of great intelligence, Tarkin began to help advised the team of where to start.

Tarkin worked tirelessly with RHE design team, bringing people of Imperial Research and Development to help supplement their work. What began as a design team of 40 grew to 756 designers. The hull design became the biggest priority, because it needed to be cavernous for the power core and other essentials while also providing room for shuttles, fighters and troops. Dagger designs ranging from 1650 to 2500 were suggested, but each design required too much crew. All was thought lost for the basic design as the deadline approached, but finally the design team found the perfect design. After much debate it was agreed that the basic design of the *Venator* hull would be the basis for Project Regnoare.

With the hull decided, the next phase began. *Venators* from all over the galaxy set to be mothballed were brought in Rothana's shipyards and gutted completely. Each ship would test out certain phases or designs of Project Regnoare. With a steady supply of gutted *Venators*, the designers now began work on the next generation technology to be found on the ship.

As the latest phase came into effect, the project had a setback as well as a great leap forward. Governor Tarkin helped stop protest by literally crushing them, and was appointed Moff for his actions. His duties required him enough that he had to leave the project, but he did come in on occasion at critical points of the project to lend his help. But as a parting gift Tarkin gave Project Regnoare slaves from the Imperial Projects Program. This gave Project Regnoare a boost in skilled laborers without increasing overhead for RHE, which pleased the company. With that out of the way, designers came, or brought if they were part of IPP, from all over the galaxy to offer, or forced to give, their expertise. Corsallian designers helped out the greatest, since they had unlocked many advances in the way of advance power cores. After numerous attempts, and the destruction of three *Venators* from critical overload, a successful power core was made that doubled the amount of power the Star Destroyer created while decreasing the size.

Next was hull reinforcement and repulsorlifts. Many questioned the need to have this ship atmospheric capable, but Lira insisted that the next generation needed to dominate in every field. Hull reinforcement was simple, using Defel metallurgists to create some of the best metals for hull reinforcement. Weapons became and crew then became the next problem for Project Regnoare. As the designers mapped out possible configurations for the weapons, though, riots among certain slaves began.

Dorig had just recently announced its independence and the Drucek and Drucek slaves were protesting. The project had already fallen behind, and the protest made the situation far worse. And then Darth Masiciss arrived.

Emperor Vader heard tales of the successes Project Regnoare were making and wanted to see the project through to the end. To motivate the prisoners, as well as send a clear message of where they were, Vader sent his new apprentice, Masiciss, to Rothana. Numerous Drucek were humiliated, tortured, and killed to remind them that the Empire was their master and they weren't free.

Thanks to Masiciss's supervision, Project Regnoare got immediately back on track. The next five years flew by as the designers continued to break every theory in starship construction, creating a ship of immense power and destruction. Not long afterwards, the Rebels slowly began to infiltrate the shipyards and began planning to take this ship for the Rebellion.

The first ship of Project Regnoare was completed 2 years before the Battle of Yavin at the newly rebuilt Kuat Shipyards. This class would be immortalized as the *Regno*-class Star Destroyer. The first ship was named *Imperial Legacy* for the mark she would leave in starship engineering for the next 50 years. She was completed with 80 Turbolasers and 23 Heavy Turbolasers, 80 Heavy Ion Cannons, 60 Proton Torpedo Launchers with 6 proton torpedoes each, 60 Point Laser Cannons and 8 Tractor Beam Projectors. Before a final test could begin, RHE installed one final piece: a working back-up shield generator. Having taken years to decipher the technology behind such a machine, IR&D had finally constructed a working copy and donated it to Project Regnoare. The ship also automated huge amounts of the ship, leaving crew size to a bare minimum. Yet troop and vehicle capacity was kept at Star Destroyer levels, allowing this ship to play an all in one role much like the Imperial-Star Destroyer.

During this time the Rebels began to bring in more operatives to steal *Imperial Legacy*. The game was almost set for the maiden voyage. Before leaving for its maiden voyage, the *Imperial Legacy* conducted a test battle. Emperor Vader watched, putting Grand Vizier Kilo'Khan in command of the *Legacy*. The *Legacy* would fight against three Imperial I Star Destroyers. All ships used blank rounds and weakened lasers to ensure no damage was taken and fighters were also used but their weapons were weakened or changed to blanks as well. The captains of each ship were specially chosen by Vader for one reason: each adamantly hated aliens and believed in the theory of Human High Culture. Vader wanted to see no punches held; he wanted to see the *Legacy* at its prime. The battle was fierce, but short. In a half an hour the three Star Destroyers and all of their fighters were defeated. Vader was pleased and planned to have more of these built soon.

Yet Vader's good fortune would end quickly. The day before the maiden voyage a fire evacuation drill is held. Most of the crew left their posts and the rebels quickly moved into action. Taking the ship they were able to get the *Legacy* out of Kuat with

little to no trouble. Yet as the rebels began to celebrate, loyal imperials worked immediately to stop this tragedy.

ISB agents realizing what the fire drill for what it was stayed aboard the ship and quickly sabotaged the hyperdrive and back-up hyperdrive. Dropping out of real-space, the rebels work frantically to repair it before the Kuat Fleet arrived. They failed to do so, and they risked a blind jump with a faulty hyperdrive as the Kuat Fleet closed in. Stuck in hyperspace, they careened for hours before finally able to turn it off. When the *Legacy* emerged it was surrounded by Admiral Thrawn and his forces. The *Legacy's* fate afterwards is unknown, as Thrawn never reported finding the ship.

Infuriated at the loss, Emperor Vader nearly killed Lira Blissex. Begging for her life, she offered to immediately begin work on a new ship that could be built far cheaper and far sooner the *Regno*. Vader begrudgingly agreed, though he also wanted Project Regnoare to continue its work on the *Regno* Star Destroyer. Vader had the *Regno* Star Destroyer construction facilities moved to the Outer Rim world of Bastion, to keep away from the Rebels. This second ship would be named *Akula*, though its completion wouldn't be for years since moving Project Regnoare's facilities would take time.

Yet Project Regnoare brought many benefits. Lira stayed true to her word and came out with the *Imperial II* Star Destroyer a year later thanks to the advances made under Project Regnoare. The advances also went on to help out Rendili StarDrives, who thanks to the project as well as IR&D, created the *Excursor*-class Star Cruiser-Carrier, the successor to the *Victory* Star Destroyer. The *Excursor*, though, would not be first built until 4 year after the Battle of Yavin.

Project Regnoare was a dream that became the reality on the blood and backs of many innocent people. It represented everything wrong with the Empire, yet no one regretted their actions. By the beginning of the 4th year ABY, Project Regnoare was finally closed, having advanced naval warfare to a new level to fight the growing threats of the galaxy and beyond.

Regno-class Star Destroyer

Craft: Rothana Heavy Engineering's Regno-class Star Destroyer;
Class: Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 209.84 mCr); **Size:** Colossal (1137m in diameter); **Initiative:** -2 (+6 crew, -8 size); **Crew:** 7,500 (Highly

Skilled +6); **Passengers:** 1,800; **Troop Complement:** 9,700;
Vehicle Complement: 240 speeder bikes, 60 infantry and cargo
LAAT, 30 armored walkers, 18 mobile artillery pieces; **Starship
Complement:** 20 various shuttles; **Starfighter Complement:** 72
starfighters, 24 Skiprays; **Cargo Capacity:** 36,000 Metric tons
((1) Prefabricated garrison base); **Consumables:** 6 Years;
Hyperdrive: x1 (backup x8); **Maximum Speed:** Attack (Average,
6 squares/action); **Atmospheric Speed:** 975 km/h (16
squares/action); **Maneuvers:** -2 (-8 size, +6 crew); **Defense:** 12
(-8 size, +10 armor); **Hull Points:** 1000 (DR 60); **Shield Points:**
500 (DR 60)*.

Weapon: Turbolaser (80); **Fire Arc:** 2 Batteries Left, 2
Batteries Right, 6 Batteries Front/Left, 6 Batteries Front/Right;
Attack Bonus: +8 (-8 size, +4 crew, +8 fire control, +4 battery
fire); **Damage:** 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L
+0.

Weapon: Turbolaser [Heavy] (23); **Fire Arc:** 5 Front, 5
Left, 5 Right, 4 Front/Left, 4 Front/Right; **Attack Bonus:** +4 (-8
size, +4 crew, +8 fire control); **Damage:** 10d10x5; **Range
Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Ion Cannon [Heavy] (80); **Fire Arc:** 2
Batteries Left, 2 Batteries Right, 6 Batteries Front/Left, 6
Batteries Front/Right; **Attack Bonus:** +8 (-8 size, +4 crew, +8 fire
control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB
-6, S -4, M -2, L N/A.

Weapon: Proton Torpedo Launcher (60); **Fire Arc:** 5
Batteries Back, 5 Batteries Front/Left, 5 Batteries Front/Right;
Attack Bonus: +5 (-8 size, +4 crew, +6 fire control, +3 battery
fire); **Damage:** 9d10x2; **Range Modifiers:** PB +0, S/M/L N/A.

Weapon: Laser Cannon [Point] (60); **Fire Arc:** 3
Batteries Front, 3 Batteries Left, 3 Batteries Back, 3 Batteries
Right; **Attack Bonus:** +6 (-8 size, +4 crew, +6 fire control, +4
battery fire); **Damage:** 2d10x2; **Range Modifiers:** PB +0, S -2,
M/L N/A.

Weapon: Tractor Beam Projector (8); **Fire Arc:** 4 Front,
2 Left, 2 Right; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire
control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L
N/A.

* The *Regno-class Star Destroyer* has multiple banks of shield generators. As a
result, it recovers shield points at twice the normal rate.

Executor-class Super Star Destroyer



At nineteen kilometers in length, the *Executor-class Super Star Destroyer* is the largest and most powerful capital ship in the Empire's arsenal, except for maybe the *Death's Eye* Battlestation. Four were first approved for construction, but soon afterwards, ten others were approved. The first four were *Executor*, *Lusankya*, *Brawl* (later renamed *Iron Fist*) and the *Reaper*. All fourteen would be completed by 4 ABY and 4 more were preparing to be constructed.

Craft: Rothana Heavy Engineering *Executor-class Super Star Destroyer*; **Class:** Station; **Cost:** not available for sale; **Size:** Colossal (19,000m long); **Initiative:** -4 (+4 crew, -8 size); **Crew:** 694,326 (skilled +4); **Troop Complement:** 100,000 (stormtroopers); **Vehicle Complement:** 30 AT-ATs, 52 AT-STs; **Starship Complement:** 20 *Lambda-class* shuttles, 4 Y-85 Dropships, 10 *Sentinel-class* assault shuttles; **Starfighter Complement:** 10 wings of TIE starfighters, 2 wings TIE Bombers; **Cargo Capacity:** 500,000 kilotons; **Consumables:** 2 years; **Hyperdrive:** x3 (backup x15); **Maximum Spd in Space:** Cruising (Poor, 3 squares/action); **Maneuvers:** -4 (+4 crew, -8 size); **Defense:** 12 (-8 size, +10 armor); **Hull Points:** 1,500 (DR 80); **Shield Points:** 750 (DR 80)

Weapon: Heavy Turbolaser Batteries (1750); **Fire Arc:** 200 batteries front, 50 batteries left, 50 batteries right, 50 batteries rear; **Attack Bonus:** +6 (-8 size, +4 crew, +6 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -8, S -6, M -4, L -2.

Weapon: Light Turbolaser Batteries (350); **Fire Arc:** 200 batteries front, 75 batteries left, 75 batteries right; **Attack**

Bonus: +6 (-8 size, +4 crew, +6 fire control, +4 battery fire);

Damage: 5d10x5; **Range Modifiers:** PB -6, S/M -4, L n/a.

Weapon: Assault Concussion Missile Tubes (250, with 60 missiles each); **Fire Arc:** 50 front, 75 left, 75 right, 50 rear;

Attack Bonus: +2 (-8 size, +4 crew, +6 fire control); **Damage:** 9d10x5; **Missile Quality:** Average (+10).

Weapon: Ion Cannons (250); **Fire Arc:** 100 front, 50 left, 50 right, 50 rear; **Attack Bonus:** +2 (-8 size, +4 crew, +6 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S/M -4, L -2.

Weapon: Tractor Beam Emplacements (40); **Fire Arc:** 20 front, 10 left, 10 right; **Attack Bonus:** +2 (-8 size, +4 crew, +6 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

Death's Eye Battlestation

The *Death's Eye* Battlestation was conceived through the impetus of then-Moff Tarkin, as a means of establishing whether a superlaser was feasible in destroying a planet. Of course, the general populace was never informed that this ship was in existence. After numerous delays, the *Death's Eye* Battlestation was finally completed nearly twenty years after the close of the Clone Wars.

Craft: Custom modified *Executor*-class Super Star Destroyer;

Class: Station; **Cost:** Not Available for Sale (estimated construction cost 1.27 gCr); **Size:** Colossal (Colossal space station, 8,000m length); **Initiative:** -4 (+4 crew, -8 size); **Crew:** 2,693,890 (Skilled +4); **Passengers:** 38,000; **Troop**

Compliment: 20,000 Stormtroopers; **Vehicle Compliment:** 50

AT-ATs, 60 AT-STs, 5 AT-TEs, 2 A6 Juggernauts; **Starship**

Compliment: 250 Lambda-class shuttles, 250 Sentinel-class

Assault shuttles; **Starfighter Compliment:** 5 wings of various

TIE models; **Cargo Capacity:** 250,000 metric tons;

Consumables: 4 Years; **Hyperdrive:** x2 (backup x14);

Maximum Speed: Docking (Poor, 1 square/action); **Maneuvers:**

-4 (-8 size, +4 crew); **Defense:** 22 (-8 size, +20 armor); **Hull**

Points: 900 (DR 60); **Shield Points:** 300 (DR 60).

Weapon: Superlaser; **Fire Arc:** Front; **Attack Bonus:**

+0 (-8 size, +4 crew, +4 fire control); **Damage:** 10d10x5,000;

Range Modifiers: PB -8, S -6, M -4, L -2.

Weapon: Turbolaser (2400, 600 fire-linked in sets of 4);

Fire Arc: 50 Batteries Front, 35 Batteries Left, 35 Batteries Right;

Attack Bonus: +4 (-8 size, +4 crew, +4 fire control, +4 battery fire); **Damage:** 5d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Turbolaser [Heavy] (2400, 600 fire-linked in sets of 4); **Fire Arc:** 50 Batteries Front, 35 Batteries Left, 35 Batteries Right; **Attack Bonus:** +4 (-8 size, +4 crew, +4 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Laser Cannon [Point] (850); **Fire Arc:** 150 Batteries Front, 100 Batteries Left, 75 Batteries Back, 100 Batteries Right; **Attack Bonus:** +1 (-8 size, +4 crew, +4 fire control, +1 battery fire); **Damage:** 2d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Weapon: Ion Cannon (250); **Fire Arc:** 100 Front, 50 Left, 50 Back, 50 Right; **Attack Bonus:** +0 (-8 size, +4 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Tractor Beam Projector (40); **Fire Arc:** 20 Front, 10 Left, 10 Right; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

Rebel Ships

Liberator-class Cruiser

Designed by SoroSuub to compete against the *Nebulon-B* Frigate, the Liberator class cruiser was an advance design for its day. Utilizing advance weapons, shields and hyperdrive technology, the Liberator easily outclassed the *Nebulon-B* in combat. The Liberator also carried six full starfighter squadrons and room for at most 3,600 troops, around an Imperial Regiment. While numerous admirals saw the design as a nice addition to the fleet, the Emperor disagreed. Feeling that a design made by "aliens" might make the Empire dependent on the people they are trying to control. Angered by the Emperor's casual dismissal of their fine product the Starship division of SoroSuub arranged to have their design quietly captured by the Rebellion. While still openly pro-Imperial, those in the Starship division continued to produce a couple Liberators every few months and have them

given to the Rebellion. This ship is first seen 0 ABY, just before the Battle of Yavin.

Craft: SoroSuub's *Liberator*-class cruiser; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 27.61 mCr); **Size:** Huge (500m in diameter); **Initiative:** +2 (+4 crew, -2 size); **Crew:** 350 (Skilled +4); **Troop Complement:** 3600; **Starship Complement:** 4 shuttles; **Starfighter Complement:** 72 starfighters; **Cargo Capacity:** 20,000 Metric tons; **Consumables:** 1 Year; **Hyperdrive:** x1 (backup x10); **Maximum Speed:** Cruising (Average, 4 squares/action); **Maneuvers:** +2 (-2 size, +4 crew); **Defense:** 18 (-2 size, +10 armor); **Hull Points:** 600 (DR 40); **Shield Points:** 250 (DR 40).

Weapon: Turbolaser (20); **Fire Arc:** 2 Batteries Front, 1 Battery Back, 1 Battery Right; **Attack Bonus:** +14 (-2 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Ion Cannon (20); **Fire Arc:** 2 Batteries Front, 1 Battery Left, 1 Battery Right; **Attack Bonus:** +12 (-2 size, +4 crew, +6 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Proton Torpedo Launcher (15); **Fire Arc:** 6 Front, 3 Left, 3 Back, 3 Right; **Attack Bonus:** +8 (-2 size, +4 crew, +6 fire control); **Damage:** 9d10x2; **Range Modifiers:** PB +0, S/M/L N/A.

Weapon: Tractor Beam Projector (4); **Fire Arc:** 2 Front, 1 Left, 1 Right; **Attack Bonus:** +10 (-2 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

CC-7700-class Frigate

An updated version of the CC-2200, the CC-7700 Frigate contains the powerful gravity well projector. The problem with the design, though, was that the gravity well only faced forward. This made it hard to stop a ship since all a starship needed to do is escape from the bow of the ship. The ship also was easily modifiable like other Corellian Engineering Corporation designs. Regardless, the Empire bought many of these ships and used them well in anti-pirate and anti-rebel activity. When the Immobilizer-418 cruiser was developed, the Empire quickly moved to update to this new design. A few CC-7700 Frigates were sold to the Corporate Sector, but the remaining ships were literally dumped in or around Raxus Prime. The Alliance quickly

caught word of this and began to steal and refit as many of the vessels as they could. It is common for these ships to be used in piracy of Imperial shipping lanes, an irony many Imperial commanders find amusing.

CC-7700 Frigate

Craft: Corellian Engineering Corporation's CC-7700 Frigate; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 11.22 mCr); **Size:** Huge (350m in diameter); **Initiative:** +2 (+4 crew, -2 size); **Crew:** 450 (Skilled +4); **Troop Complement:** 300; **Cargo Capacity:** 5,000 Metric tons; **Consumables:** 1 Year; **Hyperdrive:** x2 (backup x12); **Maximum Speed:** Cruising (Average, 4 squares/action); **Maneuvers:** +2 (-2 size, +4 crew); **Defense:** 18 (-2 size, +10 armor); **Hull Points:** 450 (DR 40); **Shield Points:** 250 (DR 40).

Weapon: Turbolaser [Light] (12); **Fire Arc:** 4 Front, 4 Left, 4 Right; **Attack Bonus:** +0 or -6/-6/-6 (-2 size, -4 or -10/-10/-10 crew, +6 fire control); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Ion Cannon (12); **Fire Arc:** 4 Front, 4 Left, 4 Right; **Attack Bonus:** -2 (-2 size, -4 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Gravity Well Projector (1); **Fire Arc:** Front; **Attack Bonus:** +2 (-2 size, -4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB/S/M/L N/A.

Dauntless-class Heavy Cruiser

Formally the popular luxury ship the Dauntless Ultra Luxury Liner, the design lost its popularity during the rise of the Galactic Empire. Many ships were put in a mothball shipyard in the Dorig system. When Dorig declared its independence, the Druel left the ships alone since they did not know about them. When they found them, they modified them heavily to make them warships. They gave a few to the Rebel Alliance as a good will gift before Yavin, keeping the rest for the defense of their system. When the Druel officially joined the Rebellion, more ships found their way into the Rebel Fleet. Many are used as command ships or as support ships for the larger MC80a-C like *Home One*.

Craft: SoroSuub's *Dauntless*-class Heavy Cruiser; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 78.65 mCr); **Size:** Colossal (1,900m in diameter); **Initiative:** -4 (+4 crew, -8 size); **Crew:** 7,987 (Skilled +4); **Troop Complement:**

2,400; **Vehicle Compliment:** 30 assorted vehicles; **Starship Compliment:** 6 shuttles; **Starfighter Compliment:** 48 Starfighters; **Cargo Capacity:** 20,000 Metric tons; **Consumables:** 2 Years; **Hyperdrive:** x1 (backup x12); **Maximum Speed:** Cruising (Average, 4 squares/action); **Maneuvers:** -4 (-8 size, +4 crew); **Defense:** 12 (-8 size, +10 armor); **Hull Points:** 700 (DR 60); **Shield Points:** 300 (DR 60).

Weapon: Turbolaser (60); **Fire Arc:** 2 Batteries Front, 1 Battery Left, 1 Battery Back, 1 Battery Right; **Attack Bonus:** +8 (-8 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Laser Cannon (32); **Fire Arc:** 2 Batteries Left, 2 Batteries Right; **Attack Bonus:** +4 (-8 size, +4 crew, +4 fire control, +4 battery fire); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Weapon: Ion Cannon (30); **Fire Arc:** 1 Battery Front, 1 Battery Left, 1 Battery Right; **Attack Bonus:** +6 (-8 size, +4 crew, +6 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Tractor Beam Projector (8); **Fire Arc:** 2 Front, 2 Left, 2 Back, 2 Right; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

The First Few Steps

Commodore Veermoff could feel his face turning bright red as he read the report. *Everything I have worked towards has been ruined with this one action!* "Captain Greyson, thank you for 'acquiring' this report for me. Prepare a shuttle. I'm going to speak to the Moff."

* * * * *

Rushing into the Moff's office, Veermoff didn't wait to exchange pleasantries. "What is the meaning of this assassination of the Druek's leader, Archduke Kris, Moff Mikael!? You know this has ruined our efforts to control the Druek situation. How can you..." Mikael held up his hand and Veermoff quieted down. Then he gave a dark look to Veermoff, "Roger, I assure you I had no hand in this. Here, read this."

He threw a datapad to the other end of his desk towards Veermoff. He picked it up and immediately threw it down.

"Unbelievable! How could Director Isard go over our heads! This had nothing to do with Intelligence."

"I know, I know, but I couldn't refuse this. The Emperor approved it, probably under false pretenses no thanks to Isard. And don't think I am taking this standing down. I have already lodged complaints with Imperial Command about Isard and his actions in this dangerous situation." He paused and began to walk towards the Holoprojector. "I also requested more reinforcements because I know what will happen." Looking quizzically at Veermoff, Mikael said, "have you checked the news as of lately?"

Veermoff shook his head, "no Moff Mikael, I can see how our men are dying in my daily reports."

"Well then, watch this." Mikael fiddled with a couple of buttons and an image of an armored Druek appeared. Veermoff didn't need to read the caption under the image to know who it was. *Lord Kal Saldor!*

".....and as the blood of our beloved leader spreads on the beautiful soil of Buriz, we can not forget. Kris died because we failed him!" He pressed against the podium now, leaning closely to draw the listeners in. Very softly he said, "And do you know why? It is because we failed to dislodge the monsters that have tainted our soil with their terraforming, failed to stop them from raping and pillaging our world."

Saldor began to rise again and his voice followed, "We failed to save the many others who were under the Dominion's care. WE failed as a people to defend the weak and innocent because we lacked the spirit like Kris did to continue fighting, even when your wife and children, brothers and sisters, parents, aunts and uncles are shipped away by those evil Imperials to places worse then the ghetto's on this planet!!!"

The audience was in frenzy now and Veermoff could feel the excitement rising inside him as well. *Lord Saldor can be charismatic when he wants to.* "Rise up and fight, fight for today, fight for tomorrow, fight for the future of our children. Fight for the future Kris fought for. He fought for us and now we must fight for him once more!!!"

Mikael faced Veermoff again. "We can not let them think such thoughts of nationalism are right or allowed."

"What do you want me to do sir?" Veermoff looked grimly at Mikael.

"Nothing, yet, but have your troops come planet-side at once. Once I get orders from Imperial Command I will speak to you immediately."

* * * * *

Veermoff's shuttle landed quietly on the roof of his house, barely shaking him in his day dreaming. *How did things get so crazy Kal? Why did you have to be the good Druel and fight for your people?* "Sir, we have arrived at your residence."

Veermoff looked up, "Thank you Lieutenant." He got off and quickly exited the shuttle ramp to find his wife and children waiting for him at the bottom. Veermoff quickly embraced and kissed his wife Lydia. The kiss seemed to stop time, and Veermoff almost forgot about all the chaos that surrounded him. Pulling slightly back, he rested his head against hers and said happily, "let's go inside dear."

"Death to the Imperials, death to the Empire!" they chanted. Lord Saldor was pleased. He had whipped his people into frenzy with the death of his mentor Archduke Kris. They were now focused, determined and no longer afraid. *Why did it come at the cost of your life Kris?* But Kal couldn't stay in the past; his people were depending on him right now. "Our rebel group is 250 million strong and growing every day. So go my brothers and sisters, go and free our world from the demons that are the Imperials. Show no mercy as you fight and don't stop fighting until every Imperial is off our home once and for all!"

"I refuse to leave Roger. Dorig is my home just as much as it is yours. We were born here, raised here; married here and so will be children and our grand children and so on. I'm not abandoning our home."

Veermoff tried his best to stare her down. "This is not negotiable Lydia. Do you understand how dangerous the situation is here? The city, the whole planet, is on the brink of civil war. I won't leave my family here to be killed by some angry mob, especially since you are pregnant again!"

Lydia glared back at Veermoff and turned to the balcony. Veermoff walked up behind her and wrapped his arms around her waist. He rested his head against hers. "These fears are not unfounded, you know. How can you be so confident that the Dominion insurgents won't just come in one day and kill you all?" "Because we are not like the new colonists that came in, we were born here, we grew up here. We are just as much a Druel as Kal Saldor, even he will admit it." Lydia stared out at the two moons and began to day dream. "Do you remember that day when he came to our wedding, before the Empire took over? He knew something was going to happen and promised to protect us, the

entire family, no matter what happened because we are his Yoochan, his extended family. And besides, we are the only family to employ Druel and Druel in our homes, not have slaves like so many other families. We are safe."

Veermoff didn't believe her for a moment, but he so sorely wanted to. "I hope so," he replied sadly.

On the bridge of the *Victory-class Star Destroyer Adjudicator*, Veermoff looked at his bridge crew. They are so young, unscarred by the face of war. *They are untested by such devastating conflicts as the Clone Wars*, he thought grimly. Veermoff, though, had fought in the Clone Wars and knew what civil war was like. He did not want to fight his fellow man again, especially not Kal this time. *It was so easy fighting the Separatists together before, wasn't Kal?* Before he could continue his thoughts Veermoff was handed a datapad. "Your orders sir."

"Thank you, dismissed." The officer saluted and walked away. Reading the orders, Veermoff used all of his self control to keep his anger inside. *They aren't sending reinforcements!? We are to handle the situation as best we can but not abandon Dorig at all costs!*

This infuriated Veermoff. *All thanks to Isard we have lost our grip on Dorig! Curse that man and his idiocy!*

Veermoff calmed down and read on and found he was assigned to the defense of Kirakkum. He was given the 38th Battlegroup to command and to use whatever force necessary to keep the city. "I have my orders now Kal," he whispered, "So what is your move?"

Saluting the Major General as he entered the 38th's headquarters, Veermoff did not envy the jobs his men had been given. "What is the situation General?"

The man coughed and then spoke up, "Uh sir, I did not know you were not aware of this, but the General was killed. During the first riots by an IED, or an improvised explosive device"

Veermoff could not help but drop his jaw. "Then who is leading your men soldier?"

"Technically I am sir. I am Colonel Janos-Verceel. If you will follow me, I can show you to the situation room and explain what I have been doing right now."

Following the Colonel in, Veermoff snapped himself out of shock and focused on the situation. "Originally the General called for a general defense of the city, completely barricading it. While he was organizing the setup he got killed. I quickly realized we would be spreading our forces thinly across the city in the odd hope of stopping an external attack when it is an internal attack that is more likely. So I focused our men around the key points: the power plants, the spaceports, barracks and this base. I was able to successfully barricade these areas once I regrouped the troops, but even so, we are just a Battlegroup here, we need more men in a city of millions. What do you suggest we do?"

Veermoff's eyes darted around the map, analyzing what he saw.

"Do we control the Temple of Tar Chloral and what is the status of the Imperial citizens in the city?"

A look of shock washed over Janos-Verceel and he swooped next to Veermoff. "We do hold the Temple, it is just south-east of the base. But the human civilians I completely forgot about. They are outside the barricades!"

"Then here is what we shall do. If our defenses begin to fail we will send out troops to find all of the *Imperial citizens*. This means all aliens beside the Druek, Drueg or Lio Quitas. Gather them at the Temple and from there we shall have shuttles land and pick them up. The Druek won't touch the area. After that everyone is to fall back to the spaceport and get picked up by Imperial shuttles. We are pulling out of this city."

Sadness washed over Janos-Verceel's face. "Sir, we are at the point where if we leave the barricades and try to evacuate citizens we shall all be killed. We have to leave them here."

Veermoff didn't like what he was hearing, but there was no point to arguing. "Then we shall get all of our troops out that we can."

"But how will you evacuate everyone of the 38th Battlegroup if the situation gets out of control? The Empire has ordered us to hold the city at all costs."

Veermoff smirked. "Don't worry about it; I can get the order cleared. You tell your men to get going with the plan. Understand soldier?"

"Yes sir!"

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Red dust filled the morning air as Veermoff staggered to the entrance of the Spaceport. The Druek had stolen the Empire's artillery and had been bombing their position relentlessly since

the middle of the night. The inside of the spaceport barely looked better.

A Stormtrooper behind Veermoff screamed "Take Cover!" He tackled Veermoff and threw them both into the spaceport. A deafening *Sha-Boom* came afterwards followed by nothing. Veermoff opened his eyes to face the Stormtrooper who saved his life. He held out his hand to help Veermoff up, to which Veermoff accepted. "Thank you for saving me soldier. To whom do I owe the honor to?"

"Captain Andreas, sir. And I would advise you get to your shuttle immediately. My troops are almost all dead." Pointing to the now wider entrance, "and their artillery is getting accurate." Veermoff nodded, "Indeed, I should get ready to go, but not without you and your men. I'm not leaving anyone on this world to die."

"Are you sure that is wise sir."

"That's an order Captain; don't argue with me about it, not now." The captain nodded in acknowledgement.

Andreas called on his comlink, ordering all of his remaining men to meet him at the shuttle bay. Veermoff and Andreas ran to the shuttle bay, knowing there time before the Druek swarmed the spaceport to be shrinking by the moment. They reached the shuttle bay with the remaining 8 Stormtroopers waiting as ordered. They looked like they visited all of Corellia's nine hells at once. Their armor was either charred black or cracked in numerous places. Just as they were to board the shuttle, a voice called out from behind. "*Gorza Imperials!*" [Freeze Imperials!] Veermoff and the soldiers turned around to find themselves staring down what looked like an army of Druek. Then the Druek parted way for someone. A tall, extremely tall man in a black cloak entered, having to duck just to get through the doorway. Veermoff sighed. "Hello Kal," he said unhappily, "to whom do I owe the honor of your presence."

Saldor waved his hand casually, revealing his new blue armor, "No one of great interest ... except your family." Veermoff immediately jumped forward, but was stopped by the Drueks pointing their guns at him.

"What about my family!?!"

"I bring word that they are.....safe and under my care." He let his words hang in the air before continuing. "I will ensure this continues for as long as you follow an..... arrangement I setup."

"Yes, of course, anything!" He answered without hesitation, immediately regretting his decision.

"Your family is to stay on Dorig, never to leave. In return all other Imperial soldiers may leave in peace."

Kal Saldor sighed, "I want us to meet once again as friends, as neighbors, and as brothers of Dorig sometime. But now is a time for politics"

Veermoff looked perplexed, "Why do you do this? What politically do you have to gain from holding my family hostage?" Saldor laughed, "Come my friend, if there will ever be an attack to retake Dorig it will be lead by its leading expert, you. This is my insurance from such a scenario. There is no greater incentive to fight or not fight then that of the lives of your family?"

Veermoff fist tightened as he realized that he had to agree, or else he would have the blood of millions on his hands, including his family. "Agreed," he sneered, "but what of the civilians?"

"Good then, and to answer your question, they will stay and become citizens of our free world. We are taking are first few steps into the light of freedom, and I assure you we won't make the same mistakes you did." He said this last part bitterly.

"Now go, take your shuttle back to your ship and leave Dorig!" Saldor then turned around and began to walk away when Veermoff stepped forward again.

"Wait," he exclaimed, "I have one question for you." Kal turned around, waiting to hear what he had to say. "If you don't mind me asking, why did you leave the Republic and join the Dominion insurgents?"

Saldor paused for a moment, looked out at the door, then looked back at Veermoff, "because I wanted to fight for something I believed in again. The Republic we fought for died when the Empire enslaved my people."

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In one day, one sleepless day, Veermoff watched in horror as Dorig was lit aflame with the fires of revolution. The 38th Battlegroup fought valiantly but they stood no chance against the far numerous Druek insurgents as they surged into Kirakkum. And then Buriz fell and the Moff barely escaped the Archduke's palace alive. As the Imperial Fleet hastily broke orbit around Dorig, Veermoff couldn't help but feel part of him being torn out and left on Dorig. *Were not the ideals of the Empire enough Kal? Aren't peace, order and stability worth fighting for? Or is the fight for your family a greater cause, a moral cause, above the laws of any man, machine or alien?* Veermoff doubted that Vircono would answer these questions. And he doubted Dorig would

answer them either. Someday he hoped to return and finally try to understand what Kal meant. "Now I have something to fight for Kal, and I shall return!"

End

Admiral Roger Veermoff

Born on the planet of Dorig, Roger Veermoff came from a respected military family. A man of honor, dignity and justice, Roger enlisted as a cadet for the Republic Navy at eighteen. Showing aptitude as a commander, his skills none the less made him a good candidate for a pilot. While training, he became fast friends with another recruit, a Druek named Kal Saldor. They were in the same class, though Saldor was being looked at for a captainship. Both lead their class on starfighter and capital ship tactics and strategies, honing their skills against each other. When both graduated four years later the Clone Wars erupted. Veermoff became a 2nd Lieutenant in a fighter squadron and attached to Captain Saldor Saldor's ship, the Dreadnaught *Equivocal*.

Veermoff moved up through the chain of command, becoming a starfighter captain before becoming captain of the *Victory-class* Star Destroyer *Adjudicator* by the battle of Kuat. When the Empire arose, everyone thought the war had ended. Yet even without the strong Separatist Council, the Separatists vowed to fight on under General Czar. Veermoff again stepped up to do his duty, helping to crush and scatter the Separatists threat once and for all. He was instrumental at diplomatically having Dorig to join the Empire, after defeating the Separatist fleet stationed there. His actions earned him the rank of Commodore and a small task force to command.

Returning to Dorig a hero to all, he quickly married his long time love Lydia. Attended by important V.I.P.s of the Empire and Dorig, the story of the marriage of a war hero was played up to show the galaxy was returning back to normal. Saldor vowed to protect Veermoff's family. Life was good yet this was not to last.

The Druek were declared a race to be enslaved in an Imperial document called the "Master and Slave Races". Dorig rose in anger, but the Empire suppressed them and began to herd the population into slave ships almost immediately. Unwilling to stay with his friend in the Navy, Saldor join the rebel movement and vowed to defeat Veermoff and his Empire.

Veermoff tried and failed to diplomatically end the rebellion. Thus he was assigned permanently to Dorig as part of the “peace keeping” task force. Veermoff’s intimate knowledge of Dorig was used to try to thwart the growing rebel movement.

Seven BBY Director Isard assassinated Archduke Kris, the leader of the Drucek rebellion. Kal Saldor had been his second in command before his death and used the death to rally the people and force the Empire off Dorig. Veermoff was forced to leave his family behind as hostages in Saldor’s game of politics. If Veermoff ever was to re-capture Dorig, Saldor implied harm would be brought upon his family. Incised at his friend’s betrayal, Veermoff reluctantly agreed to the deal. After a few battles and failure to end the Drucek rebellion, Veermoff and others stationed at Dorig were either demoted or punished. Veermoff lost all of his ships but *Adjudicator*, but keep his rank. He seemed destined to be forgotten until Darth Masiciss found him.

Looking for reliable men to help keep the peace at Project Regnoare, as well as be competent, Darth Masiciss appointing him head of security of the project. This made Veermoff the de factor second in command of the project. Veermoff worked hard for the next five years, keeping the slaves placated while helping Darth Masiciss keep the project designers on schedule. Emperor Vader and Darth Masiciss were very pleased with the results. After the ship was tested, Vader bestowed a personal honor upon Roger, shaking his hand and immediately promoted him to Admiral. Given the *Tector*-class Star Destroyer *Archangel* as his personal flagship and a fleet to command, Veermoff was immediately sent out on his first mission. Admiral Strone took over Veermoff’s position, but due to his bumbling, lost the *Imperial Legacy* to the rebels a week later, and a day before its maiden voyage. Veermoff feared retribution, but Strone suffered instead.

From then on Veermoff led his fleet to numerous victories against the rebels, yet with a heavy heart. Missing his family, Veermoff fought every battle with everything he had hoping the battles he won would end the war and bring his family back to him.

While with Project Regnoare Veermoff became interested research and development. With approval from the Emperor, he and General Mohc created the Dark trooper Project. Though the project was halted by the efforts of the rebels as well as the death of Mohc, Vader was pleased with the results and urged Veermoff to continue to come up with ideas.

Veermoff’s continued excellence in combat earned him the attention of Thrawn. Having recently become a Grand Admiral, he was to be sent off to the Unknown Regions on a secret mission. After a long discussion of the current state of the Empire, Thrawn found that Veermoff showed skill and competence needed to combat the mysteries of the Unknown Region. Thrawn offered him a place as his second in command for the expedition as well as free his family from Saldor’s control. Veermoff quickly agreed.

Veermoff suggested his good friend Pellaeon join them, but Thrawn said his time would come when they would need him but for now his place was with the *Chimaera*. Gathering some of the best and brightest military minds with him, Thrawn and Veermoff left for the Unknown Regions.

Admiral Roger Veermoff: Middle Age Male Human, Soldier 4/Noble 2/Officer 7; **Init** +6 (+2 Dex, +4 Bonus); **Def** 21 (+2 Dex, +9 Class); **Spd** 10m; **VP/WP** 134/14; **Atk** +12/+7 melee (1d3+2, punch), +12/+7 or +8/+8/+3 ranged (3d6, Blaster [Pistol]); **SQ** Favor +1, Inspire Confidence, Leadership, Noble bonus class skill (Bluff), Requisition Supplies, Tactics, Uncanny Survival; **SV** Fort +10, Ref +9, Will +10; **SZ** M; **FP:** 3; **Rep:** +9; **Str** 14, **Dex** 14, **Con** 14, **Int** 15, **Wis** 15, **Cha** 15.

Equipment: Blaster [Pistol], Code Cylinder, Comlink [Encrypted]
Skills: Astrogate +9, Bluff +12, Computer Use +10, Diplomacy +18, Gather Information +10, Intimidate +12, Knowledge (Cultures) +4, Knowledge (Dorig) +15, Knowledge (Politics) +15, Knowledge (Tactics) +15, Pilot +9, Profession (military officer) +13, Read/Write Basic, Read/Write Drucek, Repair +6, Sense Motive +10, Speak Basic, Speak Drucek, Treat Injury +6
Feats: Alertness, Aristocrat’s Honor, Armor Proficiency (light, medium), Diplomatic Immunity, Fame, Imperial Command Training, Improved Initiative, Persuasive, Starship Dodge (starfighter), Starship Operation (starfighter), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Prelude to Defeat

The *Indomitable* eased into the Dorig system, facing the planet Dorig. The system had just a week ago thrown off the shackles of

the Empire and Kal Remos wanted to welcome the Druuk, among other things.

the bridge Kal soaked in the beauty of the world, or what was left. Patches of green and blue were separated swathes of brown. *Years of terraforming will be needed to fix Dorig if the Druuk want their world back to its original state.*

Uh, General Remos sir, Dorig is hailing us. I sent our identification code and they wish to speak to us, you in particular sir."

I turned towards Lieutenant Jerrod, "Understood, patch me through to them on the bridge." Kal turned around, walking methodically towards holonet communicator.

Slowly a patchy picture appeared of a Druuk male, Lord Kal Saldor. Kal bowed and said, "It is a pleasure meeting you Lord Saldor. I am General Kal Remos of the Galactic Republic. I hope all is well on your world."

Lord Saldor scoffed, "As well as any newly liberated world could get. And don't start with that Galactic Republic nonsense, the Republic is dead and you are a rebel." *Not the greatest start*, thought Kal.

Lord Saldor eased his tone. "But I sense your not here to exchange pleasantries. If you want something, be quick for I have much to attend to. If you have not noticed, I am in the middle of a civil war."

Kal relaxed his stance, knowing that Lord Saldor wasn't up for formalities at the moment. "To get straight to the point, we would appreciate it if you could give us any supplies or repairs. We have been on the run for eleven years, and have had few opportunities to be able to repair the *Indomitable*. I know your people are just starting to rebuild, but we would appreciate any help you could give us."

Lord Saldor's imagine flickered for a moment as he thought this over. Finally he responded, "Fair enough General Remos. We have our shipyard working and enough room and supplies for you to stay with us. Wait for fighter escort to lead you to your slip. Lord Saldor out." As the image flickered and died, Kal let out a sigh of relief. *Finally, a break from it all*, he thought.

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A month went by as the *Indomitable* went through thorough repairs. In the meantime Kal had helped the Druuk liberate Fornique, one of the two sister worlds of Dorig.

Aboard the *Indomitable*, Kal read over reports of the status of his fighters. *All 24 V-wing starfighters fully repaired, all 6 ARC-170*

starfighters repaired, all shuttles nearly repaired. Supplies fully restocked. Ship 97% repaired. Overhaul of obsolete systems at 49%. Kal smiled as he read this. *Good, we will be able to hit the Empire with full force this time.* He put down the status report and was about to pick up a list of strategies for a raid on Vircono when the Force stopped him. *Trouble.* Kal threw on his mask, cloak and cape and ran out to the bridge.

By the time Kal had entered the bridge, alarms were blaring and the crew was moving into battle stations. "Commander Mala, what is the situation? And where is Captain Remos?"

"A Victory Star Destroyer has left the orbit of Vircono and is on a course towards us sir. It is just a Victory, no other support ships beyond its starfighters. As for your cousin, he is coming up to the bridge as we speak. He was speaking to the Chief Heiko in the hanger when the Victory left Vircono's orbit."

Lieutenant Jerrod approached Mala and handed her a datapad. "And it would seem that the Victory is the *Cadaver*, the pride and joy of Darth Corruptus," she said with a smirk. "Wonderful," Kal said sarcastically.

* * * * *

Indomitable was leaving its shipyard slip as Captain Rian Remos entered the bridge. "Report Commander Mala," asked Rian. "We are moving in at attack speed to meet the enemy ship, sir. It is identified the *Cadaver*, under the command of Darth Corruptus. The ship is alone except two squadrons of Tie Fighters." Rian Remos listened intently as he walked next to Kal. "What do you think we should do Kal? It's obvious they are after us." Turning to Rian Kal said, "We shall stay and fight, and we shall win this battle. I'm sick and tired of having to deal with Corruptus. I have a plan, but we will need to scramble all of our fighters immediately."

* * * * *

"One minute until we are within range to fire at the *Cadaver* sir." Kal stood around nervously as the *Indomitable* and her fighters raced forward. The calm before the battle was the toughest and Kal found it hard to get used to.

"Sir, we are within range, permission to fire."

"Permission granted; all available weapons open fire!" The *Indomitable* let loose a salvo of its weapons, Turbolasers and missiles blazing the space between the two ships.

The *Cadaver* immediately returned fire with Turbolasers and Ion Cannons. "It would seem like we have a Victory II on our

hands. This is just getting better.” Kal smiled. “Keep up a continuous volley; I don’t want to give their shields a rest for one minute. And hold fire with our concussion missiles.”

* * * * *

As the Victory Star Destroyers fought each other from an ever closing distance, V-wing’s and Tie Fighters engaged in-between. Captain Kenu of the 23rd V-wing squadron led the initial assault on the Tie fighters, followed by Captain Villmo and the 78th V-wing squadron. The Tie fighters were quickly being overwhelmed as the V-Wings fast speed made them tough to hit or follow. It was obvious to Captain Kenu as he shot down his third Tie that they were dealing with rookie pilots.

“*Indomitable*, this is Captain Kenu, permission to move onto objective B. The Ties are presenting no threat and the 78th is itching to have some fun.”

A static filled paused hung in the air before Captain Remos replied, “Permission granted, move onto objective B immediately. Captain Villmo, finish off those Ties.” Both captains acknowledged their orders and quickly led their squads on the offensive.

As Captain Kenu led the first group on the shield generators, he immediately felt a cold, dark presence feeling out his mind. “*Indomitable*, the Tusken has left the Fort, I repeat; the Tusken has left the Fort.”

* * * * *

“...I repeat, the Tusken has left the Fort.” *The signal!* But Kal returned to the battle at hand. “*Indomitable*, prepare for an exchange of fire. All guns on the port prepare for the *Cadaver*. Fire all of your weapons on my word.”

Both the *Indomitable* and the *Cadaver* began to line up to trade volleys from their port and starboard guns. In-between all of the fighting the 23rd and the 78th were attempting to make strafing runs on the *Cadaver*’s shield generator domes.

But Kal could notice, could feel, that Corruptus kept clouding their vision or adjusting their fighters controls with the dark side of the force, stopping them just short of hitting it. The *Indomitable* rocked violently, and Kal realized one of the turbolasers from the *Cadaver* scored a direct hit. “Rian, where is the surprise, it is almost their time to make an appearance.”

“Just about ready sir, they are making their final jump in a minute,” as he finishes another explosion rocks the ship and one of control panel explodes, killing a crew man.

“Damn it, tell them to hurry,” Kal snapped.

Both ships passed by each other, burning and badly damaged as they finished their attack run on each other. And as they turned around, the 206th ARC-170 squadron emerged out of hyperspace just behind the *Cadaver*.

All six fighters fired off a proton torpedo at the engines, quickly overwhelming the *Cadaver*’s shields and damaging her engines badly.

A cheer went off across the bridge of the *Indomitable*.

“Alright everyone lets finish this battle!” The *Indomitable* began a charge towards the *Cadaver*, intent on dealing the death blow. Fighters swarmed around the *Cadaver* like vultures on a dead body, eagerly snipping away at the dying ship. The *Indomitable*’s Turbolasers began to tear through the *Cadaver*, and her returning fire began to subside as the ship continued to take hit after hit. “Continue the volley, destroy her!”

Finally the *Cadaver* broke in two, from port to starboard, cracking open to the unforgiving space. And as the two halves separated, they each began to disintegrate even more into smaller pieces as fighters and the *Indomitable* alike continued to fire.

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Two more weeks passed as the *Indomitable* and her fighters were repaired. It felt odd for Kal though. He had killed his rival, as well as one of the Sith.

Will this mean anything in the war effort now that Corruptus is dead?, Kal wondered. *Maybe, but the Sith have a way of bouncing back from such defeats. That may have been the last of Corruptus, but Vader will have a new apprentice, one more dangerous and not as careless.*

Kal’s comlink went off, and he grabbed it from his belt.

“Kal here, what is it?”

“Sir, this is Commander Mala. There are two things I need to notify you about sir. First, our repairs are complete and we have been asked ‘politely’ to leave the system so as to free up room for other ships by Lord Saldor. The second; one of our scouts has just returned and his shuttle is in critical condition. He’s barely going to make it into the hanger bay, but he has requested to speak to you specifically as soon as he lands.”

Something tingled in the back of Kal’s mind. *The Force is hinting at something, this must be important!* “I will be in the hanger bay right away!”

* * * * *

Kal and the hanger crew rushed over to the badly damaged Theta shuttle as it skidded and then crashed onto the hanger deck. Pulling out his lightsaber, Kal immediately cut a hole directly into the cockpit. Inside was an unconscious pilot, Gordon, with various burn marks and blaster wounds, but still alive. The tech crew immediately pulled him out of the shuttle. Kal began to hold his hands over Gordon so he could use the force and ease his pain. The scout awoke in a scare, and then saw Kal. "Sir," he said gasping for air, "they are going to attack Caamas. There is a Jedi on Caamas and the Empire is going to attack the world. But beware of Masiciss....."

As Gordon trailed off, Kal could feel him passing from this world. Kal hunched over the body of Gordon for a moment, saying a few words of prayer his family had taught him a long time ago. Slowly arising, Kal continued to stare at the scout, almost in shock. Still staring at the body, Kal pulled out his comlink, "Rian, prepare our forces to leave the Dorig system immediately. Calculate coordinates to Caamas; we have a Jedi to save."

Adventures

A Problem With Pol Li

News comes in from an Imperial Outpost of a raging Druuk on the world of Garziga. This world used to belong to the Druuk before the entire Druuk population was enslaved and shipped away by the Imperial Projects Program. The heroes are hired by the Empire to investigate reports identifying this Druuk as Lord Kal Saldor. Most would scoff at the report, for Saldor is 2.5m which is a rarity among Druuk, but the reports and pictures confirm this Druuk at 2.5m as well. Given the mission by Commodore Rodger Veermoff of the Victory Star Destroyer *Adjudicator*, an expert on the Druuk, and are assigned a 9-man squad of elite Stormtroopers led by Sgt. Harrison Ross. Veermoff will drop the heroes off on the planet where they shall kill the Druuk, identify him, and leave. The reports point the heroes to the abandoned city of Burkin for his whereabouts. As the heroes and the Stormtroopers investigate, they find an abandoned lab that was under the Order of the Blades supervision. A list of subjects shows various Druuk names, but one is at the top of the list: Pol Li. If the heroes decide to investigate any of the

functioning computer (most were smashed or thrown out of their walls), they shall find that the Order of the Blade were conducting genetic experimentation on Druuk. If the heroes decide tell Veermoff about this, he shall be just as surprised to hear of this, and advises caution. Eventually the heroes will find the raging Druuk, and he will attack them. Will the heroes be able to discover this mysterious Druuk? And will they be able to figure out what these genetic experiments were and why they were done?

Pol Li

Taken from his family by the Order of the Blade at the age of one 18 BBY, Pol Li lived a terrible life. The Order of the Blade conducted a long term program on Garziga called Project Berserker, stealing one year olds from the local Druuk population. Using Lio Quitas geneticists in conjunction with Blade alchemists, they worked to make soldiers that were in a near constant state of rage, unable to rationalize orders, just follow them as well as be near impossible to kill. Pol Li and Gal Sulza were the only Druuk to come out of the program alive. Gal Sulza did not become a berserker, but did join the ranks Order of the Blade. Pol Li, though, was induced into a near mindless state and became the only berserker of the program. He was used a couple of times on worlds where collateral damage didn't matter, but he was becoming harder and harder to control. The Order of the Blade had grown tired of this and decided to see if he was worth keeping, so they let him loose back on Garziga. Then they made sure falsified reports came in identifying Pol Li as Lord Kal Saldor to ensure the Empire sends their best to fight Pol Li. If they die, the Order of the Blade shall step in, "quarantine" him, and work on a way to control him. If he is killed, then a nuisance has been eliminated.

Pol Li: Adult Male Druuk, Soldier 4/Dark Side Marauder 5; **Init** +6 (+2 Dex, +4 Bonus); **Def** 21 (+2 Dex, +7 Class, +2 Misc); **Spd** 8m (Armor); **VP/WP** 135/20; **Atk** +11/+6 ranged (by weapon), +14/+9 melee (3d4+5, crit 18-20, punch), +14/+9 melee (3d4+5, crit 19-20, Druuk Sword); **SQ** Dark Side; **SV** Fort +13, Ref +6, Will +4; **SZ** M; **FP**: 0; **DSPs**: 16; Rep: +3; **Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 10, **Cha** 8.

Equipment: Battle armor [Medium] (Damage Reduction: 5), Druuk Sword

Skills: Intimidate +11, Read/Write Basic, Read/Write Drucek,
Read/Write Virconian, Speak Basic, Speak Drucek, Speak
Virconian

Force Skills: Enhance Ability +9, Enhance Senses +4, Fear +8

Feats: Advanced Martial Arts, Armor Proficiency (light, medium),
Combat Reflexes, Defensive Martial Arts, Exotic Weapon
Proficiency (drucek sword), Force-Sensitive, Improved Initiative,
Improved Martial Arts, Martial Arts, Power Attack, Weapons
Group Proficiency (blaster pistols, blaster rifles, heavy weapons,
primitive weapons, simple weapons, vibro weapons)

Force Feats: Alter, Control, Rage, Sense

Chapter 2: A New Hope ...

0 BBY –

- Kyle Katarn, a former Imperial commando, infiltrates the location of the building site for the *Death's Eye*, successfully downloads the plans for this super weapon and manages to elude Imperial forces. On his flight from the Despayre system, he is tracked by the scout ships sent by Darth Masiciss and his hyperspace route is detected. As the *Devastator* and Darth Masiciss bears down on his small transport in the Obroa-Skai system, he transmits the plans for the *Death's Eye* to the nearest Alliance ship – the *Tantive IV*, with Senator Leia Organa on board. Viewing the frantic transmission, Leia Organa orders the captain of the *Tantive IV* to immediately set hyperspace coordinates for Tatooine, where her father had told her to go in search of Obi-Wan Kenobi, if she ever knew that she was in terrible danger.
- In a frantic fight over Tatooine, the *Tantive IV* is damaged and captured by the *Devastator*. Darth Masiciss leads a company of Stormtroopers in the assault of the ship. Leia, fearing the sacrifice that many Rebels made to get her this information that may be lost in vain, gives the blueprints to R2-D2, Captain Antilles' astromech, and orders him to seek out Obi-Wan and give the plans to him. C-3PO, fearing enslavement and a punishment of spice mining in Kessel, follows R2 into an escape pod. They barely make it past the star destroyer, mistaken for a malfunctioning escape pod. On the *Tantive IV*, Masiciss interrogates Captain Antilles and learns he does not have any information on the plan's location. Masiciss kills Captain Antilles, telling him before he dies, that he will get the information from Senator Leia Organa. When Leia is found, he orders her imprisoned, the crew executed, and the ship scuttled. A report made to the Senate that cites a pirate attack will be sent to the Senate to quell any questions of Princess Leia's fate. He also orders a battalion of stormtroopers to scour the Tatooine surface to search for the escape pod to find the lost plans.
- On Tatooine C-3PO and R2 separate. Both are individually captured by Jawas, reunited on the Jawas' sand crawler and are later sold to the Lars family.
- The Techno Union buys Hoersch-Kessel Drive Inc. The Techno Union then undoes all the damage the previous owner had done, reopening many of its factories and rehiring many of its engineers and designers. It then hires Hoersch-Kessel to create new ships for the Rebel Alliance. The designs are kept secret for the next couple of years as they are developed. The Techno Union also begins to produce some ships for the Rebels at secret factories in Wild Space and the fringes of the Outer Rim.
- To get Luke Skywalker, the nephew of the Lars', to help complete his mission, R2 replays part Leia's message, dropping the name Obi-Wan Kenobi. Luke is lured by her beauty to unknowingly remove R2's restraining bolt, but promises to take R2 to Obi-Wan Kenobi when he has the time. So during that night R2 escapes to get to Obi-Wan sooner. When Luke finds out about this he makes plans with C-3PO to look for him in the morning.
- Luke and C-3PO find R2 far out in the desert when Tusken Raiders attack. All are saved by Obi-Wan using an illusion of a Krayt Dragon. When Obi-Wan sees who exactly he has saved, he offers them the opportunity to rest at his home for a little bit.
- Princess Leia is brought to the completed *Death's Eye* where she is imprisoned by the *Death's Eye's* supervisor, Grand Moff Tarkin. During her isolation, Leia prepares herself for interrogation by Imperial droids rumored to be able to torture information out of Rebel operatives, but when Darth Masiciss enters her cell she quickly realizes that her preparations will not help her. Darth Masiciss enjoys his long sessions with the young and beautiful princess but continues to torture her for days before finally asking questions. In this prolonged way Masiciss is told where the plans were placed and that the droid was sent to the planet to escape. Leia talks but only her deep resolve and iron will allow her to reveal half truths.
- Once at Obi-Wan's home, R2 replays the entire message made by Leia. Obi-Wan feels the Force is guiding Luke finally towards his destiny, and decides to tell Luke about his father and the Jedi. Luke scoffs at

the notion, saying his father was a spice freighter navigator. But Obi-Wan tells Luke that he was a Jedi, and fought in the Clone Wars. Immediately, Luke pays attention to what Obi-Wan is saying.

- Obi-Wan tells the story of Anakin Skywalker who fought in the Clone Wars for peace, justice and democracy. He was a good friend to Obi-Wan, and both were very close during the war to the point of being unofficial brothers. But then a former Jedi, Darth Vader, turned on Anakin. All three of them fought valiantly, but Anakin gave up his life to kill Vader by throwing themselves into a lava river. But Vader survived, killed Emperor Palpatine, and began a new era of darkness as Emperor of the Empire.
- Obi-Wan gives Luke a lightsaber that he claims once belonged to Anakin. (In actuality it was a lightsaber that Obi-Wan had recently built). Luke accepts the gift, but refuses to leave his family. When Luke returns home to find his family and current life aflame, Luke decides to take up Obi-Wan's offer. Together with the droids, they head to Mos Eisley.
- Han Solo, waiting for his next job, is approached by Greedo: one of Jabba's cronies. Greedo begins to explain that he knows his secret and unless he doesn't want others to learn of it, Han will need to begin paying Greedo "hush" credits. After Greedo finishes his sales pitch, Han Solo tells him that he will think about it, to which Greedo tells him not to wait too long, or the nearest holovid station will receive all of Greedo's files about Han's recent Imperial entanglement. As Greedo leaves the cantina, Han shoots him in the back. As the Rodian lays dying, Han steps up to Greedo and shoots Greedo in the head and then calmly returns to his seat.
- In Mos Eisley, Obi-Wan and Luke commission the smugglers Han Solo and Chewbacca to get them to Alderaan. In addition, they need to be off Tatooine quickly and quietly. As they blast away from the planet they barely escape three Star Destroyers in orbit.
- In a meeting on the *Death's Eye*, some of the officers feel a test is needed to scare the Rebels, but know they can't do anything without the Senate's approval. Grand Moff Tarkin walks in thereafter and announces that that isn't a problem. Emperor Vader had finally disbanded the Senate, feeling that the regional governors, Moffs,

and Grand Moffs have finally secured their positions of power to take over fully. Tarkin elaborates that he has full support of the Emperor to test out the *Death's Eye* on the hidden Rebel base.

- After a few more days of interrogation, Darth Masiciss tells Tarkin that Leia does not know the current location of the rebel base and warns him that she is actively attempting to reveal a false location. Tarkin suggests a more forceful strategy. Having already anticipated that this would happen, Grand Moff Tarkin ordered the *Tarkin* to make for the Alderaan system. When they arrive, Tarkin orders Masiciss to escort Leia to the Observation room where Tarkin waits with Alderaan in the viewport. Using his trump card, and knowing that Leia knows of the capabilities of this station, he threatens to destroy Alderaan. Leia pleads mercy for her homeworld, but Tarkin promises to spare it only if she gives him a military target. Leia reluctantly gives the location of Dantooine, hoping that it had been evacuated. Tarkin, pleased with the results, orders Alderaan to be destroyed anyway.
- During the trip to Alderaan, Obi-Wan feels a great disturbance in the Force. He fears the worst as they approach nearer to Alderaan. After catching his breath, Obi-Wan continues to teach Luke the ways of basic lightsaber combat and the notion that using the Force is a matter of instinct, not intellect. Luke takes well to what Obi-Wan says, confirming to Obi-Wan that Luke does indeed have the Chosen One's talents for the Force.
- Excited with the successful firing of the *Death's Eye*, Grand Moff Tarkin has a celebration with the command staff of the station. During the celebration an officer approaches Tarkin with the news that the Dantooine base was abandoned, and for sometime. Enraged, Tarkin immediately schedules Leia's execution for the following day.
- After entering the Alderaan system, the *Millennium Falcon* is capture by the *Death's Eye*. On the station, Han, Luke, Chewbacca and Obi-Wan engage in an elaborate plot to free their ship. When the *Falcon* is brought aboard, Darth Masiciss inspects the ship on an instinct. Once there, he feels a presence, one familiar to him, somehow different.

- Before leaving the Alderaan system, a message is received by Grand Moff Tarkin. Emperor Vader is pleased with his actions, but the Public Relations are having trouble trying to explain why Alderaan had to be destroyed. Vader wants Tarkin to leave as soon as possible to Imperial Center. Tarkin agrees once the mystery of the smuggling ship has been solved.
 - Once the group captures the command center of their docking bay, Obi-Wan agrees to disable the tractor beam. Luke asks to go with him, but Obi-Wan told him that his destiny is to stay where he is. Obi-Wan promises to return to him. While searching the *Death's Eye's* mainframe, R2 is able to find out that Princess Leia is on the ship and soon to be executed. Playing on Han's greed, Luke is able to convince him to help save Leia. They, along with Chewbacca, successfully get Leia out of her cell, but get side-tracked when their escape route is blocked by Stormtroopers. After escaping into a trash compactor, splitting up, getting lost and meeting up once again, they finally reach the *Millennium Falcon*.
 - After deactivating the tractor beam for the docking bay, Obi-Wan works his way back to the *Falcon*. As Obi-Wan gets in front of the entrance to the docking bay, Darth Masiciss emerges from the shadows. Obi-Wan Kenobi activates his lightsaber and prepares to fight. "Ah, Obi-Wan, the scourge who maimed my Master," he said in a raspy voice, "I have waited a long time to meet you again. But why stay with formalities, Anakin?" With that Obi-Wan gives him a cold stare, "It has been a long time since anyone has called me by that name, and I will be damned if I let a low-life like you start." And with that they clash lightsabers. Anakin's Form V at first has the advantage, but soon Darth Masiciss's Form II takes dominance. Anakin is running out of tricks, so he decides to use something special on Masiciss. Batting Masiciss's blade down, Anakin proceeds to cut off both of Masiciss's hands. With both Masiciss's and his own blade in a scissor hold around Masiciss's head, Anakin feels tempted to kill him then and there. As he contemplates this, Luke calls out to him to come back to the *Falcon*. Realizing he had almost succumbed to his anger, Anakin deactivates both of the lightsabers.
- Throwing Masiciss's lightsaber at Masiciss's feet, Anakin says, "I spare your life this time, but I can make no promises the next." With a sneer in his voice, Masiciss replies, "You may have defeated me, but you will not stop the Empire!" The *Falcon* then leaves and defeats a picket line of TIEs in its escape of the *Death's Eye*.
- Within the hour Darth Masiciss is fitted with replacement limbs from his private surgical staff aboard the *Death's Eye* and adorned in regenerative therapy armor designed to speed his recovery. Darth Masiciss, summoned by Tarkin, brings the Grand Moff word from Vader. Grand Moff Tarkin is to leave the *Death's Eye* to meet Emperor Vader on Coruscant, and Vader has left orders for Masiciss to assume command of the *Death's Eye*. Grand Moff Tarkin's last order before leaving for Imperial Center is to follow the tracking device in the *Millennium Falcon* to the rebel base and ensure that the base is destroyed. Masiciss eagerly accepts these orders.
 - Anakin removes the tracking device, but does not tell anyone he knew where it was located.
 - Unknown to the Rebels, their location is transmitted to the *Death's Eye*, which makes its way to the Yavin system. The Rebels frantically analyze the *Death's Eye's* blueprint for a weakness. They find that a ventilation shaft is exposed and a well placed proton torpedo could take down the entire station. An unknown vessel arrives outside the system which warns the Rebels of the *Death's Eye's* arrival. The Rebels scramble all of their available fighters for the assault.
 - Emperor Vader having also seen the events in the Force secretly sends additional ships to the sector to ensure his victory over the Rebels.
 - The *Death's Eye* enters the Yavin system and begins the slow rotation of the gas giant of Yavin to attack its moon. The Rebels launch their fighters. Luke joins Red Squadron in the fight, Han and Chewbacca leave just before the battle, and Leia watches the progress of the battle with Wei'Lasu, Kenobi and Dodonna on the moon. Obi-Wan disappears from the Yavin Temple.
 - Masiciss delays the release of all the flight squadrons, until he realizes what the Rebels are doing. Masiciss

immediately launches in his TIE Advanced and proceeds to kill any pilots who attempt to make a run on the hidden ventilation shaft. One pilot, Red Leader, just misses and does his best to distract Masiciss so Luke, Biggs, and Wedge can successfully make their attack run. Red Leader is killed soon after.

- Masiciss quickly returns to the trench leading to the ventilation shaft, closing in on the fast moving X-Wings. Masiciss is able to damage Wedge, and Luke tells him to leave. Biggs is soon after killed.
- As Luke flies towards the shaft, he hears through the Force. "Use the Force Luke." Turning off his targeting computer, Luke prepares himself for the shot. Just as Masiciss is about to shoot, Han Solo and the *Falcon* comes out of hyperspace, and is able to kill Masiciss's wingmate. The other wingmate collides with Masiciss, causing Masiciss to careen off into space.
- Luke successfully completes his shot and thinks that he has destroyed the *Death's Eye*. A large explosion erupts from the *Death's Eye* and the growing glow of the superlaser dissipates. The Rebels soon realize that they have only disabled the *Death's Eye*.
- As the *Death's Eye* limps to the edge of the Yavin system, Generals Dodonna and Wei'Lasu decide to begin the evacuation of the Yavin base.
- 4 *Imperial I*-class star destroyers arrive in system to begin preparations to destroy the Rebel base. As they set up a picket screen to begin the bombardment, they receive orders from Emperor Vader to fall back to await the arrival of the newly commissioned *Executor*. Darth Masiciss arrives on the star destroyer *Invincible* in his TIE Advanced and immediately orders Admiral Tagge to use all four star destroyers to begin a blockade of the system and also to capture any escaping Rebel transports. Shortly thereafter, Masiciss departs for Imperial Center to make his report to the Emperor in person.

0 - 0.5 ABY—

- Emperor Vader, reading the report of the *Death's Eye*, congratulates Grand Moff Tarkin on a job well done and orders him to oversee the final phases of the two Death Stars. After Masiciss arrives, Vader scolds Masiciss for

failing to protect the *Death's Eye*. He then tortures Masiciss within inches of his life, a crueler punishment than what Vader feels he deserves. Masiciss begins to feel something changing, a slight ebb in the flow of the Force. He ignores it.

- The storehouse on Wayland is completed. Vader congratulates the engineers on their achievement and rewards them by slaughtering them to the last man. Having the only set of coordinates for the storehouse and its valuable contents, Vader guarantees that few people know about it. Over the next four years, many advances in technology, and priceless items from museums from throughout the galaxy, will ultimately end up within Wayland's coffers. Particularly Jedi artifacts.
- Because of the poor job done by Admiral Tagge while Masiciss was away, small rebel ships are able to come and go repeatedly from the moon.
- Emperor Vader orders Masiciss to return to the *Invincible* until the *Executor* arrives in system.
- Under extreme pressure from the Empire for their dealings with the Rebel Alliance, the IGBC is forced to hand over most of its territory to ensure they aren't nationalized by the Empire. Luckily they are able to keep Muunilinst free from Imperial control as well as maintain their own private military, though they must continue to pay tribute.
- The *Death's Eye* is brought to Yaga Minor, a new Imperial possession from the IGBC, to be repaired and upgraded to fix the design flaw. It is not expected to be fully repaired for years to come.
- Darth Masiciss returns to the *Invincible* with four additional *Imperial*-class star destroyers to reinforce the blockade that is already in place. Once Masiciss finds out about the lack of effectiveness of the blockade, he appoints Admiral Griff to take over after he eliminated Admiral Tagge. Admiral Griff is a loyal officer to Darth Masiciss.
- During the blockade of Yavin 4, Imperials are able to capture a few Rebel pilots. During their interrogation, Masiciss is able to extract the name of the pilot who made the destructive shot to the *Death's Eye*. Masiciss immediately informs Emperor Vader of this new threat to them. Vader tells Masiciss to pay attention to Skywalker.

Masiciss asks if Luke is related to the former Separatist Anakin Skywalker, to which Vader doesn't answer.

- Obi-Wan leaves Luke to find the Bendu in the Unknown Region and to bring them back with him. He feels they will be a help in the war. Luke asks him to stay, become a general in the Alliance and help fight the Empire, but Obi-Wan turns down his offer. He congratulates Luke on his training thus far and promises to return as soon as possible to help him finish his training.
- After years of repeated sabotage by rebels and Imperials alike, the *Executor* finally arrives in the Yavin system. During this time Dodonna and Wei'Lasu had been successful in evacuating the Yavin 4 base with minor losses to the unsuccessful Imperial blockade. Having heard of the dangers the *Executor* could present by being able to alone wipe out the base, both make a plea to Mon Mothma and Ackbar, an apprentice to Wei'Lasu, to do a diversionary attack so as to finish the evacuation to the Maridun base.
- Han Solo returns to Jabba and pays the bounty. Jabba then tells Han he will continue to work for him at a discounted rate. Han angrily begins to argue but Jabba clears the hall and speaks to Han alone. When others return Han is placated and agrees to the lower rate. Chewbacca does not understand the decision but remains steadfastly loyal.
- The leadership of Dorig and Mon Calamari, having been convinced the Rebellion has a chance, contacts Mon Mothma to arrange a meeting of joining the Rebel Alliance. They agree to meet with Mon Mothma and General Wei'Lasu in a couple of months.

0.5 - 2 ABY--

- The Imperials launch an assault on the Rebel base on Maridun, Commander Ackbar is able to lure many of the Imperial forces out of the system. The Rebels are relieved, only to have the *Executor* emerge out of hyperspace.
- The *Executor* launches squadrons of TIE Bombers to destroy the base. The fighters and transports are scrambled, but Dodonna refuses to leave until everyone else has left. Wei'Lasu is one of the first to leave. When TIE Bombers attempt another run on the base, Dodonna fires a volley of concussion missiles, destroying them, but seriously injuring himself. Dodonna is then taken prisoner on the *Executor*. Later, Dodonna will be transferred to the *Lusankya* hidden within Imperial Center.
- Because of Commander Ackbar's quick thinking and ingenuity, Mon Mothma promotes Commander Ackbar to Admiral. As an added distinction, she places him in charge of the entire Rebel fleet. General Wei'Lasu still retains his post of Supreme Commander, the admiral's immediate superior.
- Recently escaped from Imperial custody, Kyle Katarn is able to destroy the Dark Trooper construction site and in addition, is able to recruit ex-commando Madine. After returning to the Alliance, Madine defects to the Alliance and is made a General to help fill the void left by the loss of Dodonna. Emperor Vader is pleased with the results of the Dark Trooper Project, even though they were defeated by Kyle Katarn. A smaller facility is built on Imperial Center to help build more Phase-II and Phase-III Dark Troopers.
- Having finished the Jabba assignments, Han decides to reunite with his friends within the Rebel Alliance: Luke Skywalker and Princess Leia.
- The differences between Garm Bel Iblis and Mon Mothma reach a breaking point, and it is the quick thinking and silver-tongue of Wei'Lasu that saves these two from separating. Wei'Lasu is seen as the last of the glue holding the alliance together with the loss of Bail Organa.
- Mon Calamari and Dorig offer full military and industrial support to the Alliance, but on the condition they have a greater say with the inner workings of the Rebellion. Mon Mothma accepts, knowing that this is a small price to pay for two of the most important worlds of the galaxy in Rebel hands.
- After crashing on Mimban for a meeting on Circarpous IV, Luke, Leia, C-3PO and R2 find out the Empire has an illegal and secret mining facility on the planet. While on the planet, Luke and Leia find an old woman with part of the Kaiburr crystal. She promises to help get them off-planet if they help her find the whole crystal. Afterwards Luke and Leia are captured by the Imperials,

who notify Lord Masiciss. Before Masiciss comes to the planet Luke and Leia escape with the old woman to the Temple of Pomojema. There, Luke and Leia are cornered by Masiciss. Masiciss duels Luke, but Luke is bested in the grueling fight. As Masiciss is about to deliver the killing blow, Kal Remos jumps out of the shadows and pushes him through a hole in the floor leading to the crystal's room. Both fight a tiring battle. Kal cuts off Masiciss's right arm, but Masiciss picks up his lightsaber in his left and continues the fight. Luke and Leia follow closely behind. As Luke enters the room, Masiciss uses Force lightning on him, realizing he is not in a state to win. Kal immediately goes to Luke side, and Masiciss captures the crystal. Masiciss then escapes from the Temple, and quickly returns to his shuttle to leave the planet.

- After the meeting on Circarpous IV, where the people of the world are told of the illegal mine. Circarpous IV agrees to secretly fund the rebels. Remos then brings Luke and the gang back to the rebellion. The reunion between Remos and Wei'Lasu is quiet and awkward as neither speaks a word. Mon Mothma thanks Kal for saving Luke and Leia and offers Kal a position within the Alliance military. Kal declines the offer, but promises that he will return.
- Masiciss, after having his suit fixed and a new limb attached, orders Mimban to be locked down. Realizing that the Kaiburr crystal's strength depends on its proximity to the world, he turns the Temple of Pomojema into a lair for himself to best amplify its ability. Mimban joins Vjun, Thule and Mu Rano as places Masiciss has turned into personal lairs of the Dark Side.
- After a couple of months searching, Han and Chewbacca are able to track down Luke, in the Sluis Van system. Han then asks Luke if he and Chewbacca may join the Rebel Alliance, to which Luke enthusiastically agrees. They then continue Luke's mission of finding a new Rebel base.
- While making an emergency escape from the Imperial Star Destroyer *Interrogator*, commanded by Inquisitor Tremayne, Luke, Han and Chewbacca make a landing on the frozen planet Hoth. After a few hours

reconnoitering, they decide that Hoth would make an ideal Rebel base. They then return to the Rebel fleet and then inform General Wei'Lasu of the possibility of Hoth as a future Rebel base.

- After mulling over multiple locations for the new rebel base, General Wei'Lasu decides to go to Hoth. After surveying potential sites for a new base, General Wei'Lasu assigns General Carlist Rieekan as Base Commander. The rebels work hard and successfully hide the location of Echo Base.
- Meanwhile, the Empire steps up its pressure on the Rebels throughout year two of the Galactic Civil War. Possible rebels are ruthlessly eliminated within the Empire, and entire worlds are put into martial law to prevent possible insurrections.
- Badly needed supplies are lost to the Empire at Unique. Red Squadron and the *Millennium Falcon* are doing guard duty on cargo ships holding rebel supplies and are about to leave when *Executor* emerges out of hyperspace right in front of them. Masiciss orders the rebel ships destroyed. Red Squadron and the *Falcon* barely escape, but the squadron's leader is killed. The loss of the supplies proves to be devastating for the Rebellion, since most of it was lost were critical medical supplies and food. The loss of Red Leader allows Luke to move up the chain of command and become commander of Red Squadron. Luke's first action is to rename Red Squadron - Rogue Squadron. Elite pilots from all over the Alliance join Rogue Squadron's ranks in order to make it the best squadron the Rebels have.
- Even with Luke's promotion, times for the Rebellion get no better. The noose Masiciss has created is slowly tightening around the Rebellion's neck, and everyone can feel the pressure. Years have passed since the Battle of Yavin without any major victory. It is a dark time for the Rebellion.

Luke Skywalker



Luke Skywalker is a moisture farmer that often feels as if he's wasting away on his uncle's homestead on the planet of Tatooine. For nineteen years, Luke has been silently screaming at the futility of it all. With his uncle's continued dangling of the Imperial Academy in front of him for the last two seasons, Luke is beginning to drown in his despair of ever leaving Tatooine. As destiny would have it, fate drops two droids into his lap: C-3PO and R2-D2.

Puzzled at the droid's continued insistence that it is the property of an Obi-Wan Kenobi, Luke revealed to his uncle at the dinner table the droid's claim and speculated that this "Obi-Wan" and Ben Kenobi were related, to which his uncle quickly scoffed. Returning to the repair shop after dinner to finish cleaning the droids, he discovers that the little astromech has disappeared. Cursing himself for allowing a droid to sucker him in like it did, Luke resolved to find Artoo the next morning.

After being rescued by Ben Kenobi, and discovering that the unassuming hermit was indeed Obi-Wan, Luke and the droids follow him to his hovel, where Ben reveals that his father was a Jedi, and that the two of them were betrayed by Emperor Vader. After a quiet bit of reminiscing, Ben and Luke watch the full message that the rebellious droid was reluctant to divulge. Ben offers to train Luke to be a Jedi, but Luke declines, torn between his duty to his uncle and the new information on who his father really was. Luke finally agrees to transport Ben and the droids to Anchorhead, but en route there, they eventually discover that Luke's uncle and aunt were slaughtered by Imperials. After vowing to avenge their deaths, Luke dedicates

himself in becoming a Jedi. Thereafter, Ben, Luke, and the droids depart for Mos Eisley and destiny.

Luke Skywalker: Adult Male Human, Fringer 2/Jedi Guardian 1; **Init** +2 (+2 Dex); **Def** 17 (+2 Dex, +5 Class); **Spd** 10m; **VP/WP** 21/13; **Atk** +3 melee (1d3+1, punch), +3 melee (2d8+1, crit 19-20, Lightsaber), +4 ranged (by weapon); **SQ** Barter, Deflect (Defense +1), Fringer bonus class skill (Repair), Skywalkers gain the Force-Sensitive feat for free and ignore the "Force Level 1st" prerequisite when selecting the primary Force feats [Control, Sense, and Alter]; **SV** Fort +6, Ref +6, Will +1; **SZ** M; **FP:** 2; **Rep:** +1; **Str** 13, **Dex** 15, **Con** 13, **Int** 15, **Wis** 11, **Cha** 11.

Equipment: Comlink, Lightsaber

Skills: Astrogate +4, Climb +3, Computer Use +4, Intimidate +2, Jump +6, Knowledge (Rebellion) +4, Knowledge (Tatooine) +7, Pilot +11, Profession (moisture farmer) +4, Read/Write Basic, Repair +4, Search +4, Speak Basic, Speak Huttese, Speak Jawa, Spot +5, Survival +4.

Force Skills: Empathy +1, Enhance Ability +5

Feats: Endurance, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Finesse (Lightsaber), Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster rifles, primitive weapons, simple weapons)

Force Feats: Alter, Control, Sense

Princess Leia Organa

The adopted daughter of former Senator Bail Organa, Leia is the epitome of compassion. After her appointment to the Imperial Senate, Leia was recruited early in her career for the Rebellion, by Senator Mon Mothma. Never backing down from a challenge, Leia has been instrumental in persuading entire worlds to join the Rebel Alliance.

It wasn't until Kyle Katarn transmitted a set of blueprints for the Empire's newest superweapon, Leia had to make a choice: allow the Empire to continue developing this frightening weapon, or actively fighting against it, to which Leia chose the latter. Remembering her father's counsel that she should seek out Obi-Wan Kenobi on Tatooine, she immediately ordered a course change for the Outer Rim planet, but soon discovered over the desert planet that an Imperial star destroyer had tapped into the transmission and was lying in wait for her.

Knowing that she didn't have much time, Leia loaded all of the blueprints to the new superweapon into R2-D2, along with a holographic message for Obi-Wan, and ordered the faithful droid to seek him out. Once she made sure that the droid had successfully escaped in an escape pod, Leia was quickly captured by none other than Lord Masiciss, the Emperor's second-in-command.

Brought before the commander of the dreaded superweapon, Grand Moff Tarkin; Leia and Tarkin exchanged barbs as her homeworld was brought into view. Still uncooperative, Leia felt a sense of dread as Tarkin made it clear that he wouldn't brook any more out-and-out deceptions as to the location of the Rebel base, in which Leia knew she had no choice but to comply. However, her revelation of the location of an older base did not save her homeworld, as Tarkin gave the order to destroy Alderaan anyway.

Leia Organa: Adult Female Human, Noble 4; **Init** +1 (+1 Dex); **Def** 14 (+1 Dex, +3 Class); **Spd** 10m; **VP/WP** 24/13; **Atk** +3 melee (1d3, punch), +4 ranged (3d4+3, Blaster [Sporting Pistol, Luxan Penetrator MB-450]); **SQ** Coordinate +1, Favor +2, Inspire Confidence, Noble bonus class skill (Bluff), Resource Access, Skywalkers gain the Force-Sensitive feat for free and ignore the "Force Level 1st" prerequisite when selecting the primary Force feats [Control, Sense, and Alter]; **SV** Fort +2, Ref +3, Will +6; **SZ** M; **FP**: 3; **Rep**: +5; **Str** 11, **Dex** 13, **Con** 13, **Int** 14, **Wis** 14, **Cha** 14.

Equipment: Blaster [Sporting Pistol, Luxan Penetrator MB-450], Comlink, DataPad, Utility Belt

Skills: Appraise +7, Bluff +4, Computer Use +7, Diplomacy +10, Gather Information +6, Intimidate +4, Knowledge (Alderaan) +8, Knowledge (Coruscant) +5, Knowledge (Rebellion) +10, Listen +5, Read/Write Basic, Read/Write Bothese, Read/Write Calamarian, Sense Motive +7, Speak Basic, Speak Bothese, Speak Calamarian

Force Skills: Empathy +8, Enhance Ability +5

Feats: Armor Proficiency (light), Force-Sensitive, Low Profile, Weapons Group Proficiency (blaster pistols, simple weapons)

Smothering Freedom

By Matt Norton

Princess Leia Organa sat quietly in her cell. She had lost all sense of time beyond when the Imperials turned on and off the lights in her cell. But she guessed she had been aboard the *Death's Eye* for a week, maybe two. During this time she had been meditating, soring up her resolve and iron will for the coming interrogation. *I will not bend to the Empire father; the Death's Eye plans will make it to the Rebellion!*

She trusted in the astromech R2-D2 to deliver the plans to Obi-wan Kenobi. She had been thinking about the plans a lot in her imprisonment, wondering, hoping the sacrifice the crew of the *Tantive IV* and the countless rebel agents had not been lost in vain. She wondered if the ends of saving the rebellion and defeating the Empire truly justified the means, the tremendous lost suffered.

She could hear boots approaching her cell. She knew it was for her cell because she was the only person in the holding cell on the ship. *I am ready. Let the Empire bring their best interrogators, I will not bend!* The steps stopped in front, and Leia could feel the seconds pass by as she waited to see the face of her interrogator. The door finally opened, and she was semi-shocked to see Darth Masiciss. He was accompanied with an interrogator droid and flanked by two Stormtroopers. "I see you have come to wish me well before my interrogation with your droids begins," she said in a pompous tone.

Masiciss smiled, wrinkling the numerous scars on his face. "No my dear Princess not today. Today and for the rest of your miserable life I will interrogate you until you break. Do not think your Senatorial position will provide you with any protection either. You are a traitor and a rebel and you will be treated as such!" Horror grew on Leia's face as the Stormtroopers left, leaving Masiciss and the droid alone with her.

Tarkin was enjoying a fine wine and fish from Kuat when Darth Masiciss entered the Admirals dinning room. Tarkin did not look up, not even stop cutting his fish as Masiciss came and sat down at the other end of the table. Chewing the fish and washing it down with a sip of the red wine, Tarkin finally acknowledged Masiciss. "Any information from the prisoner," he said, putting in another piece of the fish in his mouth.

Masiciss took off his gloves before cutting into his fish. "No, it is rare for high profile prisoners to break on the first day. And she is probably the strongest willed person I have ever dealt with." Swallowing the food he was chewing, he sipped some wine. "Ah, a Kuati brand. I am guessing.....2000 years before the Ruusan Reformations?"

Tarkin smirked, "Close, it's a 3932 brand, if you go by the new Imperial Calendar. It was a good time for Kuati vineyards. But onto the business at hand. I will give you a week to interrogate her, no more. The Emperor fears that any longer would only play into the rebel's hands on exploiting any design flaws."

Masiciss dropped the fork onto his plate and sighed, "A week? I don't like to be on a time table, I personally feel it ruins my style of interrogation, but I will do as the Emperor wishes." Chewing and talking, Tarkin adds, "And don't think about releasing any holovids to the rebels to see if they make any mistakes. It is better for them to not know what happened to Leia. It means less support to the rebels if there is less evidence to contradict Imperial reports."

Again Masiciss sighed before continuing to eat his meal, "You really want to turn my great day into a downer, don't you." Tarkin glared at him, "Don't kid with me Masiciss, this is hardly the time for it."

"Of course not, I will do as you wish," Masiciss said in a cold tone.

It began like the previous three days for Leia. Masiciss and his droid would enter; he would torture her for hours, never ask a question, and then leave her. Today, he stopped electrocuting her, moved his scarred face to hers, and slowly asked, "Where....are.....the.....plans?" Sweat dripped down Leia's face as she shook her head to move the hair out of her eyes. Staring Masiciss in the eyes, she smiled and spat blood into his face. Wiping the blood off his face, he growled. He suddenly grabbed her by the throat and slowly lifted her up. She squirmed and began hitting his hands, kicking, trying everything to free herself from him. Dark blotches and stars began to form and she was gasping loudly, hoping he would let her go. The room was spinning and it felt like the walls were shaking yet Masiciss would not let go. And just as the darkness enveloped her vision, Masiciss threw her across the room. Slamming against the wall, what air was left in her was slammed out.

Gasping and coughing, Leia collapsed onto the floor. Masiciss said nothing and left the room. He felt satisfied with today's session.

"Your week is up Darth Masiciss, what information have you obtained?" Masiciss was browsing through Tarkin's library in his private study on the *Death's Eye*, almost daydreaming.

"Masiciss!" growled Tarkin.

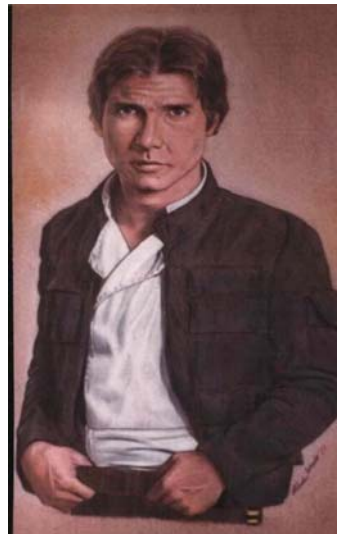
Barely phased by Tarkin's tone, Masiciss slowly looked up, "Nothing more than what we knew by our own investigations. She continues to resist my best efforts and feed me half truths. Her resolve is something I have never seen before."

Rising from his leather seat, Tarkin began to walk to Masiciss. He seemed almost pleased. "I expected as much Masiciss. You are so....inelegant with your approach. I propose a change in strategy as well as fully test our new weapon." Pulling out his comlink, he hailed the Captain.

"Captain, set course for the Alderaan System. And ready the superlaser for firing."

The End

Han Solo



Han Solo has a secret. Like most Corellians, Han's life has been unending adventure, beginning with being an orphan on the streets of Coronet City. Plucked from the streets early in his life by Garris Shrike, Garris trained him in all manners of cons. In an effort to escape the local security detail when a scam went awry, Han managed to escape by "borrowing" a swoop, and through

sheer luck managed to pilot this swoop at a high rate of speed through the streets of Coronet City, without injuring anyone, upon which, Han discovered his first love: piloting.

Later as an adolescent, Han was successful in escaping Shrike's clutches. After escaping Corellia, by stowing away on a cargo freighter, Han was able gain work flitting from world to world, as a starship pilot. After a few years of working for the Hutt Crime Syndicate, Han applied to the Imperial Academy on Carida and was admitted. The next four years went by quickly, with Han demonstrating his superior piloting expertise, and narrowly defeated Soontir Fel as valedictorian.

Life as an Imperial officer seemed to suit Han, until he witnessed the ill treatment of a Wookiee slave, whom Han prevented from being beaten by the slave master. After a brief investigation, and a closed door session with his immediate superiors and Imperial Inquisitor Tremayne, Han was dishonorably discharged from the Imperial Navy.

Forced to be on his own once more, Han struck out for the Corporate Sector, with Chewbacca (the Wookiee that Han saved) in tow. After a time, Han and Chewbacca became the best of friends, but because of the nature of Han's secret, he couldn't allow Chewie to know it; and once they had acquired the *Millenium Falcon* from Lando Calrissian, they became the elite of smuggling.

Despite the heavy-handed tactics towards smugglers by the Imperial Navy, Han and Chewie thrived as they continued to be successful against all manners of obstacles. Accepting a load of spice from Jabba the Hutt, Han's luck finally gave out as he was quickly captured in the Kessel system, but only through the quick dumping of the spice saved his neck from the Imperial boarders. Shortly thereafter, Han learned that Jabba had placed a large bounty on his head, and Han and Chewie were forced to offer their services as charter pilots, where their destinies became intertwined with their erstwhile clients: Luke Skywalker, Ben Kenobi, and the droids C-3PO and R2-D2.

Han Solo: Adult Male Human, Scoundrel 8; **Init** +3 (+3 Dex); **Def** 18 (+3 Dex, +5 Class); **Spd** 10m; **VP/WP** 55/14; **Atk** +8/+3 melee (1d3+2, punch), +9/+4 or +5/+5/+0 ranged (3d8, Blaster [Heavy Pistol, BlasTech DL-44]); **SQ** Illicit barter, Lucky (2/day), Precise Attack +1; **SV** Fort +4, Ref +9, Will +3; **SZ** M; **FP**: 0; **Rep**: +0; **Str** 14, **Dex** 16, **Con** 14, **Int** 12, **Wis** 13, **Cha** 16.

Equipment: Blaster [Heavy Pistol, BlasTech DL-44], *Millenium Falcon*.

Skills: Astrogate +12, Bluff +15, Computer Use +7, Escape Artist +5, Gamble +10, Gather Information +10, Hide +6, Intimidate +5, Jump +5, Knowledge (Streetwise) +8, Knowledge (World lore) +4, Listen +6, Move Silently +10, Pilot +17, Read/Write Basic, Repair +14, Speak Basic, Speak Hutttese, Speak Shyriiwook, Spot +12, Survival +3

Feats: Gearhead, Low Profile, Skill Emphasis (Pilot, Repair), Starship Dodge (space transport), Starship Operation (space transport), Street Smart, Weapons Group Proficiency (blaster pistols, simple weapons)

Chewbacca

Han Solo's loyal first mate, Chewbacca has been with Han since he saved him from Imperial slavery. While Han was generally rude and selfish to those around him, Chewbacca was there to provide some moral compass, though it takes Han to come around sometimes. Even though they lead a successful career as smugglers, somehow keeping the Imperials off their tails from job to job, Chewbacca is beginning to see Han is becoming stressed. It seems as though some secret is eating away at Han, something he fears to tell anyone. But Chewbacca will wait until Han is ready to talk about it.

Chewbacca: Adult Male Wookiee, Scout 4/Tech Specialist 2; **Init** +2 (+2 Dex); **Def** 16 (+2 Dex, +4 Class); **Spd** 10m; **VP/WP** 54/14; **Atk** +6 ranged (3d10, crit 19-20, Bowcaster), +9 melee (1d3+5, punch); **SQ** Extraordinary Recuperation, Heart +1, Rage, Research, Trailblazing, Uncanny Dodge (Dex bonus to Defense); **SV** Fort +4, Ref +5, Will +4; **SZ** M; **FP**: 5; **Rep**: +1; **Str** 20, **Dex** 15, **Con** 14, **Int** 11, **Wis** 13, **Cha** 14.

Equipment: Bowcaster, Tool kit.

Skills: Astrogate +5, Computer Use +6, Hide +5, Intimidate +8, Knowledge (Streetwise) +3, Knowledge (World lore) +4, Listen +3, Move Silently +6, Pilot +10, Read/Write Basic, Read/Write Shyriiwook, Repair +13, Speak Basic (Understand Only), Speak Shyriiwook, Spot +4, Survival +3.

Feats: Exotic Weapon Proficiency (bowcaster), Gearhead, Power Attack, Skill Emphasis (Repair), Starship Operation (space transport), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Millennium Falcon

The Millennium Falcon began its life in the hands of a rich family who bought the Corellian transport for their son. The original owners arranged for the young man to join the family shipping business as an exotic cargo handler. The ship was enhanced beyond the original specs to give the young man a higher incentive to work at the business. A year into his career the young pilot was cornered in a game of Sabaac against a professional gambler named Lando Calrissian. Lando won the game and the papers for the Millennium Falcon.

Lando made this character-enriched starship his personal vessel and toured the outer rim for game and business. Lando used the Falcon as a smuggling ship and began to modify the ship further, by enhancing the engines, shields, and adding weapons. Lando also arranged for secret cargo compartments to be added. Lando flew the ship for several years until playing a match with a friend Han Solo ended with the loss of the ship to the Corellian smuggler.

Han Solo won the ship from Lando and quickly learned the ship had a personality that matched its unique design. The starship began to grow in speed and handling at the hands of both Han Solo and its engineer Chewbacca. The Falcon's speed quickly became rumor throughout the Outer Rim and many games of sabaac were started in an attempt to win the starship from Han Solo. Lando believes the loss of the Falcon was his biggest defeat and since then his relationship with Han Solo has been strained.

Craft: modified YT-1300 Corellian transport; **Class:** Space Transport; **Cost:** not for sale; **Size:** Small (26.7m long); **Initiative:** + 3 (+1 size, +2 crew); **Crew:** 2 (npc); **Passengers:** None; **Cargo Capacity:** 100 metric tons; **Consumables:** 2 months; **Hyperdrive:** x0.5 (backup x10); **Maximum Speed in Space:** Ramming (12 squares/action); **Atmospheric Speed:** 1,000 km/h (17 squares/action); **Maneuver:** +16 (+1 size, +15 crew); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 90 (DR 20); **Hull Points:** 180 (DR 20).

Weapon: Escort quad laser cannons; **Fire Arc:** turrets top and bottom; **Attack Bonus:** +15 (+1 size, +8 crew, +6 fire control); **Damage:** 5d10x2; **Range Modifiers:** PB +0, S +0, M -2, L n/a.

Weapon: Concussion missile launcher; **Fire Arc:** front;

Attack Bonus: +15 (+1 size, +8 crew, +6 fire control); **Damage:** 9d10x2; **Missile Quality:** +10 (good); **Range Modifiers:** n/a.

Captain Firmus Piett

Born on the Outer Rim world of Axxila, Piett applied for the Navy just after his world was liberated from the Separatists. Piett was considered a slack-jaw yokel compared to the officer-candidates in the Academy, who almost all presided from Core Worlds, Colonies or the Inner Rim. Not intimidated by the obvious bias against him, Piett worked hard to earn the top position in his class. After he left the academy, Piett was assigned to the new *Imperial I* Star Destroyer *Annihilator*. Constantly ridiculed by most of the senior officer corp of the Star Destroyer, Piett was only more determined to become captain of the ship. By 9 BBY, Piett finally succeeded, and summarily had the same officers who ridiculed him dismissed and sent to new assignments, promoting competent people to fill their vacancies.

Just after the Battle of Yavin, Piett and the *Annihilator* were scheduled to join Darth Masiciss's Death Squadron, an honor for any Star Destroyer captain, but the Mrlsst Avian Flu struck the entire crew of the ship. Masiciss was unwilling to wait a month for the Star Destroyer crew to recover while a cure was sought – Rebels were slipping through the Yavin blockade every day. So he chose another ship. Imperial Command, understanding that it was unlucky fate for Piett, made sure his Star Destroyer was one of the first Star Destroyer's to be upgraded to the *Imperial II*. Afterwards Piett was assigned to Admiral Veermoff's fleet patrolling the Outer Rim. When Veermoff was chosen by Thrawn to go to the Unknown Regions, Piett was tapped by Veermoff to join them.

Lord Kal Saldor

One of the leaders of the Rebellion and Lord of the Dorig system, the Druke called Kal Saldor is a rising star in the galaxy. Born on Dorig, he originally was sought out by the Jedi Order to join their ranks. His parents refused to give him up, and forced the Jedi to leave empty handed thanks to Kal's Senatorial powers. Afterwards he privately developed his force ability, keeping it hidden from those around him. Eventually he joined the Rebellion when he was 18. He immediately showed an aptitude for

leadership, being competent and patient with subordinates and superiors. He also met a fellow person from Dorig, the human Roger Veermoff. Saldor saw himself as a mentor to Veermoff, and worked to get his old friend somewhere nice when he joined the Republic Navy. At that time Kal was being looked at for captainship. When he graduated, he was made captain of the Dreadnaught *Equivocal*. Using his political pull, he had Veermoff assigned to his ship's starfighter squadron. The Clone Wars erupted and Saldor found himself immediately on the frontline. Increasingly showing his tactical prowess, Kal won numerous battles. He also suffered from his fair share of losses, and he was humbled by this.

When the Separatist Council was killed and the Empire arose, Kal Saldor thought he might be able to liberate Dorig and return home. General Czar, though, took of the leadership reigns and renewed the fight. Having become captain of one of the first of the new *Venator*-class Star Destroyer *Flaming Fist*, Kal was immediately sent out to the front lines. Winning victory after victory, his work pulled him away from Dorig. To his relief, his friend Veermoff liberated Dorig. During this time, Kal began to be harassed by some officers for being alien, a taste of what was to come.

Surprisingly, Kal continued to serve the Empire for two more years, surviving various purges by Emperor Vader. Yet it took the report called "Master and Slave Races" to rattle Kal's loyalty to the Empire, seeing the evil that he had ignored before. Deserting his post, Saldor tried to convince Veermoff to join him in the Druuk Rebellion. Unable to rouse his friend from his loyalty to the Empire, he vowed to defeat Veermoff and the Empire.

While well versed in standardized tactics, Kal quickly adapted to insurgent fighting. Everyday Kal's hate for the Empire grew as they continued to round up Druuk for enslavement. When Kal's family was captured, Kal nearly died of grief. Kal needed to blame someone, and he saw the local Imperial presence as the face of evil. Vowing to wipe the Empire off the face of the galaxy, Kal would envy the day when he stood atop Vader's dead body and had re-united with his family.

Eventually his skill brought Kal to the attention to the Druuk Rebellion's leader, Archduke Kris. Seeing potential in him, he promoted Kal to his second-in-command and made him Lord of the Dorig system, as an honor to his loyalty to Dorig. Kal began to look at Archduke Kris as a father figure, and truly respected him. So he was infuriated when the Empire

assassinated Archduke Kris. With the loss of his second family, Kal vowed to end the disgrace of the occupation. And so he rallied, he rallied every man, women, and child, and had them kill or chase away every Imperial on the planet. And when they did that, he made sure he talked to his former friend Veermoff. While Kal implied he would harm Veermoff if he ever led an attack on Dorig that re-captured the planet, he lied. Having understood the pain of losing his family, Kal made a gamble that an empty threat would keep the only capable man away from Dorig. And it worked.

While Dorig was free, the next issue was liberating the system. Dorig, though, was being torn up by warlords vying for the Archduke's position. Kal commanded the largest faction, and after a year was in control of Dorig. But he refused to take the mantle of Archduke, out of respect of his mentor. Archduke Kris had taught him much in the way politics, and with his military skill Kal was able to liberate the Dorig system. Eventually Kal liberated the Dorig Sector. Now a powerful leader in the fight against the Empire, he immediately stepped up production of the local capital ship, the *Dominator*-class Dreadnaught.

The Empire kept a low level border war going with the Druuk, but for the most part was ignored. Yet the Rebel Alliance noticed with great interest. Contacting Dorig and Mon Calamari, Kal conveyed his people's hesitance to join another movement that might fail. He declined, but said that if they brought to the table a solid, devastating, victory. This came with the defeat of the *Death's Eye*. While Mon Calamari and Dorig were going back to the Rebellion after the news, they still were in a position of power. Both worlds represented major economic and military powers for the Outer and Mid Rim respectively.

Offering his rebel group and other powers at his disposal, Kal made simple demand: he wanted a seat on the ruling council of the Rebel Alliance. Mon Mothma obliged. Now a powerful man on the council thanks to the shipyards and mineral resources, Kal openly represents the most hard-line anti-Imperial on the ruling council. Secretly Kal is more of a moderate anti-Imperial. Yet the loss of Archduke Kris and most of his family has made Kal bitter and cold. He has been able find and save one of his sons and two daughters, but has not been able to find the rest of his family, including his wife. As long as she is out there, her fate unknown, Kal refuses to be fair to those he feels are responsible.

Lord Kal Saldor: Adult Male Druek, Force Adept 2/Soldier 2/Noble 4/Officer 5; **Init** +2 (+2 Dex); **Def** 21 (+2 Dex, +9 Class); **Spd** 8m (Armor); **VP/WP** 111/13; **Atk** +10/+5 melee (1d3+1, punch), +11/+6 melee (3d4+1, crit 19-20, Druek Sword), +11/+6 or +7/+7/+2 ranged (3d6, Blaster [Pistol]); **SQ** Coordinate +1, Favor +2, Inspire Confidence, Leadership, Noble bonus class skill (Bluff), Requisition Supplies, Resource Access, Tactics; **SV** Fort +10, Ref +9, Will +13; **SZ** M; **FP**: 5; **Rep**: +6; **Str** 12, **Dex** 14, **Con** 13, **Int** 16, **Wis** 16, **Cha** 14.

Equipment: Blaster [Pistol], Ceremonial armor (Damage Reduction: 5), Comlink [Encrypted], Druek Sword, Power pack
Skills: Astrogate +6, Bluff +13, Climb +0, Computer Use +6, Demolitions +6, Diplomacy +12, Gather Information +13, Handle Animal +5, Hide +4, Intimidate +13, Knowledge (Dorig) +13, Knowledge (Politics) +13, Knowledge (Tactics) +13, Listen +7, Pilot +6, Profession (military officer) +9, Read/Write Basic, Read/Write Druek, Read/Write Virconian, Sense Motive +12, Speak Basic, Speak Bothese, Speak Calamarian, Speak Druek, Speak Shyriiwook (Understand Only), Speak Virconian, Spot +6, Survival +6, Treat Injury +6

Force Skills: Affect Mind +4, Empathy +5, Enhance Ability +3, Force Strike +5, Heal Self +4, Move Object +5

Feats: Armor Proficiency (light, medium), Exotic Weapon Proficiency (druek sword), Force-Sensitive, Persuasive, Trustworthy, Weapon Finesse (Druek Sword), Weapons Group Proficiency (blaster pistols, blaster rifles, primitive weapons, simple weapons, vibro weapons)

Force Feats: Alter, Control, Sense

Inquisitor Tremayne

A former Jedi from the Jedi Agricultural Corps, Tremayne was enlisted by Emperor Vader personally. He quickly found he had a knack for persuasion and interrogation, and thus strived to become a Nyceen Master. Earning the title of Master, Tremayne regularly worked with the Imperial Military in counter-insurgent and counter-propaganda actions. Using his good looks he was largely successful. His success made him arrogant of his abilities and of his position within the Order, openly calling Nito Blootik "Old and in the Way" for the newer and better members of the Order. Nito swiftly corrected Tremayne's view, cutting off his left arm and slashing at his right eye. Tremayne would live with the wounds for the rest of his life, being refused cybernetic prosthetics that would hide the wounds. This infuriated

Tremayne, and he vowed that someday he would have revenge against Nito. Because of his arrogant attitude, Tremayne was nicknamed the "Nyceen Prince". Since he is so active, he has no permanent base and is almost always on a mission aboard his command the *Venator*-class Star Destroyer *Despoiler*.

Inquisitor Tremayne: Adult Male Human, Vicari Blade 5/Nyceen Blade 10; **Init** +3 (+3 Dex); **Def** 23 (+3 Dex, +10 Class); **Spd** 10m; **VP/WP** 121/14; **Atk** +13/+8/+3 melee (1d3+1, punch), +15/+10/+5 or +11/+11/+6/+1 ranged (3d6, Blaster [Pistol, BlasTech DL-18]), +16/+11/+6 melee * (3d8+1, crit 19-20, Lightsaber); **SQ** Dark Side, Deflect (Attack -5, Defense +3), Emotional Outburst +2, Favored Enemy, High Inquisitor, Imperial Authority, Imperial Resources, Intuitive Hunt, Target Bonus +8, Target Profile; **SV** Fort +11, Ref +12, Will +13; **SZ** M; **FP**: 7; **DSPs**: 12; **Rep**: +9; **Str** 13, **Dex** 16, **Con** 14, **Int** 15, **Wis** 12, **Cha** 13.

Equipment: Blaster [Pistol, BlasTech DL-18], Comlink [Encrypted], Cybernetic Eye (Right) [Targeting Eye, Mastercraft +1], DataPad [Personal], Lightsaber

* Inquisitor Tremayne has constructed his own Lightsaber.

Skills: Bluff +5, Gather Information +11, Intimidate +6, Knowledge (Imperial Space) +7, Knowledge (Jedi lore) +9, Knowledge (Order of the Blade Lore) +9, Pilot +6, Profession (bureaucrat) +8, Read/Write Basic, Read/Write Sith, Search +5, Sense Motive +5, Speak Anzat, Speak Basic, Speak Sith, Spot +11, Survival +9

Force Skills: Affect Mind +10, Battlemind +8, Drain Knowledge +16, Enhance Ability +5, Enhance Senses +9, Force Defense +8, Force Grip +15, Force Stealth +7, Heal Self +4, Move Object +10, See Force +10, Telepathy +8

Feats: Alertness, Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Iron Will, Track, Weapon Finesse (Lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Control, Dark Power, Dissipate Energy, Knight Defense, Lightsaber Defense, Mind Trick, Sense

Mon Mothma

With thunderous applause Mon Mothma watched democracy fall by the hands of a mad man. And even faster watch a psychopath rise from the ashes and take the helm of the new Galactic Empire, Darth Vader. Mon Mothma was alarmed, and felt that

something had to be done for the sake of freedom and democracy. Yet many Senators were reluctant to take up arms against the Empire, much to her annoyance. They wanted to use the democratic system, its checks and balances, and their powers as Senators, to bring about change. It boggled Mon Mothma why they failed to realize that all of these had been swept away in the fervor of the Clone Wars. When Emperor Vader killed those who signed the petition of 2000, Mon Mothma, though secretly knowing this would happen, felt justice had to be done.

Already considered traitorous for her opposition to Palpatine's power grabbing during the Clone Wars, Mon Mothma quickly became a large annoyance to Emperor Vader with her opposition to his government. She also began having meeting with Bail Organa, Garm Bel Iblis and General Czar. Yet Mon Mothma never imagined that Vader would to carelessly try to kill his most vocal opponent. Barely escaping with her life, Mon Mothma makes it to Czar on Geonosis, where she is immediately offered the Presidency of the Separatist forces, under the mantel of leading a new democratic movement. With her persuasion skills she quickly becomes an effective leader. While not as young as some of the Rebellion's leaders, like Princess Leia Organa, Mon Mothma has the fiery passion for freedom and democracy only matched by her fellow founders of the Rebellion. Mon Mothma, whether at a secret base or aboard the *Rebellion*, lives, breathes, and will die a patriot for democracy.

Supreme Commander General Kehaiji Wei'Lasu

A crafty Bothan, General Czar, now Kehaiji Wei'Lasu, has found himself again at the forefront of a revolution to restore democracy. He did not want to become a ruler, yet Kehaiji could not stand to have Nute Gunray or Emperor Vader wipe out the dream of democracy. Yet Kehaiji fears his time for adventures and freedom fighting is at an end. When he joined the Separatists he was by no means a young man, but by the Battle of Yavin Kehaiji was already nearing his seventies. He was getting too old.

Kehaiji realized he needed to find a protégé, someone to continue in case he failed. He saw that in the younger Ackbar, and began to groom him to eventually take over as Supreme

Commander. Kehaiji took on a paternal role to Ackbar as well, seeing him almost as a son.

Kehaiji Wei'Lasu has also made good friends with Mon Mothma, Leia Organa and Garm Bel Iblis. Garm and Kehaiji regularly collaborate in raids against the Empire, while Kehaiji has worked with Mon Mothma with organizational duties of the Rebellion. The work has kept Kehaiji very busy, to the point where some worry for his health. One of these peoples is Leia Organa. She and Kehaiji became very close after the destruction of Alderaan. Having got Bail Organa involved in the Rebellion, Kehaiji was guilt-ridden. Leia accepted his apology, but assured him that her father would not want him to dwell on something that was not his fault. Kehaiji now tries to be there for Leia as a father figure, understanding that with her family gone Leia has few people she can go to.

Time is running out for Kehaiji, even as the evil Empire continues to grow. The coughs are getting worse, his body is getting weaker but his mind is as nimble as ever. So long as his body allows, Kehaiji shall fight the Empire and finally restore democracy to the galaxy.

General Czar Update: Old Male Bothan, Noble 8/Soldier 2/Officer 8; **Init** -2 (-2 Dex); **Def** 18 (-2 Dex, +10 Class); **Spd** 8m (Armor); **VP/WP** 130/8; **Atk** +12/+7/+2 melee (2d8-1, crit 19-20, Lightsaber), +12/+7/+2 or +8/+8/+3/-2 ranged (3d6, Blaster [Pistol]), +13/+8/+3 melee (1d3-1, punch); **SQ** Coordinate +2, Favor +3, Inspire Confidence, Leadership, Noble bonus class skill (Gather Information), Requisition Supplies, Resource Access, Tactics, Uncanny Survival; **SV** Fort +8, Ref +6, Will +13; **SZ** M; **FP**: 3; **DSPs**: 1; **Rep**: +13; **Str** 9, **Dex** 7, **Con** 8, **Int** 19, **Wis** 17, **Cha** 17.

Equipment: Blaster [Pistol], Comlink [Encrypted], Czar's Ceremonial armor (Damage Reduction: 5), DataPad [Personal], Holoprojector [Personal], Lightsaber, Utility Belt

Skills: Appraise +10, Astrogate +6, Bluff +14, Computer Use +12, Diplomacy +21, Gather Information +23, Intimidate +21, Knowledge (Alien species) +20, Knowledge (Cultures) +20, Knowledge (Jedi lore) +16, Knowledge (Politics) +22, Knowledge (Tactics) +22, Pilot +5, Profession (military officer) +17, Read/Write Basic, Read/Write Bothese, Repair +10, Sense Motive +21, Speak Basic, Speak Bothese, Speak Hutttese, Speak Vuvrian, Treat Injury +7

Feats: Armor Proficiency (light, medium), Exotic Weapon Proficiency (lightsaber), Fame, Frightful Presence, Influence, Persuasive, Sharp-eyed, Skill Emphasis (Diplomacy), Starship Operation (starfighter), Trustworthy, Weapon Finesse (Lightsaber), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

Rebel Alliance Ships

X-wing

Created in secret by Incom Corporation, the X-wing starfighter was meant to be the space superiority fighter in the battlefield. Originally it was hoped that the X-wing could eventually be sold to the Galactic Empire until Emperor Vader began ordering rival Sienar Fleet Systems Tie Fighter. Incom, angry at Vader's refusal to not even hear of the X-wing design, began making plans to sell the design to the remnant Separatist forces. A front company was made as the design began production. Before any of the newly assembled X-wing starfighters could be given to the new Rebellion, the Empire immediately closed in on the rogue company. Luckily for the design team, the Rebellion came to the rescue and saved them and the fighter design. With a new factory setup on Geonosis, the X-wing quickly joined the Y-wing and the ARC-180 as the mainstay of the Rebellion. The X-wing is piloted by a single pilot with support from an R2, R3, R4 or R5 droid.

Craft: Incom Corporation's Incom T-65B X-wing; **Class:** Starfighter; **Cost:** 150.00 kCr (new), 75.00 kCr (used); **Size:** Tiny (12.5m length); **Initiative:** +6 (+4 crew, +2 size); **Crew:** 1 (Skilled +4); **Passengers:** 1 astromech; **Cargo Capacity:** None (110 kg); **Consumables:** 1 Week; **Hyperdrive:** x1; **Maximum Speed:** Ramming (Good, 8 squares/action); **Atmospheric Speed:** 1,050 km/h (17 squares/action); **Maneuvers:** +6 (+2 size, +4 crew); **Defense:** 22 (+2 size, +10 armor); **Hull Points:** 120 (DR 10); **Shield Points:** 30 (DR 10).

Weapon: Laser Cannon (4, 1 fire-linked in sets of 4);

Fire Arc: Front; **Attack Bonus:** +10 (+2 size, +4 crew, +4 fire control); **Damage:** 6d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Weapon: Proton Torpedo Launcher (2, 3 missiles each); **Fire Arc:** Front; **Attack Bonus:** +10 (+2 size, +4 crew, +4 fire control); **Damage:** 9d10x2; **Missile Quality:** Ordinary (+10)

ARC-180

With the success of the ARC-170 during the Clone Wars, Incom Corporation planned on producing an updated design to compete in the modern battlefield. Originally they planned for a simple armor and shield re-design to make it a more durable reconnaissance ship, yet took a different approach. Wanting to compete with the Y-wing and the Skipray, they began to make the fighter into a heavy reconnaissance fighter. Designed to complement the versatility of the X-wing by bringing that heavier punch, it was hoped the Empire would bank on a proven design. Yet Emperor Vader turned down the ARC-180 and the Y-wing design for the Skipray by Sienar. While the Y-wing began to appear on the free market, the ARC-180 needed to be sold to a government due to the weapons. Angry at the unfair business contracts by the Empire, Incom planned to sell the ARC-180 with the X-wing to the Rebellion.

Before any of the newly assembled ARC-180 starfighters could be given to the Rebellion, the Empire immediately closed in on the rogue company. With help from the Rebellion, the ARC-180 design team and prototypes were safely rescued and brought into the Rebellion. While slightly more expensive than the X-wing, the fighter is excellent for independent action and is unparalleled in the starfighter field until the creation of the B-wing. The rivalry of the Slayn and Korpil and Incom over the B-wing and ARC-180 would continue as the Rebellion became the New Republic. The ARC-180 is piloted by three pilots (pilot/main gunner, navigator/ion cannon gunner and rear gunner) and a R2, R3, R4 or R5 droid. The navigator can act as a backup to the Astromech droid for plotting hyperspace jumps, but mostly deals with navigating and mapping areas.

Craft: Incom Corporation's ARC-180 Heavy Reconnaissance Fighter; **Class:** Starfighter; **Cost:** 170.00 kCr (new), 136.00 kCr (used); **Size:** Tiny (14.5m in diameter); **Initiative:** +6 (+4 crew, +2 size); **Crew:** 3 (Skilled +4); **Cargo Capacity:** 100 kilograms; **Consumables:** 2 Weeks; **Hyperdrive:** x1.5; **Maximum Speed:** Ramming (Average, 10 squares/action); **Atmospheric Speed:** 1200 km/h (20 squares/action); **Maneuvers:** +6 (+2 size, +4

crew); **Defense:** 22 (+2 size, +10 armor); **Hull Points:** 180 (DR 15); **Shield Points:** 60 (DR 15).

Weapon: Laser Cannon [Assault] (2, 1 fire-linked in sets of 2); **Fire Arc:** Front; **Attack Bonus:** +12 (+2 size, +4 crew, +6 fire control); **Damage:** 7d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Weapon: Laser Cannon [Quad] (1); **Fire Arc:** Back; **Attack Bonus:** +12 or +6/+6/+6 (+2 size, +4 or -2/-2/-2 crew, +6 fire control); **Damage:** 6d10x2; **Range Modifiers:** PB -2, S +0, M/L N/A.

Weapon: Ion Cannon [Light] (2, 1 fire-linked in sets of 2); **Fire Arc:** Front/Left/Right; **Attack Bonus:** +10 (+2 size, +4 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S -2, M/L N/A.

Weapon: Proton Torpedo Launcher (2, 1 fire-linked in sets of 2); **Fire Arc:** Front; **Attack Bonus:** +10 (+2 size, +4 crew, +4 fire control); **Damage:** 9d10x2; **Range Modifiers:** PB +0, S/M/L N/A.

Y-wing

Stats by Proxima

BTL-S3 Y-Wing

Craft: Koensayr BTL-S3 Y-Wing; **Class:** Starfighter; **Crew:** 1-2 (Normal +2); **Size:** Tiny (16m long); **Initiative:** +4 (+2 size, +2 crew); **Hyperdrive:** x1 (backup x6); **Maneuvers:** +4 (+2 size, +0 Man/eng., +2 crew); **Passengers:** None; **Defense:** 22 (+2 size, +10 armor); **Cargo Capacity:** 80 kg; **Shield Points:** 40 (DR10); **Consumables:** 1 Week; **Hull Points:** 120 (DR10); **Cost:** 135,000 (new), 65,000 (used); **Maximum Speed:** Attack (7 squares/action); **Atmospheric Speed:** 1000 km/h (17 squares/action)

Weapon: Laser cannon(2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +8 (+6 fire control, +2 size, +0 gunner); **Damage:** 5d10x2 ; **Maximum Range:** Short

Weapon: Light Ion Cannon(2 fire-linked); **Fire Arc:** Turret; **Attack Bonus:** +6 (+4 fire control, +2 size, +0 gunner); **Damage:** 5d10x2 ; **Maximum Range:** Short

Weapon: Small Proton Torpedo Launcher (2, 4 Proton Torpedoes each); **Fire Arc:** Front; **Attack Bonus:** +6 (+4 fire control, +2 size, +0 gunner); **Damage:** 9d10x2; +10 Ordinary guidance

Y-wing Longprobe

Stats by Proxima

BTL-A4 Y-Wing (LP) Longprobe

Craft: Koensayr BTL-A4 Y-Wing (LP) Longprobe; **Class:** Starfighter; **Crew:** 1-1 (Normal +2); **Size:** Tiny (16m long); **Initiative:** +4 (+2 size, +2 crew); **Hyperdrive:** x1 (backup x6); **Maneuvers:** +4 (+2 size, +0 Man/eng., +2 crew); **Passengers:** None; **Defense:** 22 (+2 size, +10 armor); **Cargo Capacity:** 80 kg; **Shield Points:** 30 (DR10); **Consumables:** 3 Weeks; **Hull Points:** 130 (DR10); **Cost:** 142,000 (new), 73,500 (used); **Maximum Speed:** Attack (7 squares/action); **Atmospheric Speed:** 1000 km/h (17 squares/action)

Weapon: Laser cannon (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +8 (+6 fire control, +2 size, +0 gunner); **Damage:** 5d10x2 ; **Maximum Range:** Short

Weapon: Light Ion Cannon (2 fire-linked); **Fire Arc:** Turret, Fixed to Front; **Attack Bonus:** +6 (+4 fire control, +2 size, +0 gunner); **Damage:** 5d10x2 ; **Maximum Range:** Short

Weapon: Small Proton Torpedo Launcher (2, 4 Proton Torpedoes each); **Fire Arc:** Front; **Attack Bonus:** +6 (+4 fire control, +2 size, +0 gunner); **Damage:** 9d10x2; +10 Ordinary guidance

Ajys-class Frigate

When Hoersch-Kessel Drive Inc. was bought by its new owners, they immediately set out on fixing the company. Once the company was set back on its feet, they made it known that they wanted to continue supplying ships to the Separatists, now the Rebel Alliance. By a year after the battle of Yavin, Hoersch-Kessel Drive Inc. came out with updated designs for the Munificent, Recusant and the *Lucrehulk*. Out of this project came the Ajys-class Frigate, the upgrade to the Munificent. Given an internal hanger, troop space as well as a stronger hull and shields, the ship was meant to provide the rebels with a reliable capital and communications ship. As with the Munificent, the Ajys has a jamming device. The ships powerful communications array can be used to jam enemy craft in nearby space, causing a penalty on Computer Use checks to operate sensors or communications (-6 for starfighters, -4 for space transports, -2 for capital ships). Luckily, this feature did not affect friendly ships, though it can not affect space stations either. The few remaining

Munificents in Rebel hands were upgraded to the Ajys class as soon as possible.

Craft: Hoersch-Kessel Drive Inc.'s Ajys-class Frigate; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 42.40 mCr); **Size:** Gargantuan (825m in diameter); **Initiative:** +0 (+4 crew, -4 size); **Crew:** 4,500 (Skilled +4); **Troop Compliment:** 2500; **Vehicle Compliment:** 80 speeder bikes, 12 armored walkers, 6 mobile artillery pieces; **Starship Compliment:** 20 various shuttles; **Starfighter Compliment:** 24 starfighters, 6 ARC-180s; **Cargo Capacity:** 1,000 Metric tons; **Consumables:** 1 Year; **Hyperdrive:** x1 (backup x12); **Maximum Speed:** Cruising (Average, 3 squares/action); **Atmospheric Speed:** 1000 km/h (17 squares/action); **Maneuvers:** +0 (-4 size, +4 crew); **Defense:** 16 (-4 size, +10 armor); **Hull Points:** 500 (DR 50); **Shield Points:** 300 (DR 50).

Weapon: Assault Concussion Missile Tube (2); **Fire Arc:** Front; **Attack Bonus:** +0 (-4 size, +4 crew); **Damage:** 8d10x2; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Turbolaser [Quad] (20); **Fire Arc:** 5 Front, 3 Back, 6 Front/Left, 6 Front/Right; **Attack Bonus:** +0 or -6/-6/-6 (-4 size, +4 or -2/-2/-2 crew); **Damage:** 6d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Laser Cannon (32); **Fire Arc:** 8 Front, 8 Left, 8 Back, 8 Right; **Attack Bonus:** +4 (-4 size, +4 crew, +4 fire control); **Damage:** 5d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Weapon: Turbolaser [Heavy] (1); **Fire Arc:** Front; **Attack Bonus:** +0 (-4 size, +4 crew); **Damage:** 11d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Tractor Beam Projector (3); **Fire Arc:** 1 Front, 1 Left, 1 Right; **Attack Bonus:** +8 (-4 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

Dominator-class Dreadnaught

Designed and built by the Druek of Dorig, the *Dominator*-class Dreadnaught was meant to be the most versatile and capable ship in the Rebel Fleet. While the design preceded the Druek joining the Rebellion by many years, versatility was also a top concern for the Druek. Needing a simple ship that could tackle

the multiple threats of the Empire while also not wasting too many resources in one ship, the *Dominator* did all that it was asked to do and more. Best of all it could enter the atmosphere, dropping its 8,400 troops far faster than its shuttles. When this ship was brought into the Rebellion, it became one of the three designs that were to be the backbone of the Rebel Navy, joining the Mon Calamari *MC-80a* and the *Sicarius*-class Light Destroyer in that coveted position. The ship design was also honored with having one of its own become the flagship for General Czar, the *Dominator*. The *Dominator* is a stronger, bigger ship which has extra crew to accommodate the bureaucracy that accompanies being a flagship.

Dominator-class Dreadnaught

Craft: Druek Advance Yards' Dominator-class Dreadnaught; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 63.41 mCr); **Size:** Gargantuan (900m in diameter); **Initiative:** +0 (+4 crew, -4 size); **Crew:** 8,000 (Skilled +4); **Troop Compliment:** 8,400 Troops; **Vehicle Compliment:** 240 speeder bikes, 60 infantry and cargo ships, 30 armored walkers, 18 mobile artillery pieces; **Starship Compliment:** 40 various shuttles; **Starfighter Compliment:** 48 starfighters, 12 ARC-180's; **Cargo Capacity:** 8,000 Metric tons; **Consumables:** 1 Year; **Hyperdrive:** x1 (backup x12); **Maximum Speed:** Cruising (Average, 2 squares/action); **Atmospheric Speed:** 650 km/h (11 squares/action); **Maneuvers:** +0 (-4 size, +4 crew); **Defense:** 16 (-4 size, +10 armor); **Hull Points:** 600 (DR 50); **Shield Points:** 300 (DR 50).

Weapon: Assault Concussion Missile Tube (4); **Fire Arc:** Front; **Attack Bonus:** -4 (-8 size, +4 crew); **Damage:** 8d10x2; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Turbolaser [Quad] (30); **Fire Arc:** 3 Batteries Left, 3 Batteries Right; **Attack Bonus:** +0 or -6/-6/-6 (-8 size, +4 or -2/-2/-2 crew, +4 battery fire); **Damage:** 6d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Turbolaser Cannon [Double, Heavy] (30); **Fire Arc:** 3 Batteries Front/Left/Back, 3 Batteries Front/Right/Back; **Attack Bonus:** +4/-1 or +0/+0 (-8 size, +8/+3 or +4/+4 crew, +4 battery fire); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Ion Cannon [Heavy] (30); **Fire Arc:** 2 Batteries Front, 2 Batteries Left, 2 Batteries Right; **Attack**

Bonus: +9 (-4 size, +4 crew, +5 fire control, +4 battery fire);
Damage: Special; **Range Modifiers:** PB -6, S -4, M -2, L N/A.
Weapon: Tractor Beam Projector (6); **Fire Arc:** 2 Front,
 2 Left, 2 Right; **Attack Bonus:** +8 (-4 size, +4 crew, +8 fire
 control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L
 N/A.

Craft: Druek Advance Yards' Modified Dominator-class
 Dreadnaught; **Class:** Capital Ship; **Cost:** Not Available for Sale
 (estimated construction cost 128.05 mCr); **Size:** Colossal (1450m
 in diameter); **Initiative:** +0 (+8 crew, -8 size); **Crew:** 9,000
 (Expert +8); **Troop Compliment:** 8,400 Troops; **Vehicle
 Compliment:** 240 speeder bikes, 60 infantry and cargo ships, 30
 armored walkers, 18 mobile artillery pieces; **Starship
 Compliment:** 40 various shuttles; **Starfighter Compliment:** 48
 starfighters, 12 ARC-180's; **Cargo Capacity:** 8,000 Metric tons;
Consumables: 2 Years; **Hyperdrive:** x1 (backup x8); **Maximum
 Speed:** Cruising (Average, 2 squares/action); **Atmospheric
 Speed:** 650 km/h (11 squares/action); **Maneuvers:** +0 (-8 size,
 +8 crew); **Defense:** 12 (-8 size, +10 armor); **Hull Points:** 800
 (DR 60); **Shield Points:** 400 (DR 60).

Weapon: Assault Concussion Missile Tube (8); **Fire
 Arc:** Front; **Attack Bonus:** -4 (-8 size, +4 crew); **Damage:**
 8d10x2; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Turbolaser [Quad] (45); **Fire Arc:** 3 Batteries
 Front, 2 Batteries Left, 2 Batteries Back, 2 Batteries Right;
Attack Bonus: +0 or -6/-6/-6 (-8 size, +4 or -2/-2/-2 crew, +4
 battery fire); **Damage:** 6d10x5; **Range Modifiers:** PB -2, S/M +0,
 L -2.

Weapon: Proton Torpedo Launcher (36); **Fire Arc:** 4
 Batteries Back, 7 Batteries Front/Left, 7 Batteries Front/Right;
Attack Bonus: +1 (-8 size, +4 crew, +4 fire control, +1 battery
 fire); **Damage:** 9d10x2; **Range Modifiers:** PB +0, S/M/L N/A.

Weapon: Ion Cannon [Heavy] (30); **Fire Arc:** 3
 Batteries Left, 3 Batteries Right; **Attack Bonus:** +5 (-8 size, +4
 crew, +5 fire control, +4 battery fire); **Damage:** Special; **Range
 Modifiers:** PB -6, S -4, M -2, L N/A.

Weapon: Turbolaser Cannon [Double, Heavy] (30); **Fire
 Arc:** 3 Batteries Front/Left, 3 Batteries Front/Right; **Attack
 Bonus:** +4/-1 or +0/+0 (-8 size, +8/+3 or +4/+4 crew, +4 battery
 fire); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Tractor Beam Projector (6); **Fire Arc:** 2 Front,
 2 Left, 2 Right; **Attack Bonus:** +8/+3 (-8 size, +8/+3 crew, +8 fire

control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L
 N/A.

Navis Longa-class Battleship

When Hoersch-Kessel Drive Inc. was bought by its new owners,
 they immediately set out on fixing the company. Once the
 company was set back on its feet, they made it known that they
 wanted to continue supplying ships to the Separatists, now the
 Rebel Alliance. By a year after the battle of Yavin, Hoersch-
 Kessel Drive Inc. came out with updated designs for the
Munificent, *Recusant* and the *Lucrehulk*. Out of this project came
 the *Navis Longa*-class Battleship, the upgrade to the *Lucrehulk*.
 The ship comes with an improved hull and weapons system. No
 ship of this class has been built, and only one *Lucrehulk* has
 been converted to this class. Seen as a huge waste of resources,
 the lone ship, the *Rebellion*, serves as Mon Mothma's personal
 headquarters when she is on the move from the Empire.
 Otherwise the ship is seen as a concept design.

Navis Longa-class Battleship

Craft: Hoersch-Kessel Drive Inc.'s *Navis Longa*-class Battleship;
Class: Station; **Cost:** Not Available for Sale (estimated
 construction cost 627.55 mCr); **Size:** Colossal (Large space
 station, 3170m in diameter); **Initiative:** -4 (+4 crew, -8 size);
Crew: 16,540 (Skilled +4); **Troop Compliment:** 10,000; **Vehicle
 Compliment:** 480 speeder bikes, 60 armored walkers, 30 mobile
 artillery pieces; **Starship Compliment:** 80 various shuttles;
Starfighter Compliment: 384 starfighters, 60 ARC-180 fighters;
Cargo Capacity: 5,000,000 Metric tons; **Consumables:** 6
 Years; **Hyperdrive:** x1 (backup x12); **Maximum Speed:** Cruising
 (Average, 2 squares/action); **Maneuvers:** -4 (-8 size, +4 crew);
Defense: 12 (-8 size, +10 armor); **Hull Points:** 700 (DR 60);
Shield Points: 300 (DR 60).

Weapon: Turbolaser (150); **Fire Arc:** 5 Batteries Front,
 10 Batteries Left, 5 Batteries Back, 10 Batteries Right; **Attack
 Bonus:** +8 (-8 size, +4 crew, +8 fire control, +4 battery fire);
Damage: 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Ion Cannon [Heavy] (150); **Fire Arc:** 5
 Batteries Front, 10 Batteries Left, 5 Batteries Back, 10 Batteries
 Right; **Attack Bonus:** +5 (-8 size, +4 crew, +5 fire control, +4
 battery fire); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M
 -2, L N/A.

Weapon: Assault Concussion Missile Tube (20); **Fire Arc:** 5 Front, 5 Left, 5 Back, 5 Right; **Attack Bonus:** -4 (-8 size, +4 crew); **Damage:** 8d10x2; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Proton Torpedo Launcher (100); **Fire Arc:** 5 Batteries Front, 5 Batteries Left, 5 Batteries Back, 5 Batteries Right; **Attack Bonus:** +4 (-8 size, +4 crew, +4 fire control, +4 battery fire); **Damage:** 9d10x2; **Range Modifiers:** PB +0, S/M/L N/A.

Weapon: Turbolaser [Heavy] (50); **Fire Arc:** 2 Batteries Front, 3 Batteries Left, 2 Batteries Back, 3 Batteries Right; **Attack Bonus:** +0 (-8 size, +4 crew, +4 battery fire); **Damage:** 10d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Tractor Beam Projector (16); **Fire Arc:** 4 Front, 4 Left, 4 Back, 4 Right; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

Sicarius-class Light Destroyer

When Hoersch-Kessel Drive Inc. was bought by its new owners, they immediately set out on fixing the company. Once the company was set back on its feet, they made it known that they wanted to continue supplying ships to the Separatists, now the Rebel Alliance. By a year after the battle of Yavin, Hoersch-Kessel Drive Inc. came out with updated designs for the *Munificent*, *Recusant* and the *Lucrehulk*. Out of this project came the *Sicarius*-class Light Destroyer, the upgrade to the *Recusant*. As with the *Ajys*, the ship has an internal hanger as well as stronger hull and shields. The ship also had an increased compliment of weapons to make it more effective against in capital ship fights. This ship is widely popular with the rebellion, having become part of the backbone of the Rebel Navy with the *Dominator*-class Dreadnaught and *MC-80a*-class Star Cruiser. The *Sicarius* is well like for its versatility and all species friendly design.

Craft: Hoersch-Kessel Drive Inc.'s Sicarius-class Light Destroyer; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 92.06 mCr); **Size:** Colossal (1187m in diameter); **Initiative:** -4 (+4 crew, -8 size); **Crew:** 7,400 (Skilled +4); **Troop Compliment:** 3,600; **Vehicle Compliment:** 240 speeder bikes, 30 armored walkers, 18 mobile artillery pieces;

Starship Compliment: 40 various shuttles; **Starfighter Compliment:** 60 starfighters, 24 ARC-180 fighters; **Cargo Capacity:** 18,000 Metric tons; **Consumables:** 4 Years; **Hyperdrive:** x1 (backup x12); **Maximum Speed:** Cruising (Average, 3 squares/action); **Maneuvers:** -4 (-8 size, +4 crew); **Defense:** 12 (-8 size, +10 armor); **Hull Points:** 650 (DR 60); **Shield Points:** 350 (DR 60).

Weapon: Turbolaser [Heavy] (3); **Fire Arc:** Front; **Attack Bonus:** -4 (-8 size, +4 crew); **Damage:** 10d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Turbolaser Cannon [Double, Heavy] (56); **Fire Arc:** 4 Batteries Front, 5 Batteries Left, 5 Batteries Right; **Attack Bonus:** -1 or -5/-5 (-8 size, +4 or +0/+0 crew, +3 battery fire); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Assault Concussion Missile Tube (4); **Fire Arc:** Front; **Attack Bonus:** -4 (-8 size, +4 crew); **Damage:** 8d10x2; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Laser Cannon [Quad] (60); **Fire Arc:** 3 Batteries Front, 4 Batteries Left, 1 Battery Back, 4 Batteries Right; **Attack Bonus:** +0 or -6/-6/-6 (-8 size, +4 or -2/-2/-2 crew, +4 battery fire); **Damage:** 6d10x2; **Range Modifiers:** PB -2, S +0, M/L N/A.

Weapon: Tractor Beam Projector (4); **Fire Arc:** 2 Front, 1 Left, 1 Right; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

Mon Calamari Star Cruiser

After the Clone Wars ended, Mon Calamari began looking into a new Mon Calamari Star Cruiser design built for peace and exploration. They quickly came out with the MC-80, a design based upon the MC-75. A few ships were produced before Mon Calamari was enslaved by the Empire. After the world liberated itself, it quickly set about constructing or converting the MC-80 as warships. They ignored the glaring problem with the ship design. Due to the ships construction, each ship was not only a unique creation but each bridge was geared towards Mon Calamari or Quarren physiology. When Mon Calamari was building the ships, initially they did not expect to have other species manning the ship. When the world joined the Rebellion the design flaw was easily noticeable. Even with this glaring problem, the ship

became one of the three backbone ships along with the *Sicarius* and the *Dominator* class warships.

Some initial production for a newer Mon Cal Star Cruiser, the MC-80a, began construction one year after the Battle of Yavin, but only in a limited testing phase. The design would not be ready for a few more years as the Mon Calamari worked out the finer details. Regardless, the Mon Calamari were happy enough to create a larger, carrier version of the MC80a, called the MC80a-C. The Mon Calamari then came out with the MC40a, a redesigned, smaller version of the now famous Mon Calamari Star Cruiser. The MC80a-C became a flagship for Rebel Fleets, and was considered the perfect design. The *Home One*, Admiral Ackbar's flagship, is a MC80a-C. The MC80a began full production a few weeks before the Battle of Kashyyyk.

MC80 Star Cruiser

Craft: Mon Calamari's MC-80 Mon Calamari Star Cruiser; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 63.86 mCr); **Size:** Colossal (1,200m in diameter); **Initiative:** -4 (+4 crew, -8 size); **Crew:** 5,000 (Skilled +4); **Troop Compliment:** 1,200; **Vehicle Compliment:** 30 various armored vehicles; **Starship Compliment:** 5 various shuttles, 2 light freighters; **Starfighter Compliment:** 36 starfighters; **Cargo Capacity:** 20,000 Metric tons; **Consumables:** 2 Years; **Hyperdrive:** x2 (backup x12); **Maximum Speed:** Cruising (Average, 4 squares/action); **Atmospheric Speed:** 800 km/h (13 squares/action); **Maneuvers:** -4 (-8 size, +4 crew); **Defense:** 12 (-8 size, +10 armor); **Hull Points:** 550 (DR 60); **Shield Points:** 300 (DR 60)*.

Weapon: Turbolaser (48); **Fire Arc:** 2 Batteries Front, 1 Battery Left, 1 Battery Right; **Attack Bonus:** +8 (-8 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Ion Cannon (20); **Fire Arc:** 1 Battery Front, 2 Batteries Left, 2 Batteries Right; **Attack Bonus:** +3 (-8 size, +4 crew, +4 fire control, +3 battery fire); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Tractor Beam Projector (6); **Fire Arc:** 4 Front, 1 Left, 1 Right; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

* The MC80 Star Cruiser has multiple banks of shield generators. As a result, it recovers shield points at twice the normal rate.

MC80a-class Star Cruiser

Bio by Drendar Morevo

After the Clone Wars ended, Mon Calamari began looking into a new Mon Calamari Star Cruiser design to improve upon the MC-75. They quickly came out with the MC-80a, based upon the MC-80 luxury design as well as the MC-75. But before a ship could be produced, Mon Calamari was enslaved by the Empire. After the world liberated itself, it quickly set about constructing the MC-80a. They ignored the glaring problem with the ship design, though. Due to the ships construction, each ship was not only a unique creation but each bridge was geared towards Mon Calamari or Quarren physiology. When Mon Calamari was building the ships initially, they did not expect to have other species manning the ship. When the world joined the Rebellion the design flaw was easily noticeable. Even with this glaring problem, the ship became one of the three backbone ships along with the *Sicarius* and the *Dominator*. Home One, a heavily modified MC-80a Star Cruiser, would become the flagship of Admiral Ackbar.

MC80a Star Cruiser

Craft: Mon Calamari's MC-80a Mon Calamari Star Cruiser; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 70.61 mCr); **Size:** Colossal (1,200m in diameter); **Initiative:** -4 (+4 crew, -8 size); **Crew:** 5,000 (Skilled +4); **Troop Compliment:** 1,200; **Vehicle Compliment:** 30 various armored vehicles; **Starship Compliment:** 5 various shuttles, 2 light freighters; **Starfighter Compliment:** 36-72 starfighters; **Cargo Capacity:** 20,000 Metric tons; **Consumables:** 2 Years; **Hyperdrive:** x2 (backup x12); **Maximum Speed:** Cruising (Average, 4 squares/action); **Atmospheric Speed:** 800 km/h (13 squares/action); **Maneuvers:** -4 (-8 size, +4 crew); **Defense:** 12 (-8 size, +10 armor); **Hull Points:** 650 (DR 60); **Shield Points:** 350 (DR 60)*.

Weapon: Turbolaser (48); **Fire Arc:** 2 Batteries Front, 1 Battery Left, 1 Battery Right; **Attack Bonus:** +8 (-8 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Ion Cannon (20); **Fire Arc:** 1 Battery Front, 2 Batteries Left, 2 Batteries Right; **Attack Bonus:** +3 (-8 size, +4

crew, +4 fire control, +3 battery fire); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Tractor Beam Projector (6); **Fire Arc:** 4 Front, 1 Left, 1 Right; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

** The MC80a Star Cruiser has multiple banks of shield generators. As a result, it recovers shield points at twice the normal rate.*

Rebel Troops

The freedom fighters of the galaxy, Rebel Troops fight against the odds. Outnumbered and outgunned, those who join the Rebellion realize the fight for democracy will not be easy. Yet it's the perseverance of the multitude of aliens and humans that allow the Rebellion to continue on another day against the Empire.

Rebel Trooper

Bio and Stats by Chiefcaptin

Rebel Troopers come from a verity of backgrounds. The fledgling Rebellion took everyone who wanted to join. From fleeing criminals to sons of nobles, from Sullustans to Wookiees, the Rebellion would train them to fight.

Though not as well trained or well equipped as the Stormtroopers of the Empire, Rebel Troopers had the heart to make up for it. The troops of the Rebellion would fight to the death to further the cause of the Rebellion.

Rebel Trooper: Male Human Fringer 1/Scout 2/Soldier 2; **Init** +6 (+2 Dex, +4 Improved Initiative); **Defense** +16 (+4 class, +2 Dex); **Spd** 10 m; **VP/WP** 44/13; **Atk**+5 ranged (3d8/19-20 or DC 15 stun, Blaster carbine, range 20 m) or -1/-1/-1 ranged (3d8/19-20, Blaster carbine with Multifire and Rapid Shot, range 20 m) or +4 melee (1d4+1/20, Knife, range 2 m); **SQ** Trailblazing; **SV** Fort +9, Ref +5, Will +3; **SZ** M; **FP** 1; **Rep** 1; **Str** 12, **Dex** 14, **Con** 13, **Int** 13, **Wis** 11, **Cha** 10.

Equipment: Blast helmet, vest (DR 2), Comlink, Macrobinoculars, Medpac, Field Kit.

Skills: Climb+6, Hide+7, Intimidate+8, Knowledge (tactics)+7, Knowledge (world lore)+7, Listen+6, Search+7, Spot+6, Survival+8, Treat Injury+6.

Feats: Armor Proficiency (light), Endurance, Headstrong, Improved Initiative, Point Blank Shot, Rapid Shot, Rugged, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (primitive weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Rebel Clone Trooper

Bio and stats by Chiefcaptin

After the Clone Wars ended most Separatist cloning facilities were shut down. The few that remained put their clones on a heavy training schedule. There they learned to survive the environment even better than before and honed their combat skills. These clones were even better suited to fight the Empire than prior ones.

Clones normally were put in officer positions among normal troops or collected to form special squads of clones for elite missions.

Rebel Clone Trooper: Male Human Scout 3/Soldier 5; **Init** +6 (+2 Dex, +4 Improved Initiative); **Defense** +18 (+6 class, +2 Dex); **Spd** 10 m; **VP/WP** 93/14; **Atk**+5/+5±0 ranged (3d8/19-20, Blaster, lt. repeat, range 40 m) or +1/+1/+1/+1/-4 ranged (3d8/19-20, Blaster, lt. repeat with Autofire and Rapid Shot, range 40 m) or +9/+4 ranged (3d6/20 or DC 15 stun, Blaster pistol, range 10 m) or +3/+3/+3/-2 ranged (3d6/20, Blaster pistol with Multifire and Rapid Shot, range 10 m) or +9/+4 melee (1d4+2/20, Knife, range 2 m); **SQ** Heart +1, Trailblazing; **SV** Fort +8, Ref +5, Will +4; **SZ** M; **FP** 1; **Rep** 1; **Str** 14, **Dex** 15, **Con** 14, **Int** 14, **Wis** 12, **Cha** 11. **Equipment:** Combat jumpsuit (DR 3), Comlink, Macrobinoculars, Medpac Security Kit, Utility Belt.

Skills: Climb+5, Computer Use+8, Demolitions+8, Hide+6, Intimidate+8, Jump+5, Knowledge (streetwise)+8, Knowledge (tactics)+8, Knowledge (wilderness lore)+8, Knowledge (world lore)+8, Listen+4, Move Silently+3, Profession (Mercenary)+4, Repair+7, Search+4, Spot+4, Survival+8, Treat Injury+7.

Feats: Armor Proficiency (light), Dodge, Improved Initiative, Mobility, Point Blank Shot, Quickness, Rapid Shot, Skill Emphasis (Survival), Stealthy, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group

Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Rebel Starfighter Pilots

Bio and Stats by Forestfulfighting

The Rebellion Navy is much smaller than that of the Empire. They rely on their starfighter pilots to do more than break even. Most starfighter pilots are humans. This is because the fighters they fly are configured for their body size and shape. A low-level pilot represents a relative rookie, seeing a few if any battles. This type of pilot is the most numerous, and sadly the type that suffers the most casualties. A mid-level pilot has seen many battles and could be considered lucky to still be alive. The odds are not always in his favor but he manages to pull out of the battle alive. Mid-level pilots may be a leader of a squadron. High-level pilots are extremely rare. For a pilot to see so many battles and escape from them is quite a feat. He is well respected veteran and often leaves his dangerous trade to become an officer on a larger and safer ship. Some pilots do prefer to stay in their small, cramped spacecraft. These pilots are often given command over many squadrons, or an entire starfighter operation.

Low-Level Rebel Pilot: Male Human Soldier 3; **Init** +7 (+3 Dex, +4 Improved Initiative); **Defense** +17 (+4 class, +3 Dex); DR 2; **Spd** 10 m; **VP/WP** 22/10; **Atk** +4 melee or +6 ranged (3d6 or DC 15 stun, Blaster Pistol); **SV** Fort +3, Ref +4, Will +1; **SZ** M; **FP** 1; **DSP** 0; Rep +1; **Str** 12, **Dex** 16, **Con** 10, **Int** 13, **Wis** 10, **Cha** 10. **Equipment:** Padded Flight Suit, Blaster Pistol, Field Kit. **Skills:** Astrogate +9, Computer Use +5, Demolitions +5, Knowledge (Tactics) +7, Knowledge (World Lore) +5, Pilot +14, Read/Write Basic, Repair +7, Speak Basic. **Feats:** Armor Proficiency (Light), Improved Initiative, Skill Emphasis (Pilot), Spacer, Starship Dodge (Starfighter), Starship Operation (Starfighter), Weapon Group Proficiencies (Blaster Pistols, Blaster Rifles, Heavy Weapons, Simple Weapons, Vibro Weapons).

Mid-Level Rebel Pilot: Male Human Soldier 6/Starship Ace 1; **Init** +7 (+3 Dex, +4 Improved Initiative); **Defense** +19 (+6 class, +3 Dex); DR 2; **Spd** 10 m; **VP/WP** 38/10; **Atk** +7/+2 melee or +9/+4 ranged (3d6 or DC 15 stun, Blaster Pistol); **SQ** Starship Defense; **SV** Fort +6, Ref +9, Will +3; **SZ** M; **FP** 2; **DSP** 0; Rep

+2; **Str** 12, **Dex** 17, **Con** 10, **Int** 13, **Wis** 10, **Cha** 10.

Equipment: Padded Flight Suit, Blaster Pistol, Field Kit.

Skills: Astrogate +13, Computer Use +9, Demolitions

+7, Intimidate +2, Knowledge (Tactics) +10, Knowledge (World Lore) +5, Pilot +18, Read/Write Basic, Repair +11, Speak Basic, Spot +1.

Feats: Armor Proficiency (Light), Heroic Surge, Improved Initiative, Lightning Reflexes, Point Blank Shot, Skill Emphasis (Pilot), Spacer, Starship Dodge (Starfighter), Starship Operation (Starfighter), Weapon Group Proficiencies (Blaster Pistols, Blaster Rifles, Heavy Weapons, Simple Weapons, Vibro Weapons).

High-Level Rebel Pilot: Male Human Soldier 6/Starship Ace 5; **Init** +7 (+3 Dex, +4 Improved Initiative); **Defense** +21 (+8 class, +3 Dex); DR 2; **Spd** 10 m; **VP/WP** 55/10; **Atk** +10/+5 melee or +12/+7 ranged (3d6 or DC 15 stun, Blaster Pistol); **SQ** Starship Defense, Familiarity +2, Starship Evasion; **SV** Fort +8, Ref +11, Will +5; **SZ** M; **FP** 4; **DSP** 0; **Rep** +4; **Str** 12, **Dex** 17, **Con** 10, **Int** 14, **Wis** 10, **Cha** 10.

Equipment: Padded Flight Suit, Blaster Pistol, Field Kit.

Skills: Astrogate +18, Computer Use +16, Demolitions +8, Intimidate +2, Knowledge (Tactics) +14, Knowledge (World Lore) +6, Pilot +22, Read/Write Basic, Repair +16, Speak Basic, Spot +8.

Feats: Armor Proficiency (Light), Heroic Surge, Improved Initiative, Lightning Reflexes, Point Blank Shot, Rapid Shot, Skill Emphasis (Pilot), Spacer, Starship Dodge (Starfighter), Starship Operation (Starfighter), Weapon Group Proficiencies (Blaster Pistols, Blaster Rifles, Heavy Weapons, Simple Weapons, Vibro Weapons).

Rebel Commandos

Stats by Proxima

The Rebel Commandos represent the enduring legacy of the Separatist Commandos. When Czar and the Separatist forces were beaten back to Geonosis, their clone forces were nearly depleted and most genetic templates lost. Realizing that clone forces alone could no longer provide the manpower needed, Czar relented to the idea of having non-clone forces fill the ranks of the Rebellion. But as a precaution, he continued the use of cloning, though on a smaller scale. Using the experience and

training from the few Separatist Commandos surviving to make new elite soldiers: Rebel Commandos. Using a slower cloning process than before, these clones would age twice as fast as humans and relied on just fifteen new templates. Below are the stats for the average Rebel Commando and a Rebel Commando squad leader. A small group, they are extremely dedicated to the cause of the Rebellion and can not be swayed from the rebel side.

10th level Rebel Commando: Male Human Scout 4/Soldier 5/Elite Trooper 1; **Init** +6 (+2 Dex, +4 Improved Initiative); **Defense** +19 (+7 class, +2 Dex); **Spd** 6 m; **VP/WP** 75/14; **Atk**+7/+7/+2 ranged (3d8/19-20, Blaster, lt. repeat, range 40 m) or +3/+3/+3/+3/-2 ranged (3d8/19-20, Blaster, lt. repeat with Autofire and Rapid Shot, range 40 m) or +11/+6 ranged (3d6/20 or DC 15 stun, Blaster pistol, range 10 m) or +5/+5/+5±0 ranged (3d6/20, Blaster pistol with Multifire and Rapid Shot, range 10 m) or +10/+5 melee (1d4+1/20, Knife, range 2 m); **SQ** Heart +1, Trailblazing, Uncanny dodge (Dex bonus to Defense); **SV** Fort +10, Ref +6, Will +5; **SZ** M; **Rep** 2; **Str** 13, **Dex** 15, **Con** 14, **Int** 14, **Wis** 12, **Cha** 11.

Equipment: Battle armor, padded (DR 4), Blaster, lt. repeat, Blaster pistol; Knife, Macrobinoculars, Security kit, Utility belt (3 days rations, Medpac x3, Tool kit, Power pack x4, Energy cell, Glow rod, Secure-A3 Comlink, Couple Empty Pouches).

Skills: Astrogate+8, Climb-1, Computer Use+8, Demolitions+10, Disguise+2, Hide+3, Intimidate+8, Knowledge (tactics)+6, Knowledge (streetwise)+6, Knowledge (wilderness lore)+6, Knowledge (world lore)+6, Knowledge (technology)+6, Listen+7, Move Silently+4, Pilot+9, Repair+8, Search+8, Spot+11, Survival+8, Treat Injury+5.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Dodge, Far Shot, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Quickness, Rapid Shot, Skill Emphasis (Survival), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

15th Level Rebel Commando: Male Human Scout 4/Soldier 6/Elite Trooper 5; **Init** +6 (+2 Dex, +4 Improved Initiative); **Defense** +20 (+9 class, +1 Dex); **Spd** 6 m; **VP/WP** 175/14; **Atk**+15/+15/+10/+5 ranged (3d8/19-20, Blaster, Light Repeating

Blaster, range 40 m) or +11/+11/+11/+11/+6/+1 ranged (3d8/19-20, Blaster, Light Repeating Blaster with Autofire and Rapid Shot, range 40 m) or +16/+11/+6 ranged (3d6/20 or DC 15 stun, Blaster pistol, range 10 m) or +12/+12/+12/+7/+2 ranged (3d6/20, Blaster pistol with Multifire and Rapid Shot, range 10 m) or +16/+11/+6 melee (1d4+2/20, Knife, range 2 m); **SQ** Heart +1, Trailblazing, Uncanny dodge (Dex bonus to Defense); **SV** Fort +13, Ref +9, Will +8; **SZ** M; **Rep** 5; **Str** 15, **Dex** 15, **Con** 14, **Int** 14, **Wis** 12, **Cha** 11.

Equipment: Scout Armor (DR 4), Blaster, lt. repeat, Blaster pistol; Knife, Macrobinoculars, Security kit, Utility belt (3 days rations, Medpac x3, Tool kit, Power pack x4, Energy cell, Glow rod, Secure-A3 Comlink, Couple Empty Pouches).

Skills: Astrogate+8, Climb+3, Computer Use+14, Demolitions+14, Disguise+2, Hide+6, Intimidate+8, Knowledge (tactics)+10, Knowledge (streetwise)+8, Knowledge (wilderness lore)+8, Knowledge (world lore)+8, Knowledge (technology)+8, Listen+11, Move Silently+11, Pilot+9, Repair+8, Search+8, Spot+11, Survival+8, Treat Injury+5.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Armor Proficiency (powered), Dodge, Far Shot, Improved Initiative, Mobility, Multishot, Point Blank Shot, Precise Shot, Quickness, Rapid Shot, Shot on the Run, Skill Emphasis (Survival), Weapon Focus (Blaster, lt. repeat), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (blaster rifles), Weapon Group Proficiency (heavy weapons), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).

Tantive IV

Bio and Stats by Proxima

When initially purchased the Tantive IV was a unarmed CR70 Corellian Corvette named The Star of Alderaan to act as a consular's vessel. But was later renamed in honor of diplomats from Tantive IV who visited Alderaan. At the end of the Clone Wars and the Rise if the Empire, the Tantive IV under went an extensive refit and upgrade to a CR90 with the purchase of the Corellian Engineering Corporation, Vanguard c20 Retrofit suite.

Tantive IV – Clone Wars

Craft: Corellian Engineering Corporation CR-70 Corvette: **Class:** Capital; **Crew:** 46-165 (Skilled +4); **Size:** Large (120m long);

Initiative: -1 (-1 size); **Hyperdrive:** x2; **Maneuvers:** +3 (-1 size, +0 Man/eng., +4 crew); **Passengers:** 600 ; **Defense:** 19 (-1 size, +10 armor); **Cargo Capacity:** 3,000 ton; **Shield Points:** 200 (DR40); **Consumables:** 1 Years; **Hull Points:** 350 (DR40); **Cost:** 3,500,000(new), 1,500,000(used); **Maximum Speed in Space:** Attack (6 squares/action); **Atmospheric Speed:** 950 km/h (16 squares/action); **Hangar Bays:** 2 Diminutive Starfighters

Weapon: None

Tantive IV - EP IV

Craft: Corellian Engineering Corporation CR-90 Corvette; **Class:** Capital; **Crew:** 70 (Skilled +4); **Size:** Large (150m long); **Initiative:** -1 (-1 size); **Hyperdrive:** x2; **Maneuvers:** +3 (-1 size, +0 Man/eng., +4 crew); **Passengers:** 200; **Defense:** 19 (-1 size, +10 armor); **Cargo Capacity:** 3,000 ton; **Shield Points:** 200 (DR40); **Consumables:** 1 Years; **Hull Points:** 350 (DR40); **Cost:** 3,500,000(new), 1,500,000(used); **Maximum Speed in Space:** Attack (6 squares/action); **Atmospheric Speed:** 950 km/h (16 squares/action); **Hangar Bays:** 2 Diminutive Starfighters

Weapon: Double Turbolaser cannons (2); **Fire Arc:** Turret ; **Attack Bonus:** +7 (+6 fire control, -1 size, +2 gunner); **Damage:** 5d10x2; **Maximum Range:** Long

Weapon: Laser cannon (4); **Fire Arc:** 2 left, 2 Right ; **Attack Bonus:** +9 (+8 fire control, -1 size, +2 gunner); **Damage:** 5d10x2; **Maximum Range:** Short

Brother of Mine

It was a quiet day on Felucia. Too quiet. Yet the Imperial Stormtroopers on patrol didn't notice as the two AT-STs lumbered along. More importantly they didn't notice the Neimoidian Soldier in the fungi forest.

Jian seemed tranquil as the lead AT-ST moved into position. Felucia reminded him of Neimoidia: warm, muggy and infested with fungi, just the way he liked it. But he had a mission to do, he couldn't afford to daydream. He returned to his target reticules. The AT-ST stopped, right on its mark. *Perfect*, he thought. Focusing his gun towards the pilot on the left, he quickly squeezed off a shot. The shot went right through the head, and before his co-pilot could react, Jian hit him in the head as well.

Both bodies slumped forward, hitting the controls and causing the AT-ST head to face down. The pilot in the AT-OT noticed this and ordered the AT-ST covering the rear to inspect the problem. As the AT-ST moved around the AT-OT, it stopped in front of a human male with a proton torpedo rocket launcher. The pilot was befuddled, which cost him. Before he could react the AT-ST head exploded from the proton torpedo. General Vitus, watching the AT-ST legs crumble to the ground, emerged from his hiding spot and began his charge with his troops.

As the smoke cleared, Vitus called out to his brother Sergius, "Brother, status report."

Sergius emerged from behind the AT-OT and found his brother. "One AT-ST, intact, parts for the legs and lower body, partly damaged, and an AT-OT with minor blast marks sir." Vitus immediately stopped and faced his brother, who followed suit. "Don't call me 'Sir' brother. We are brothers, not soldiers." Sergius looked down in shame for a moment, "I'm sorry brother, but we are soldiers, and that is how you address your superior officer."

Vitus laughed and walked on, Sergius in close tow, "Don't worry about it brother. When you're with your brethren, you need not worry about such human titles as 'sir'. But I digress; did we capture any other equipment and/or prisoners?" Sergius looked at his sheet, "The usual: E-11's, power packs, Stormtrooper armor. And we have 6 prisoners: 4 Stormtroopers, 1 Stormtrooper Captain, and the pilot to the AT-OT."

When he finished, Jian approached Vitus and saluted.

"Sir, no one escaped the battle. And all except one Stormtrooper is still alive."

Vitus returned his salute, "Good, but one still alive? Are you getting soft?"

"No Sir, just had to save you so I wasn't able to get off a good shot on him before moving on," Jian said with a smile. "Should I kill him sir?"

Vitus immediately straightened and his shoulders shot up, "No! Do you think we are like those damn Imperials now!?" Noticing that everyone had stopped and turned towards him, Vitus calmed down.

"No Sergeant, bring him with the other prisoners. Dismissed."

Listening to the holo of the Governor of Felucia infuriated Vader. He has wasted constantly about the rebel Vitus yet he squanders all of the troops he sends him. Holding up his hand to stop the Governor, Vader said, "And why didn't you use the Tie Bombers to carpet bomb the area, or one of your *THREE* Star Destroyers to wipe out Vitus!!"

Governor Tel jumped in shock as the Emperor continued to berate him again for his failure. "I'm sorry my Emperor, I just didn't wish to waste the lives of good Imperial soldiers." Vader wished he could crush the little whelp now, but his family was a strong contributor to the Empire, so he restrained himself.

"Well, if you did your job right in the first place no lives would have to be wasted! I'm tired of your bumbling effort to stop Vitus. I'm sending my Shadow Hand to fix this mess of yours." The mention of Shadow Hand made Tel shiver in fear. "Yes my Emperor, I shall await Shadow Hands arrival."

Tel returned to his office the next day to find the room door slightly ajar. Fear crept into his back as he realized a rebel trap could be at play. Pulling out his blaster he slowly opened the door, but before he could react someone was holding him up by his neck. *Shadow Hand!* She then released him and proceeded to sit on his desk. "You know who I am Governor," she said in a female voice, "so dispense with the pleasantries."

"Fine, what do you propose we do about Vitus Shadow Hand?"

"Simple," she replied, "You have another group go out, have it captured, and follow the rebels back to their base with a homing beacon and take care of Vitus once and for all."

Tel scoffed almost immediately, "You act like we haven't tried that. He's smarter than that and stopped such attempts before, leading us on crazy chases through Felucia. How will it work this time?"

Shadow Hand leaned in close to Tel's face and said seductively, "Because it will be in the equipment."

"Are you sure this is right? They're sending out another patrol?"

"Yes brother, they must be getting desperate or Vader is on the verge of killing the governor. Either way, this group is far smaller than usual. One platoon and an AT-ST. Personally I think this could be easy picking and give Captain Hisein a nice little bonus of supplies for the rebellion."

Vitus thought this over. *This seems too good, but supplies are in bad need for every rebel.* "Fine, let's gather two squads of troops and get moving. We don't have much time."

"Did he take the bait Shadow Hand?" "Of course he did, Governor. All rebels are the same. When you throw them even the smallest scraps they run after it without a second thought. Now, is my shuttle ready?"

"I hope you enjoy these supplies Captain Hisein. They're fresh from Felucia," said Vitus happily.

"Ah, stop that you damn nerf-herder. You make me all the more home-sick for her. Anyways, thank you general. These supplies will be invaluable and Czar and Mon Mothma will know what to do with them. Goodbye."

"Goodbye Captain." As he waved goodbye to the departing captain, Vitus noticed a small twinkle out of the corner of his left eye. Going to the comlink on the wall, he keyed in Sergius, "Brother, we have a visitor, just as I suspected. Is everything ready?"

"Yes Brother, the Imperial will be led to the room once he lands."

"Good brother, good. May the Force be with you."

"And you brother," replied Sergius.

Shadow Hand moved quickly down the hallway, too quickly she noted. Each room always had one door unlocked to go through; it was as though she was going through a maze. Or a trap. Then she reached the end, where a sign read "Command". She reached out with her senses and felt multiple people in the room, all feeling eager. It was a trap indeed. "Now all that is left is to do is spring the trap." Unclipping her lightsaber, she waved her hand and unlocked the door. It swung wide open and immediately the rebels opened fire.

A flurry of blocks followed as Shadow Hand slowly worked her way into the room. Within a few minutes everyone had been killed but Vitus. "Ah, I see you are a skilled assassin. You definitely aren't from the Order of the Blade. Your skills are good, too good."

Shadow Hand cocked her head in amusement, "And yet I sense you're afraid. Are you afraid to meet your maker? Or join the force, or whatever your people believe in?"

Walking in a circle around the room, Vitus responds, "I don't believe in such superstition. I believe in the here and the now. So let's end this." Vitus cracked his knuckles in anticipation.

"I see you don't take any chances."

"A rebel must be prepared for the worst," Vitus shot back. She activated her lightsaber and he immediately lunged towards her with his fist. She dodged the attack, but her lightsaber immediately de-activated to her surprise. "I see you are surprised. Didn't you know that my people drain power cells?" Coming around, Vitus slashed and lunged with his hand at Shadow Hand with amazing speed for a non-force user. Each time she barely dodged it. Finally he lunged and missed her completely. She immediately pulled out another lightsaber and with it she cut off both of his hands and kicked him in the chest across the room.

Sergius and Chaan Haalo watched in horror as Vitus's hands were cut off. "Quickly, bring what men you can, we must save my brother, Major Haalo," said Sergius.

"It is over Vitus, surrender and let me kill you quickly and painlessly." As she said this she noticed an odd flicker and burning blood dripping from the stubs as he stood up. It was as though his stubs were igniting.

"I see you notice my hands regenerating. Allow me to introduce myself. I am Vitus and my people are known as the 'fire people' of Mu Rano. Care for a demonstration?" He then lunged out at Shadow Hand. She barely dodged his attacks, only to find her self face to face again with Vitus's fist, which immediately melted through her chest armor and helm. *So he is a Terās Kāsi user, interesting.* Her face seethed with pain and Vitus could see white skin under her armor. Enraged, she threw him back with the force against the wall. Yet it didn't stop him, as he lunged. She dodged again, but this time towards him.

As Sergius and Haalo entered the room they watched in horror as Shadow Hand swung her blade and cut off Vitus's head. Immediately Vitus's body turned to ash and his armor fell to the ground. Screaming out in rage, Sergius threw off his glove and threw a lava bomb at Shadow Hand. It exploded on her back, and began melting through the armor. Reeling in pain, she threw off her chest plate and turned around to find herself facing down a platoon of troops. She yelled, "Enjoy my gift to you, care

of the Emperor," throwing a flash grenade as she said this. As everyone's vision returned, Shadow Hand had already escaped.

"I'm sorry to report this Colonel Sergius sir, but the Imperial Assassin has escaped. I also fear that the location of this base has been compromised and we should move out immediately." Sergius seemed lost in thought, staring at the ash filled helmet that belonged to his brother. "Uh, sir, is everything alright?" Snapping out of his trance, Sergius looked up at Haalo and said, "Yes, I was just lost in the moment. Tell....tell everyone to load up on the CR90 immediately. Follow planah," he stared at the helmet again for a moment, "plan Star Hop."

"Yes sir," Haalo said as he saluted.

Sergius held up his hand. "One moment of your time please Major. I spoke to General Czar, and he has promoted me to General. He wanted me to inform you that you're being promoted to Colonel. Congratulations," he said in a sad tone. "Thank you sir," said Colonel Haalo as he saluted but didn't leave.

"Is there something wrong Colonel?"

"Ah, yes sir: why did General Vitus turn to ash?"

Sergius sighed, "My people's head is the reason why we stay partly molten, though we don't really understand why. Once our head is cut off, his body instantly cools, the molten rock turns to stone and instantly contracts and breaks into ash."

"That sounds confusing sir. Thank you for answering my question though sir," replied Haalo.

"You're welcome Colonel. Now if you please will leave me alone with my brother," asked Sergius. Haalo saluted and quickly walked away. Sergius looked down and stared at Vitus's helmet again. "Goodbye brother, may the volcanoes' of Mu Rano be your beacon to the afterlife."

"Did you eliminate him, Shadow Hand?"

"Of course my Emperor. And I left a message to his compatriots. I think Felucia will calm down for now"

"Good, good, everything is going as planned. Now I have heard word of a Jedi on Telos IV....."

Adventures

Propaganda Is A Scary Thing

Flush with victory after beating the *Death's Eye*, the Rebels are increasing their propaganda drive to increase membership within the Rebellion. Rebel agents are going around the galaxy, handing out pamphlets on neutral worlds as well as worlds ripe for rebellion. The heroes are hired to do an important mission: deliver pamphlets and to convince the people of Dorig to join the Rebel cause. The problem though is that the world is openly suspicious with the Rebels, unsure if they can truly take on the Empire in battle. Rather than waste their resources and lose, they wait for the time when the Rebels prove their worth. When the heroes arrive at Dorig, they are immediately fired upon by the Druuk! Because Dorig had been independent for so long, it has extremely out of date identification codes. The hero's ship happens to identify as an imperial freighter that was known for buying and selling slaves. The heroes will not be killed, just shot down over Dorig. Once on planet they must convince the Druuk of their true intentions and work to negotiate a peaceful way off Dorig. Can the heroes convince the Druuk the Rebels are strong enough to win the Galactic Civil War?

on the heroes heels. Asking them to return him to Rebel High Command, the heroes must fight through a company of Stormtroopers back to their ship and bring back the supposed Bail Organa back to Mon Mothma on the *Rebellion*.

In actuality, the man claiming to be Bail Organa is a Storm Commando in heavy disguise. Strapped with a bomb, he plans to kill himself, Mon Mothma and Alliance military's high command. The heroes must stop this mad man before he crushes the already suffering Rebellion

Ghost of the Graveyard

A couple weeks after the Battle of Hoth, a story begins to circulate among local cantinas about the Ghost of the Graveyard. In the Alderaanian Graveyard, it was said that the Organa's Palace had survived. A treasure hunter was able to enter the palace and was attempting to steal precious artifacts when a man scared him away. His description of the man matched that of the former Bail Organa. The Rebellion hires the heroes to investigate this on behalf of Mon Mothma. With Luke Skywalker, Han Solo, Chewbacca and Princess Leia Organa all still missing after the Battle of Hoth, the need for a symbol like Bail Organa, if he is alive, would help turn the Alliance's fortunes around.

Using information obtained from the treasure hunter, the heroes come to what looks like a fully-intact home of the Organa's. A landing bay is found underneath the main structure. Mysteriously other ships are in the hanger, and look as though they have been derelict for some time. Inside the heroes will find what looks exactly like the Organa Palace. It is eerily in pristine condition. Hearing calls for help, the Rebels enter the main hall, where they find a man tied up. He says he is Bail Organa! As they free him, he screams out. Stormtroopers have arrived, hot

Chapter 3: The Empire Strikes Back ...

3 ABY—

- While scouring the Outer Rim, Darth Masiciss gets a message showing the location of the rebel's new base. Masiciss is convinced this is the Rebel's new headquarters and orders the fleet to head there immediately. Admiral Griff doubts the validity of the message, but follows Masiciss's orders to head to Hoth anyway.
- Luke is attacked by a wampa, and nearly dies of exposure after escaping the wampa's lair. Before going unconscious, Obi-Wan sends a Force message to Luke, telling him to go to Dagobah to learn the ways of the Force from his former master, Master Qui-Gon Jinn. Han saves Luke just before nightfall, revives him, and both return to Echo Base the next day after being located by Rogue Squadron.
- Han finds evidence that a spy has compromised Hoth's location, and reports this to General Rieekan. Rieekan then makes plans to evacuate Echo Base.
- Before any ships could escape, *Executor* and Death Squadron emerge at the edge of the Hoth system. They begin a slow crawl towards Hoth, sneaking past the Rebel Alliance's sensors. As soon as the Rebels realize Death Squadron is in the system, it is too late: *Executor* has released all of its forces in an all out assault on Echo Base. The battle is long and fierce, and the Rebels suffer greatly at the hands of the Empire. Luke escapes and flies to Dagobah, while Han, Leia, Chewie and C-3PO escape in the *Millennium Falcon* into the asteroid field with a broken hyperdrive.
- After crashing his X-wing on the planet of Dagobah, Luke is met by a crazy old human. After a test to see Luke's patience to which Luke fails miserably, Qui-Gon reveals himself. He is hesitant to train Luke, feeling he isn't ready. Obi-Wan sends a Force message to Qui-Gon pleading his case to train Luke. Qui-Gon finally agrees, remembering that Luke is their best hope to topple the Empire.
- Barely escaping into a giant asteroid, the crew of the *Millennium Falcon* tries their hardest to fix the *Falcon*'s damage. During this time Han begins to fall for Leia, and she begins to realize she shares the same feelings. They share a tender kiss, but Leia resists the urge to fall for Han, still having feelings for Luke.
- Emperor Vader orders Masiciss to contact him immediately. When Masiciss speaks to Vader, the Emperor asks for an update on where Skywalker is. Masiciss says his forces have been unable to discover Skywalker's whereabouts, but they do know where Skywalker's friends are. Vader orders Masiciss to capture Skywalker at all costs. When Masiciss asks why he is so concerned about Luke, Vader reveals to Masiciss that he is Anakin Skywalker. He elaborates that his body is failing, and he needs a new, non-cloned body of the Chosen One, or of his descendents, if he is able to survive. Masiciss accepts the task to capture Luke without hesitation, though with different hopes.
- Masiciss, angry that his forces have so far failed to capture the *Falcon*, gives a call out to the best bounty hunters. They are to search throughout the system as well as the sector for them. Masiciss also gives them a special receiver. This receiver has the ability to pick up on a beacon, placed by the spy who identified Hoth, placed on the *Falcon*. The beacon will also, with the receiver, allow the bounty hunter to speak to the spy aboard the *Falcon*.
- After some antics while leaving the asteroid field around Hoth and finally repairing the *Millennium Falcon*'s back-up hyperdrive, the crew of the *Millennium Falcon* limps to Bespin. While heading to Bespin, Han and Leia share a second tender kiss, and Leia begins to truly fall for Han. Boba Fett follows close behind.
- On Bespin, Han and Chewbacca call Lando and tell them they were in the neighborhood and need some repairs. When they land, they introduce everyone to their friend Lando Calrissian. Lando offers them luxury suites in Cloud City while the *Falcon* is being repaired, for old time's sake. Han thanks Lando and wishes to speak to him alone, to tell him why they are really there.
- Returning to his suite, Han proudly tells Leia that Lando is willing to keep them around even though the Empire is looking for them. Leia informs him that C-3PO has

disappeared, but Han says everything is fine and that he is probably lost.

- Chewbacca, on a hunch, finds C-3PO in the bowls of Cloud City, having been supposedly broken up into pieces and captured by roving Ugnaughts. Chewbacca fights the Ugnaughts and is able to free C-3PO's remains.
- Chewbacca brings back the remains of C-3PO, and while Leia is fretting over this, Han is unfazed. He assures her that everything is fine.
- Lando invites everyone to join him for an early dinner, to which everyone agrees to thanks to Han's insistence.
- Heading down to the dining room, Chewbacca smells something funny. When Lando opens the door, everyone but Han is shocked to find Darth Masiciss waiting at the end of the table. A cadre of Stormtroopers and the bounty hunter Boba Fett emerge, weapons aimed at the rebels. Darth Masiciss holds out his hand, inviting everyone in and saying "Come in everyone, I have had food prepared just to your liking. Han has told me so much about your personal taste for food, so I think I got it right." As they enter, Lando turns to Han and says, "You said only a few Imperials, not Masiciss and his men." Han faces Lando and says, "Well, plans changed. There wasn't anything I could do about it." And with that the door behind them closes.
- Masiciss, knowing that Luke's ability in the Force has grown enough so that he can feel echoes of pain across it, orders his stormtroopers to bring Han and Leia into a torture chamber. Masiciss then orders Leia to be tortured, and Han to watch. Masiciss then leaves to speak with Boba and Lando. Masiciss tells them he wishes to use carbonite freezing to capture Luke Skywalker. Lando warns of the possible dangers of carbonite freezing, to which Masiciss replies, "Then let's try it on Captain Solo." Masiciss then tells Boba that he can bring the carbonite frozen Han to Jabba as a reward for putting up with Imperial entanglements but that the rest of the crew of the *Millennium Falcon* must stay in Cloud City forever. Lando protests, but Masiciss warns that if he has a problem, maybe he can install a governor that Lando could take his complaints to. Lando

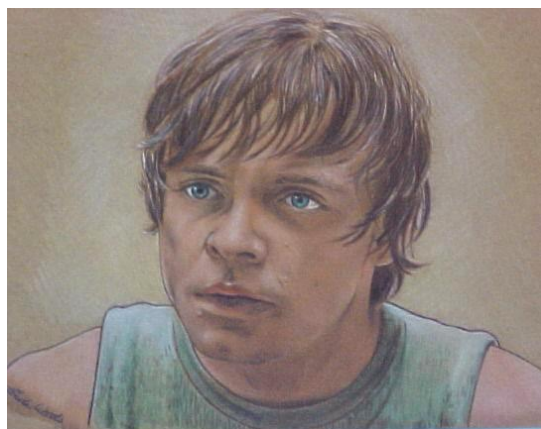
quiets down, but can only watch in horror as everything he thought he knew begins to fall apart.

- Luke has trained for weeks under the tutelage of Qui-Gon Jinn, growing in the Force by leaps and bounds. While meditating, Luke sees a vision of Leia being tortured and Han and Chewie in danger. Luke feels compelled to help, against the wishes of Qui-Gon. Obi-Wan, feeling the same thing through the Force, sends a Force message to Luke, warning him to not leave his training. Luke promises to return to finish his training, but he must go now to save his friends. Both Qui-Gon and Obi-Wan fear for Luke and his destiny as the one to topple Vader and Masiciss.
- As Luke leaves for Bespin, Qui-Gon comments to Obi-Wan, that he fears his time is nearly at its end. He asks Obi-Wan who will be here on Dagobah to help finish Luke's training should he become one with the Force. Obi-Wan suggests Kal; Qui-Gon then contacts him through the Force, and requests that Kal come to Dagobah, which Kal acknowledges and confirms that he will do so.
- Leia and Han are brought back to their cell where Chewbacca and a C-3PO in pieces, are being held. Soon afterward Masiciss enters, flanked by Lando and Boba Fett. Masiciss congratulates Han on a job well done, having foiled the Rebellion for these past few years. Leia is horrified and stares at Han in disbelief. When Han looks away in shame she faints due to her weakened state. Masiciss tells Han his job is at an end, and that he is to be the test subject for carbonite freezing. Lando then steps in and says Leia, C-3PO and Chewbacca will stay safely in Cloud City under Lando's protection. Han, out of anger, attempts to punch Masiciss, but he catches Han's fist, grabs him by the throat, and throws him across the room. "Have a nice day Captain Solo," he says sarcastically, and then leaves.
- Han is successfully frozen in carbonite. Before he is frozen, he apologizes to Leia for everything he has done, and that she showed him in the end the error of his ways. Leia forgives Han and finally professes her love for him. Han can only say "I know" as he is dragged into the carbonite freezing chamber.

- The carbonite freezing room is readied for Luke. Masiciss waits patiently; having set up some traps that would lead him to it. Luke falls for each of them, as well as misses an opportunity to free frozen Han from Boba Fett and Leia, Chewie and C-3PO from the Empire. After entering the carbonite freezing chamber, Luke squares off against Darth Masiciss.
- Lando assembles his guard to free Leia, Chewie and C-3PO from the Imperials. Lando then offers to show them the way to where Han and Boba are being taken.
- Luke avoids being frozen and at first seems to have the advantage over Masiciss, but barely escapes by jumping through levels of the refinery. When Luke and Masiciss meet again deeper in Cloud City. Masiciss uses his mastery of the Dark Side and throws Luke out a window.
- Leia, Lando, Chewbacca, C-3PO, with a reunited Artoo, just miss Han and Boba Fett as *Slave I* escapes. As they run to the *Falcon* to pursue *Slave I*, Lando warns the populace to leave Cloud City before the Empire garrisons the planet.
- Masiciss catches up to Luke before he can find a path out of the labyrinth of Cloud City. The fighting intensifies as Masiciss begins to taunt Luke about his friends being tortured. In this desperate battle Luke is pushed to the end of an outcropping, where Masiciss cuts off Luke's sword hand.
- Crawling to the very edge of the outcropping, Masiciss begins to speak to Luke while moving in for the final blow. "Luke, do not throw your life away with this Rebellion, your destiny is to join me your Father and I in service of the Empire." Luke screams pitifully "My father died fighting tyrants like you!" Masiciss laughs and continues, "No Luke, your father still lives. He is the one who rules this Empire." Luke refuses to believe him, but somehow deep down something within him seems to confirm the truth. "Join us; you can guide this Empire to what ever goals you desire." Luke's certainty begins to flicker and defiantly shouts "No, I will never join you!" Masiciss turns his tone from adversarial to reasoning, "Your father is not the only one to cheat death Luke, join me now and I will bring you to your mother, she still clings to your father's side." "Noooooooooooo! It can not be true!" Luke shouts in bewilderment. Masiciss continues, "Join your family and become what your destiny requires and the Dark Side can mend all your wounds." Luke looks around the outcropping, searching for options that will give him relief from Masiciss and decides to take his chances without him. With a knowing smile, Luke lets go of the ledge and plummets off the outcropping into the depths of Cloud City.
- Luke falls deeper through Cloud City and after what seems like miles of twists and turns through the pipes, Luke shoots out the bottom of the floating city and slams into a weather vane. Clinging to the thin metal arms of the vane, Luke searches the Force for Leia and pinpoints her in the *Falcon* as it flees the many squadrons of TIE fighters chasing it. Calling Leia through the Force, Luke gives his location and Leia orders Lando to bring the *Falcon* about to rescue Luke from his weather vane. Once Luke is on board, the *Millennium Falcon* races ahead of the *Executor's* tractor beam for the safety of hyperspace. Masiciss arrives on the *Executor* and immediately begins to organize the blockade so as to intercept and capture any fleeing vessels.
- The *Falcon* is able to overcome hyperdrive sabotage through repair efforts of Chewbacca and Artoo, and then escapes the *Executor's* tractor beam. Masiciss decides to contemplate all that has happened on Cloud City, confused by Luke's refusal to join him.
- Lando and Chewie vow to find Boba Fett's whereabouts and save Han from Jabba.
- Rumors persist that a new weapon of mass destruction, nicknamed the Death Star, is being constructed and is to be even more powerful than the *Death's Eye*. Mon Mothma makes it the Alliance's first priority to figure out if the rumors are true and where this new monstrosity is being constructed.
- Upon his return to Imperial Center, Darth Masiciss confesses to Emperor Vader of his failed attempt to get Luke. Again Vader severely punishes him, even though Luke is faced with inner turmoil. Masiciss can feel the flow of the Force continuing to swirl. Masiciss then begins to meditate more on the will and flow of the Force to try to understand what is going on.

- Leia asks Lando and Chewbacca to begin the search for Han Solo despite Han's treachery.
- During Luke's fitting for his artificial hand, Leia tells him of Han's duplicity and his confession of remorse. After a long silence, in which Luke searches himself for forgiveness, Luke tells Leia that he senses the truth in Han's words and he deserves a second chance with them.

Luke Skywalker, Jedi Hopeful



New Feat

Force Transmission (Force Feat)

Created with assistance from Lucas Carr and Kaeroth

Prerequisites: Alter, Sense, Telepathy: 15 ranks, Illusion: 12 ranks, Force-user level: 15

Vitality Point Usage: 10 VP to activate, plus 5 additional VP per round that the transmission lasts.

Benefit: Upon activation of this feat, a Force-user may send a telepathic message, not unlike a holonet message, to a targeted recipient.

Time: Full-round action to prepare to send the message. After that it takes as long as the message lasts. Preparing and creating the message provoke attacks of opportunity.

Special: To successfully link with the recipient, the transmitter must make a Will check (DC 20 plus modifiers). Success by 5 or more results in a VP reduction of 2 to the cost of the transmission.

Distance and relationship results in additional modifiers, shown in the following table:

Modifiers to DC:			
Distance		Relationship	
Line of Sight	+0	Acquaintance	-2
Under 10 km	+4	Friend or Relative	-4
Same System	+6	Stranger	+4
Same Sector	+8	Additional links (per each additional)	+10 each
Galaxy	+10		

After the successful disruption of the *Death's Eye's* superlaser, with the help of the Force, over Yavin IV, Luke is quickly counted upon to develop a cohesive starfighter unit. As one of only a handful of survivors of the attack against the battlestation, Luke's Force heritage leads him to many adventures, all-the-while searching for a suitable base for the beleaguered Alliance.

The years pass as Luke discovers the depth of his connection to the Force, although it isn't until after his brush with a creature on Hoth, that he discovers the debilitating effects of fear. Fleeing the critically wounded creature in an ice cave, Luke nearly perishes in the sub-zero weather. In the hazy blizzard, Luke experiences a message from Obi-Wan telling him to hold onto the power of the Living Force and when the time is right, proceed to Dagobah to train as an apprentice to Qui-Gon Jinn, his former master. As the vision fades from his sight, he sees his friend Han on the verge of discovering him, and promptly passes out from the frigid temperature.

After a short stint recuperating from the wounds he received, Luke sets his sights on preparing his squadron for the coming battle against the Empire. Once it is clear that the Alliance has no possible way of winning the battle, Luke and Rogue Squadron do their best to stall the encroaching Imperial AT-ATs. After making for space, Luke senses that now is the time to go to Dagobah, to begin his training as a Jedi Knight.

After weeks of intensive training, under the inscrutable gaze of the wizened, old Jedi Master, Luke's strength in the Force increases exponentially. After one particularly grueling day of training, Luke receives a Force-vision of his friends in deadly peril. Days later, Luke confesses to Master Jinn that he cannot

continue his training until he rescues his friends. Despite the warnings that both Qui-Gon and Obi-Wan make that the circumstances surrounding Luke's friends' suffering are most likely a trap, Luke departs Dagobah for Bespin, and his destiny.

Luke Skywalker: Adult Male Human, Fringer 2/Jedi Guardian 5; **Init** +2 (+2 Dex); **Def** 19 (+2 Dex, +7 Class); **Spd** 10m; **VP/WP** 66/13; **Atk** +7/+2 melee (1d3+1, punch), +8/+3 melee (3d8+1, crit 19-20, Lightsaber), +8/+3 ranged (by weapon); **SQ** Barter, Deflect (Attack -4, Defense +1), Fringer bonus class skill (Repair), Increase Lightsaber damage +1d8, Skywalkers gain the Force-Sensitive feat for free and ignore the "Force Level 1st" prerequisite when selecting the primary Force feats [Control, Sense, and Alter]; **SV** Fort +8, Ref +8, Will +4; **SZ** M; **FP**: 6; **Rep**: +2; **Str** 13, **Dex** 15, **Con** 13, **Int** 15, **Wis** 12, **Cha** 11.

Equipment: Comlink, Lightsaber

Skills: Astrogate +4, Climb +3, Computer Use +4, Intimidate +2, Jump +6, Knowledge (Jedi lore) +7, Knowledge (Rebellion) +4, Knowledge (Tatooine) +7, Pilot +16, Profession (moisture farmer) +5, Read/Write Basic, Repair +4, Search +4, Speak Basic, Speak Huttese, Speak Jawa, Speak Shyriiwook, Spot +6, Survival +5, Tumble +4

Force Skills: Affect Mind +2, Battlemind +4, Empathy +2, Enhance Ability +5, Farseeing +5, Force Defense +2, Force Strike +5, See Force +3

Feats: Combat Reflexes, Endurance, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Finesse (Lightsaber), Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster rifles, primitive weapons, simple weapons)

Force Feats: Alter, Control, Sense

Princess Leia Organa



Horried at Han's betrayal, Leia is overwhelmed. How could he have done this, she kept asking herself. But as the Imperials slapped binders on him as they prepared Han for the carbonization process, Leia finally confessed to herself all along – she loves him, and she wants him to know it. After their passionate kiss, Leia verbally confesses her love, but Han could only say "I know" as the jets of carbonization struck him.

Later, after Luke is rescued, she confesses being torn between her love to Han and his admitted betrayals to Luke. At first Luke is crestfallen, but quickly declares that they will rescue Han and nothing, not even the Empire will stand in their way.

Leia Organa: Adult Female Human, Noble 5/Soldier 1; **Init** +1 (+1 Dex); **Def** 16 (+1 Dex, +5 Class); **Spd** 10m; **VP/WP** 39/13; **Atk** +4 melee (1d3, punch), +5 or +1/+1 ranged (3d6, Blaster [Pistol, Merr-Sonn Model 44]); **SQ** Coordinate +1, Favor +2, Inspire Confidence, Noble bonus class skill (Bluff), Resource Access, Skywalkers gain the Force-Sensitive feat for free and ignore the "Force Level 1st" prerequisite when selecting the primary Force feats [Control, Sense, and Alter]; **SV** Fort +4, **Ref** +4, **Will** +8; **SZ** M; **FP**: 5; **Rep**: +5; **Str** 11, **Dex** 13, **Con** 13, **Int** 14, **Wis** 14, **Cha** 14.

Equipment: Blaster [Pistol, Merr-Sonn Model 44], Comlink, DataPad, Utility Belt

Skills: Appraise +7, Bluff +4, Computer Use +7, Diplomacy +10, Gather Information +6, Intimidate +4, Knowledge (Alderaan) +8, Knowledge (Coruscant) +5, Knowledge (Rebellion) +10, Listen +5, Pilot +6, Read/Write Basic, Read/Write Bothese, Read/Write Calamarian, Sense Motive +7, Speak Basic, Speak Bothese, Speak Calamarian, Treat Injury +4

Force Skills: Empathy +8, Enhance Ability +5

Feats: Armor Proficiency (light), Force-Sensitive, Iron Will, Low Profile, Weapons Group Proficiency (blaster pistols, simple weapons)

Han Solo

Han Solo is in a carbonized state, bound to be used as an ornament in Jabba's Palace. During his imprisonment, Han futilely attempts anything to break through, but is restrained completely.

Reliving his many betrayals constantly, Han finally focuses on one all-encompassing desire: once freed, Han will make up all of his mistakes and join the Rebellion. Han only hopes that he will be given the chance to put things right.

Han Solo: Adult Male Human, Scoundrel 8/Starship Ace 2; **Init** +3 (+3 Dex); **Def** 20 (+3 Dex, +7 Class); **Spd** 10m; **VP/WP** 72/14; **Atk** +10/+5 or +6/+6/+1 ranged (3d8, Blaster [Heavy Pistol, BlasTech DL-44]), +9/+4 melee (1d3+2, punch); **SQ** Familiarity +1, Illicit barter, Lucky (2/day), Precise Attack +1, Starship Defense; **SV** Fort +6, Ref +12, Will +5; **SZ** M; **FP:** 0; **Rep:** +1; **Str** 14, **Dex** 16, **Con** 14, **Int** 12, **Wis** 13, **Cha** 16.

Equipment: Blaster [Heavy Pistol, BlasTech DL-44], *Millennium Falcon*.

Skills: Astrogate +12, Bluff +15, Computer Use +11, Escape Artist +5, Gamble +10, Gather Information +10, Hide +6, Intimidate +5, Jump +5, Knowledge (Alliance Tactics) +5, Knowledge (Streetwise) +8, Knowledge (World lore) +4, Listen +6, Move Silently +10, Pilot +19, Read/Write Basic, Repair +14, Speak Basic, Speak Huttese, Speak Shyriiwook, Spot +14, Survival +3

Feats: Gearhead, Low Profile, Point Blank Shot, Skill Emphasis (Pilot, Repair), Starship Dodge (space transport), Starship Operation (space transport), Street Smart, Weapons Group Proficiency (blaster pistols, simple weapons)

Chewbacca

Surprised and dismayed at what Han did, Chewie declared that regardless of Han's deceptions, he would still defend and protect his partner. Chewie can only hope that once Han is rescued, Han will have changed for the better.

Chewbacca: Adult Male Wookiee, Scout 6/Tech Specialist 3; **Init** +2 (+2 Dex); **Def** 17 (+2 Dex, +5 Class); **Spd** 10m; **VP/WP** 78/15; **Atk** +11/+6 melee (1d3+5, punch), +9/+4 ranged (3d10, crit 19-20, Bowcaster); **SQ** Evasion, Extraordinary Recuperation, Extreme Effort, Heart +1, Rage, Research, Trailblazing, Uncanny Dodge (Dex bonus to Defense); **SV** Fort +6, Ref +6, Will +6; **SZ** M; **FP:** 5; **Rep:** +2; **Str** 20, **Dex** 15, **Con** 15, **Int** 11, **Wis** 13, **Cha** 14.

Equipment: Bowcaster, Tool kit.

Skills: Astrogate +5, Computer Use +6, Hide +7, Intimidate +8, Knowledge (Streetwise) +3, Knowledge (World lore) +6, Listen +3, Move Silently +6, Pilot +13, Read/Write Basic, Read/Write Shyriiwook, Repair +18, Search +4, Speak Basic (Understand Only), Speak Shyriiwook, Spot +6, Survival +3

Feats: Exotic Weapon Proficiency (bowcaster), Gearhead, Power Attack, Skill Emphasis (Repair), Starship Operation (space transport), Weapon Focus (Bowcaster), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

Lando Calrissian

Gambler, entrepreneur, scoundrel, and a baron administrator: all of these titles apply to Lando Calrissian. But to Lando, none of these titles matter as long as there is a fast credit to be made in the galaxy. This earned Lando the *Millennium Falcon*, which served him well in his adventures in Tanaab, Hutt Space and The Centrality. This adventurous life also caused Lando to lose the *Millennium Falcon* to Han Solo, earning Lando's respect and ire. While Lando kept a good friendship with Han, eventually one card game turned bad and left bad blood between the two. Both with angry words, though Lando would regret their break-up for many years after-the-fact.

Wandering the sabaac tables across the galaxy, Lando won over and lost a fortune many times over. One game brought Lando to Cloud City. After winning a high stakes game with the current baron administrator Lando became the new baron administrator of Cloud City. Lando was responsible now for thousands of lives, a wake-up call to Lando's playboy lifestyle. He quickly grew accustomed to his role as a leader, and by the time of the Battle of Yavin Lando had cleaned up Cloud City from most corruption and rebuilt Cloud City as a profitable mining and tourist location. While Lando did his best to not be noticed by both the Empire and the Rebellion by selling Beshpin's Tibanna

gas to a third party. This made sure the Empire stayed out of Lando's and Cloud City's business. Lando also allowed injured Imperials and Rebels to use his facilities for medical or mechanical attention, but has them rushed out as soon as possible.

Thus Lando was more than happy to help out Han, Chewbacca and Leia Organa from their escape from Hoth. Han, though, made it clear he wanted to talk to Lando alone. When he pulled him aside, and made it clear that Lando had to cooperate with the Empire in a trap to capture Leia and Luke Skywalker, Lando was put in a hard place. Do a favor for his old friend in need, and bring his new home to the attention to the Empire, or again spurn his old friend and have the Empire rain its revenge on the city for not complying. Lando agreed and no sooner saw everything and everyone he knew ruined because of his choice. Now Han is in carbonite and taken away by Boba Fett, Leia and Chewbacca angry over the betrayal of Han to them, and Luke mentally and physically battered with his duel with Darth Masiciss, Lando felt he needed to do something. So he joined the Rebellion and made it his mission to free Han and help him set things right.

Lumiya

Found by the Order of the Blade very early in her life, Shira Elan Colla Brie was found to be extremely talented in the Force. Trained as a Nefari, she learned the ways of corruption, subversion and spying. When she became a Nefari Blade she was immediately sent out into the galaxy. Gaining Emperor Vader's attention through her many successes, he took personal interest in her, giving military training in piloting.

After the Battle of Yavin she infiltrated the Rebellion under her real name of Shira Brie to subvert Luke Skywalker to the Empire. There she earned fame and recognition and joined Rogue Squadron. Slowly she began a romantic relationship with Luke while setting her trap. But during a battle Luke used the Force and identified Shira as an enemy and shot her fighter down.

Found by a fellow Blade member, Gal Sulza, Shira was returned to Coruscant in critical condition. There she was rebuilt like Emperor Vader: part-woman, part-machine. With her new image came her new name: Lumiya. After her surgery she was secretly approached by Darth Masiciss, in hopes that she would be a tool to be used against the Emperor, should he make a

move for the throne. As part of her training, he trained her in the use of an esoteric Sith weapon, the lightwhip, with shards of the Kaiburr crystal built into the lightwhip. In her thirst for revenge against Luke Skywalker, she willingly immersed herself in Masiciss's Sith training, waiting for the day she could make Luke suffer for the pain he caused her, even if it took decades.

Lumiya: Adult Female Human, Nefari Blade 8/Sith Acolyte 2; **Init** +3 (+3 Dex); **Def** 21 (+3 Dex, +8 Class); **Spd** 8m (Armor);

VP/WP 76/13; **Atk** +10/+5 ranged (by weapon), +6/+1 melee * (3d8+2, crit 19-20, Lightsaber), +6/+1 melee * (6d6+2, crit 19-20, Lightwhip), +9/+4 melee (1d3+2, punch); **SQ** Deflect (Attack -4, Defense +1), Emotional Outburst +3, Force Siphon, Nefari Blade, Tainted; **SV** Fort +10, Ref +9, Will +11; **SZ** M; **FP:** 3; **DSPs:** 7;

Rep: +3; **Str** 14, **Dex** 17, **Con** 13, **Int** 14, **Wis** 11, **Cha** 15.

Equipment: Battle Armor [Padded, Dark Side Imbued, Mastercraft +2] (Damage Reduction: 7), Cybernetic Arm [Advanced, Mastercraft +1] x2, Cybernetic Leg [Advanced, Mastercraft +1] x2, Lightsaber, Lightwhip

* Lumiya has constructed her own Lightsaber, Lumiya has constructed her own Lightwhip.

Skills: Gather Information +6, Intimidate +8, Knowledge (Jedi lore) +9, Knowledge (Order of the Blade Lore) +9, Knowledge (Sith lore) +8, Pilot +7, Read/Write Basic, Read/Write Sith, Speak Basic, Speak Rodese

Force Skills: Alchemy +9, Battlemind +7, Drain Energy +8, Drain Knowledge +8, Enhance Ability +5, Farseeing +4, Force Defense +10, Force Grip +8, Force Stealth +6, Force Strike +7, Heal Self +5, Illusion +15, Move Object +6, See Force +10, Telepathy +2

Feats: Armor Proficiency (light), Combat Reflexes, Exotic Weapon Proficiency (lightsaber, lightwhip, sith sword), Force-Sensitive, Iron Will, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

Force Feats: Alter, Control, Dark Power, Hatred, Lightsaber Defense, Sense, Sith Sorcery

New Ships

TIE Advanced

Bio and Stats by Jett Darkstar

The TIE Advanced is a new Imperial starfighter which, is based on the Advanced x1 prototype flown by Darth Masiciss. The TIE Advanced was developed by a Sienar Fleet Systems design team under the command of Grand Admiral Demetrius Zaarin, and is intended to replace the mainline fleet TIE starfighter.

Initially, only a limited number of these fighters were produced (the first operational squadron was available shortly after the Battle of Hoth). Originally developed as a replacement for the aging TIE/ln design, its high construction cost in comparison to the TIE Interceptor led the Imperial Navy to choose the TIE Interceptor (created by a rival Sienar design team) over the TIE Advanced.

Unlike the Advanced x1 or the TIE Interceptor, the TIE Advanced uses Sienar Fleet Systems' new P-sx7.4 Twin Ion Engines, which generate more speed and power for defensive and offensive systems. The TIE Advanced is equipped with a state-of-the-art maneuvering system similar to the one used on the TIE Interceptor, granting a +2 equipment bonus to Pilot checks and attack rolls.

It is the first TIE series in Imperial production to be equipped with hyperspace capability and shield generators. The TIE Advance's primary weapons system consists of four, wingtip-mounted L-s9.3 laser cannons like the TIE Interceptor. However, the TIE Advanced also carries two SFS M-g-2 General Purpose Warhead Launchers on external mounts, which can carry concussion missiles, proton torpedoes, or other missile weapons when modification time is available. Improvements on this design would result in the development of the TIE Defender, making the TIE Advanced the proverbial "middle child" to its Interceptor and Defender "sister ships".

Craft: Sienar Fleet Systems TIE/ad Advanced "Avenger"; **Class:** Starfighter; **Cost:** Not available for sale (estimated at 180,000 credits new); **Size:** Diminutive (7.8 meters long); **Initiative:** +8 (+4 size, +4 crew); **Crew:** Skilled +4 (1 pilot); **Cargo Capacity:** 65 kg; **Consumables:** 2 days; **Hyperdrive:** x3; **Nav Computer:** Up to ten jumps; **Maximum Speed in Space:** Ramming (13

squares/action); **Atmospheric Speed:** 1,300 km/h (22 squares/action); **Maneuver:** +10 (+4 size, +4 crew, +2 engine quality); **Defense:** 24 (+10 armor, +4 size); **Shield Points:** 40 (DR 10); **Hull Points:** 90 (DR 10)

Weapon: Laser cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +14 (+4 size, +4 crew, +4 fire control, +2 engine quality); **Damage:** 6d10x2 **Range Modifiers:** PB/S +0, M/L n/a.

Weapon: General Purpose Warhead Launchers (2 fire-linked—4 missiles or 3 torpedoes each); **Fire Arc:** Front; **Attack Bonus:** +14 (+4 size, +4 crew, +4 fire control, +2 engine quality); **Damage:** 9d10x2; **Missile Quality:** Ordinary (+10).

TIE Interceptor

The TIE Interceptor's genesis began as a competition between advocates for a starfighter similar to Lord Masiciss's personal starfighter and those that believed in numbers, rather than pilot protection. As the design group for the TIE/ad project continued to encounter problem after problem, the TIE Interceptor project completed their first prototype.

Once the prototype for the TIE/ad project was completed, SFS began a systematic effort to finalize which prototype would be selected as the Imperial Fleet's new front-line space superiority starfighter. After weeks of exhaustive tests, the clear winner was the TIE Interceptor, due to its lower costs. Though the Interceptor won and the initial order for 10 million was placed, the Imperial Research and Development Board certified a small order of TIE Advanced.

As the first squadrons for the TIE Interceptor first joined the fleet, each star destroyer commander was ordered to make it available only to their best pilots. Later as the Rebellion grew, these commanders discovered that they had too many Interceptors and not enough pilots. Faced with this truth, Emperor Vader ordered the Interceptor to begin replacing the TIE/ln as the Fleet's main starfighter, to counteract the Rebellion's X-wing.

Craft: Sienar Fleet Systems TIE Interceptor; **Class:** Starfighter; **Cost:** Not available for sale (estimated at 120 kCr each) ; **Size:** Diminutive (6.6m long, +4 size); **Initiative:** +8 (+4 crew, +4 size); **Maneuvers:** +8 (+4 crew, +4 size); **Crew:** 1 (Skilled +4); **Passengers:** n/a; **Cargo Capacity:** 75 kg; **Consumables:** 2

days; **Hyperdrive:** none; **Maximum Speed in Space:** Ramming (11 squares/action); **Atmosphere Speed:** 1,250 kph (20 squares/action); **Defense:** 24 (+4 size, +10 armor); **Hull Points:** 90 (DR 10); **Shield Points:** none.

Weapons: 4 Laser Cannons (fire-linked); **Fire Arc:** Front; **Atk Bonus:** +12 (+4 size, +4 fire-control, +4 crew); **Damage:** 5d10x2; **Range Modifiers:** PB +0, S -2, M -4, L n/a.

Vindicator-class Heavy Cruiser

Stats by Proxima

Craft: Sienar Fleet Systems Vindicator Heavy Cruiser; **Class:** Capital; **Crew:** 2501-2551 (Normal +2); **Size:** Gargantuan (600m long); **Initiative:** -4 (-4 size); **Hyperdrive:** x2 (backup x9); **Maneuvers:** -2 (-4 size, +0 Man/eng., +2 crew); **Passengers:** 400 (Troops); **Defense:** 16 (-4 size, +10 armor); **Cargo Capacity:** 8000 ton; **Shield Points:** 400 (DR50); **Consumables:** 2 Years; **Hull Points:** 600 (DR50); **Cost:** Not available for sale (est 43,000,000); **Maximum Speed:** Attack (6 squares/action); **Atmospheric Speed:** Not applicable

Weapon: Light Turbolaser (5 batteries of 5); **Fire Arc:** Front, Aft, Sides; **Attack Bonus:** +4 (+6 fire control, +2 battery fire, -4 size, +0 gunner); **Damage:** 4d10x5; **Maximum Range:** Long

Weapon: Light Turbo quadlasers (5 batteries of 4); **Fire Arc:** Front, Aft, Sides; **Attack Bonus:** +2 (+4 fire control, +2 battery fire, -4 size, +0 gunner); **Damage:** 4d10x5; **Maximum Range:** Long

Weapon: Laser cannon (10); **Fire Arc:** Front, Aft, Sides; **Attack Bonus:** +4 (+8 fire control, -4 size, +0 gunner); **Damage:** 4d10x2; **Maximum Range:** Point Blank

Weapon: Light Ion Cannon (5 batteries of 5); **Fire Arc:** Front, Aft, Sides; **Attack Bonus:** +2 (+4 fire control, +2 battery fire, -4 size, +0 gunner); **Damage:** 3d10x2; **Maximum Range:** Point Blank

Weapon: Tractor beam projector (3 groups of 1); **Fire Arc:** Front, Sides; **Attack Bonus:** -2 (+2 fire control, -4 size, +0 gunner); **Damage:** Special; **Maximum Range:** Short

Immobilizer 418-class Cruiser

Craft: Sienar Fleet Systems Immobilizer 418 Cruiser; **Class:** Capital; **Crew:** 2501-2807 (Normal +2); **Size:** Gargantuan (600m long); **Initiative:** -4 (-4 size); **Hyperdrive:** x2 (backup x9); **Maneuvers:** -2 (-4 size, +0 Man/eng., +2 crew); **Passengers:** 80

(Troops); **Defense:** 16 (-4 size, +10 armor); **Cargo Capacity:** 5500 ton; **Shield Points:** 400 (DR50); **Consumables:** 2 Years; **Hull Points:** 500 (DR50); **Cost:** Not available for sale (est 52,240,000); **Maximum Speed:** Attack (6 squares/action); **Atmospheric Speed:** Not applicable

Weapon: Light Turbolaser (5 batteries of 4); **Fire Arc:** Front, Aft, Sides; **Attack Bonus:** +4 (+6 fire control, +2 battery fire, -4 size, +0 gunner); **Damage:** 4d10x5; **Maximum Range:** Long

Weapon: Gravity Well projector (4 x Can be fire-linked); **Fire Arc:** ALL; **Attack Bonus:** +4 (+8 fire control, -4 size, +0 gunner); **Damage:** Special; **Maximum Range:** (1) Point Blank, (2) Short, (3) Medium, (4) Long

MC-40a-class Light Cruiser

Built just after the Battle of Hoth, the MC40a Light Cruiser is a support ship for the Mon Cal Star Cruiser. It also was built to act as an advance scout for a fleet while being able to hold its own against Imperial warships. The ship was well received by the Rebel Fleet, with many expecting the ship to be in the fleet for a long time. The ship carries a couple of companies, a shuttle and a squadron of fighters.

MC40a Light Cruiser

Craft: Mon Calamari's MC40a Light Cruiser; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 29.05 mCr); **Size:** Huge (500m in diameter); **Initiative:** +2 (+4 crew, -2 size); **Crew:** 3,723 (Skilled +4); **Troop Compliment:** 650; **Starship Compliment:** 1 shuttle; **Starfighter Compliment:** 12 Starfighters; **Cargo Capacity:** 1,000 Metric tons; **Consumables:** 1 Year; **Hyperdrive:** x2 (backup x12); **Maximum Speed:** Cruising (Average, 4 squares/action); **Maneuvers:** +2 (-2 size, +4 crew); **Defense:** 18 (-2 size, +10 armor); **Hull Points:** 500 (DR 40); **Shield Points:** 300 (DR 40)*.

Weapon: Turbolaser (14); **Fire Arc:** 1 Battery Front/Left, 1 Battery Front/Right; **Attack Bonus:** +14 (-2 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Proton Torpedo Launcher (2); **Fire Arc:** Front; **Attack Bonus:** +6 (-2 size, +4 crew, +4 fire control); **Damage:** 9d10x2; **Range Modifiers:** PB +0, S/M/L N/A.

Weapon: Ion Cannon (18); **Fire Arc:** 1 Battery Front, 1 Battery Left, 1 Battery Right; **Attack Bonus:** +12 (-2 size, +4

crew, +6 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Tractor Beam Projector (6); **Fire Arc:** 1 Front, 2 Left, 1 Back, 2 Right; **Attack Bonus:** +10 (-2 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

** The MC40a Light Cruiser has multiple banks of shield generators. As a result, it recovers shield points at twice the normal rate.*

Cutting Off The Head

The *Scimitar* fighter eased out of hyperspace above Ryloth. Gal Sulza watched as the world grew bigger and bigger upon his approach. He soon noticed space stations, Star Destroyers, Tie Fighters. *Seems as though DamionA'res has done well for himself. Let's hope he doesn't forget his place.* As if he heard him, DamionA'res's voice came over his headset. "*Scimitar* fighter, please identify yourself immediately. This is Lord DamionA'res!"

Lord now, well let's burst his bubble. "Well, Lord DamionA'res, this is Gal Sulza of the Order of the Blade. I am here on official business and wish to speak to immediately. I advise you be prompt in greeting me on your Star Destroyer." Static follows, but Gal knows he is grinding his teeth. "Of course.....Lord Sulza. I shall meet you immediately.

Gal jumped out of his fighter as DamionA'res approached. He seemed slightly upset, but Gal assumed it had to do with their conversation. Finally DamionA'res stopped and bowed in front of Gal. Gal returned the bow "I welcome you to Ryloth Lord Sulza. What official business brings you so far from the Core?"

"This business requires you be informed alone, it comes from the Emperor."

DamionA'res nodded and motioned him to follow.

"Corellian scotch or ale?"

Gal shook his head. "Neither, the Order insists in abstinence with alcoholic beverages. Dulls our senses and makes us lose focus from our mission of serving the Emperor."

DamionA'res nodded. "Suit yourself." Returning to the couch, DamionA'res broke the silence. "I must admit, it is nice to see a fellow alien within the Empire. I honestly thought the

Human High Culture had made the Empire forget that not all aliens supported the Separatists. What are you, Nagai?" Gal smiled. "No, I am not from that reclusive species. You would think, though, that they would realize that we know all about them and their little border war with the Tof. But no, I am a Druek. But onto why I am here. I have come to hunt down a former member of the Order of the Blade. A member of the Triumvirate."

DamionA'res scoffed. "I doubt he..."

"She," Gal corrected.

"Fine, she, I doubt she is here. Someone that powerful would be easily noticed through the force." DamionA'res sipped on his drink.

"She is a Nefari Master; her skills allow her to hide from casual sensing. That is where I come in."

"Do you expect me to believe, Lord Sulza, that the Emperor has sent a Blade member to take care of something that is in my jurisdiction and well within my ability?! I can handle this mission myself."

Gal hoped he had to avoid pulling rank. "I advise you hold your tongue *Governor* DamionA'res. You are only allowed such a high degree of independence because you do as the Emperor tells you to do. And the Emperor is telling you to let me handle this. Or would you rather have me see your mother, or your wife." Gal let the threat to sink in.

DamionA'res's eyes narrowed, "You wouldn't!"

"I would and will as the Emperor has willed it. Cooperation is essential if you wish to continue enjoying the life that you have now."

DamionA'res shoulders sagged, he had been beaten. "Fine, do what you need to. Will you need my assistance in any way?"

"As a matter of fact, yes..."

The city of Kala'uun was warm and dry as Gal went down the elevator. It made Gal almost reminisce about his younger days. Yet he needed to follow the Emperor's will and crush this threat. Part of Gal regretted this mission though. She had been his Master when he was being trained as a Vicari Blade. Gal shook his head. *That sentiment is a weakness, she will exploit it. She is the enemy she must be destroyed, the Emperor demands it!* Finally he reached the bottom of the city, the slums. Normally the Ryloth government would not allow people into here as it was considered too dangerous, as well as too risky to allow those

who wished to escape to the higher levels. Gal readied his lightsaber.

On queue the doors opened and four Twi'leks lunged forward. Gal easily dispatched with them, turning the four into eight. Five more emerged from the shadows, lunging for the elevator. Gal quickly drop-kicked the first Twi'lek, snapping his neck. The second he slashed downward, cleaving him in half. The third pulled a blaster on him and tried to fire at him. Gal easily blocked the shot and deflected it back at his face. He screamed out in pain and dropped his gun. The fourth and fifth attacked together, one lunged with a knife from the front, the other from behind with his fists. Gal stabbed his lightsaber through the attacker in front and kicked the attacker behind him hard against the wall.

The third attacker was desperately patting the floor for his blaster. "Want your blaster, too bad!" Gal kicked him in the stomach, causing him to grab his stomach and turn on his back. With a look of pure hatred, Gal slashed down on his screaming victim, ending his pathetic life.

Returning to the winded Twi'lek, Gal extended out with the force, force choking him and pulling him up to eye level. "Nod if you understand the words that I am saying or watch your life end as quickly as the eight before you." Slowly he began to nod. "Good. Now, you will answer all of my questions truthfully. If you lie I will kill you. But if you give me the truth, then I will allow you to continue your existence down here. Understand?!" He slowly nodded again, though he began to squirm from the strength of the force choke around his neck. Gal eased it slightly. "I am not the first person from the higher levels to be here as of recently, correct?" He nodded. "A woman came here a few days ago, looking for a refuge, yes?" He hesitated. "Tell me!" Gal demanded, tightening his gripe around his neck. Finally he gasped and spoke.

"Yes... yes... but... woman... threaten... to kill... family... if I told... one. Don't want... loose family."

Well, I am either dealing with a degenerate or someone who knows little conversational basic. "Good, show me where she is and I will spare you and your family!" Gal threw him hard onto the ground behind him. The Twi'lek quickly got up, understanding Gal meant business. Leading him deeper into the slums, Gal could not help but notice how packed it was. *DamionA'res has turned the lower levels into the perfect detention area. They have no communication, no transportation, and the bare essentials to*

survive. This is the perfect area to cultivate a rebellion if DamionA'res ever earned the Emperor's displeasure.

Finally they made it to a literal hole in the wall. "There be she."

Gal sensed him as well as the area in front of them. He was correct. "Good, you have earned the lives of you and your family. Here," Gal passed him a 100 credit stick, "loyalty has its rewards." The Twi'leks eyes brightened with excitement, and he quickly ran home. Random generosity was forbidden, but Gal knew that acts like this would make it easier if DamionA'res needed to be overthrown. *Divide and conquer. But now it is time to conquer you, Master.*

The hallway was short, leading to a big room. Inside sat a hooded person, cowl covering her face. He knew it was her.

"What brings you to the Prophetess young man?"

Gal smiled as he pulled out his lightsaber. "Come now Master, are your skills so sub-par that you can't sense through my stealth?"

The woman looked up in shock.

"And here I thought you Miraluka were more perceptive!" Gal activated his lightsaber. "Will you make this easy for me master, or do we need to fight?" And without warning he felt a sudden, strong Force push. Gal countered with his own force ability, able to keep himself on his feet. When he looked at his Master, she was now up, blade activated. Gal smiled, "You just had to make this hard on yourself?!"

Gal lunged forward, slashing and stabbing at her, testing her defense. She held her own, but barely. Her Nefari skills were finally at a disadvantage.

"How can you go along with this Gal?," she finally asked.

"Can't you realize this is lunacy?!"

"Lunacy!? Come now master." Their blades locked as Gal stared straight at her. "Come now Master, you know those who try to become too powerful are a threat to the Emperor. And your foolish ideas of peace and negotiations question your faith to the Dark Side of the Force!"

"The path the Empire is going down cannot continue Gal; this unrestricted militancy will doom the Empire. Why am I the only one who sees this?"

"Because you are a traitor," Gal exclaimed.

"The only traitor is that imposter on the throne! Don't you see it, can't you realize it!"

"Traitor, I laugh at such a foolish comment" screamed Gal. He finally batted back her blade, cutting the saber hilt in half. Grabbing his Master by the neck, Gal slams her against the wall with his lightsaber just above her face. "Any final words Master? She smiled. "Yes. The only traitor is the pretender on the throne! Do not..."

But Gal had heard enough. He stabbed her through the stomach, ending her life. Catching his breath, Gal watched as smoke fumed out of her dead body. He felt a twinge of regret now, the hunt over. Gal left Ryloth, emotionally and physically drained from the battle.

Landing in the docking bay at the Temple of the Blade, Gal finally relaxed, happy to be home. The Triumvirate, with its newest member, eagerly waited to greet Gal. When he emerged, one of them stepped forward and said, "Greetings Lord Sulza. I trust your mission was a success?"

"Of course Masters. She was skewered on Ryloth."

"Good, good" another of the Masters said. "And what of DamionA'res?"

"He did not appreciate us going over his head, but once I laid out everything for him, he cooperated fully. He is beginning to chafe under the Emperors control, but for now he still remembers who his master is."

The Triumvirate nodded in approval. "You are now a master, Lord Sulza, do not disappoint us like our predecessor." With that cryptic message they left, pleased with what he had to say. Gal did not care about their approval. All that mattered was that he followed through with the Emperor's will.

End

Operation Scattershot

Operation Scattershot: The Empire's attempt to crush the Rebellion everywhere in the Galaxy. By sending out fleets to do intensive patrols for the rebel activity, it was hoped that eventually the Rebels would be completely wiped by the constant engagements with the Imperial Fleet. Patrolling the known galaxy while trying to protecting the assets you already controlled was making it hard for the Empire to patrol everywhere. The Emperors right hand man, Darth Masiciss, was leading this operation.

*Senex Starfighter Command,
Deep Space,
Senex Sector*

By now every rebel in the Alliance had heard of it: Operation Scattershot. At first it was seen as a joke by the Empire to look like it was in control, that Yavin was a fluke. A year since the operation started, the reality has sunk in. But Captain Daku had tried not to think about that. He and his squadron, plus the other squadrons based at Senex Starfighter Command, were leaving soon. Alliance Command felt that the surrounding sectors were getting too hot, and hiding in the Senex Sector was not going to hide them from the Empire for long.

"Flat-Top, what's the word from command about our evacuation?"

Flat-Top, the resident M-3PO the rebels had stolen a year ago, thumbed through its datapad. "No word yet Captain Daku. And may I remind you that if you ask me again I will hit you. I have more important things to do!"

Daku chuckled. "I see the Empire left you with a wonderful personality. I swear one of these days I am..." The proximity alarms began before Daku could finish his sentence. "Looks like you lucked out of a memory wipe Flat-Top."

Openly twitching, Flat-Top yelled at the Captain running off to duty, "Well at least I don't look silly wearing a Mumuu mask under my flight helmet!"

Having his R2, Sneezy, do final systems check Daku strapped himself into his seat. Hearing Sneezy beeping in approval, Daku hit the repulsarlifts and lifted out of the hanger.

"Gold Leader to Gold Squadron, report in." Hearing Gold Squad all report in, Daku waited for orders from Command.

Finally he heard Flat-Top's voice. "Ok *Kaleesh*," the droid said sarcastically, "we have detected an unidentified vessel at one-seven-decimal-two-eight. Investigate and report back before engaging. Over and Out"

"He sounded happy," Daku whispered. "Ok Gold Squadron, we have are doing an identification of an unknown vessel at one-seven-decimal-two-eight. Do not, I repeat, do not engage unless fire upon."

Turning the yoke around, Daku led the way to the area in question. Gold Squadron began forming up into flights of two; Gold 7 was Daku's wingman. As they closed in a grey line began to grow bigger and bigger. Daku already recognized the ship.

"Gold Leader to Command, I have confirmation of target. It is an Escort Carrier; read-out says three squads of Eyeballs, two squads of Squints and..... Sithspawn, six Sticks, requesting orders." Sticks were the Rebel slang for the Blade-class fighters.

"Roger Gold Squadron, Red, Blue, Green and Silver Squad are almost there. You have permission to engage"

"Don't have to tell me twice," Daku mumbled. "Ok Gold Squad looks like a party of Squints and Sticks; lock S-foils in attack position and keep your distance from the Sticks."

Gold Squadron began closing in, with the opposing Ties forming into flights themselves. Seeing an opportunity, Daku opened his comm to Gold 2 and Gold 9. "Nine, two, I want you guys to accelerate toward the closest Tie flight and pull a feint, seven, you and I will pull a backstab." Hearing confirmation, Daku and Gold 7 eased below Gold 2 and Gold 9. Gold 2 and Gold 9 were almost in the eyeballs range when they made a hard turn left. The Ties fire too early, expecting a head on attack. As they turn right to pursue the X-wings, Daku and Gold 7 closed in from behind. Locking on, Daku squeezed the trigger, blasting the first eyeball. Gold 7 followed, and both Ties were gone.

The other squads were joining the fray, and soon the space around them was alight with explosions and laser. Gold 7 called out in alarm, "Squint on my tail lead, need some help." Instinctively Gold 7 banked away to the right, the Squint following. Following Gold 7's lead, Daku pulled in behind the Tie Interceptor. Squeezing the trigger, the Squints right wing was completely blown off. The Squint went careening off into space, and right into another Squint. Both collided with a big explosion.

Sneezy started to scream, notifying Daku of an enemy behind him. Daku quickly began jinking, hoping the random turns, slips and waggles will break him, to no avail. "Ah, Gold 7, Squint on my exhaust, a little help here?"

"Sorry lead, I am dealing with my own trouble here."

Daku cursed under his breathe. *Well here goes nothing then.* "Sneezy, get ready for some extra G's back there." Hitting the breaks hard, Daku weaves to the left. The Tie follows, but before he can reestablish himself behind Daku, Daku reverses and weaves to the right, forcing the Tie to overshoot. The Tie now reverses and turns right to get Daku back in his line of sight,

but Daku reverse and eases up and to the left. As the Tie turns right to try to break away from Daku, he comes right into Daku's line of sight. Squeezing his trigger, the Tie is scattered into numerous pieces.

Daku then hears Flat-Top over his comm. "All squadrons, Green leader has been eliminated, take in the stragglers. Also keep up the good work. Escort Carrier has been hit hard by Silver Squadron and the Ties are down to half strength."

Daku wondered what had happened to the Sticks. "Gold 7, are you still alive there?"

"Roger Gold lead, moving to your left now. Nice maneuvers by the way."

Daku laughed aloud. "It's called The Scissors; I had to learn that fast on my third combat mission. It is long story. Anyways, stick close, I am going on hot on the Escort Carrier."

Gold 7 gave the affirmative, and Daku readied his proton torpedoes. "Ready your proton torpedoes Seven." Waiting until Sneezy gave him a lock on the Escort Carrier; Daku sent the coordinates to Seven.

"The coordinates are in, I am ready lead!"

Before they could fire a Stick pulled up behind them. Sneezy screamed. "Seven, pull off, Stick behind us." Daku pulled a hard 90 degrees to the left while Gold 7 pulled to the right. Daku hoped the Stick would go for him. And he did. *Good, now I just need to kill a Dark Jedi.*

Daku did an upward turn to the right, skating along the top of the Escort Carrier. The Blade fighter was following close behind. He began firing off a couple of shots, and Daku weaved to the left and right to avoid the shots. Now Daku was flying fast away. A couple more shots fired out, but they were all purposeful misses to try to spook Daku. He wasn't going to fall for it that easily.

Pulling up, Daku do a 180 degree somersault until he was facing the Blade fighter. Daku then hit the accelerator and began firing. The Stick returned fire. Both were weaving and jinking as they fired at each other and got steadily closer. Finally Daku broke off, reversing and doing a barrel roll. Then he accelerated again towards the Escort Carrier.

The Stick was now in a mad pursuit to catch up to Daku. This was exactly what Daku wanted. The Escort Carrier lasers were firing, trying to discourage him from his barrel run, but Daku was not backing down. The Stick was now within firing range,

and Sneezy was bleeping a warning, indicating he had a target lock on him. The Escort Carrier had him in their sights, and finally a shot went straight for Daku, until he dove to the right and the shot hit the Blade fighter.

Taking a sharp turn, Daku knew the Blade fighter was still alive. Daku armed his proton torpedoes. Not waiting for a computer lock, Daku just went with his instincts when he fired the proton torpedoes. He immediately feared he had overshot the torpedoes, until he saw the Blade fighter explode in an orange blaze.

With the loss of the Blade fighter, the Imperials immediately fell into confusion. The fighters began to pull back with the Escort Carrier in tow, limping. Daku called out to his squadron. "Gold Squadron lets disengage, the enemy fighters are pulling out and the Escort Carrier is bleeding."

* * * * *

Easing into the hanger, Daku waited until Sneezy gave him the all clear signal before he power downed his X-wing. As Daku waited for the deck crew to get a ladder for him to exit his fighter, the sound of familiar boots could be heard in the hanger. *General Waverider, ah crud!* Turning his head to the right, not surprisingly, was General Waverider. "Hello General, excuse me for not standing and saluting, I am waiting for a ladder."

Standing in attention, Waverider seemed to ignore Daku's comment. "Hardly an excuse," he said wryly. "Regardless, great job against the Imperials out there Captain. I hear you killed a Blade fighter." He let that sink in before continuing. "But I will need to see you and the other squadron Captains in 0100 hours. We are going to have a quick meeting about base evacuation and our fighter strength."

Daku nodded as he was climbing down his ladder. "Roger that General."

* * * * *

Flat-Top was handing out caf in the meeting room when Daku came in. The droid approached him with some caf, but he shooed the droid away. "Seeing as everyone is here, I shall start this little meeting." Flipping the Holoprojector's on switch, a map of local space appeared, with the base in the center. A flashing yellow dot read "ESCORT CARRIER". Little green dots flew around it, representing Ties. Finally 5 red dots represented the Blade fighters.

"As you can see, the Escort Carrier is damaged, but still functional. Considering the damage Silver Squadron did, they will

not be so willing to do a head on assault. The Escort Carrier will leave our zone of jamming in six hours. It will take at least a day, if not longer, before any help can arrive, even at best speeds. By then we should be ready to leave, if we have not already. Since they block the only available hyperspace route out of here, I am suggesting we go head on and try to break their blockade."

Pressing a button on the Holoprojector, an image of a Corellian Blockade Runner and two rebel transports appeared. "Since the Gallofree Transports are the weakest, and hold the most of important equipments, they will be leaving first. The one designated Gallofree 1 will leave first, with Red flying cover. Gallofree 2 will be flying with Silver Squadron, our heavy fighters. I would also like to thank Silver and Red lead for agreeing to pick up Green and Blue Squads orphans. What remains of Green will be flying with Silver Squad, and Blue with Red Squad. Gold Squad, with our two light freighters, will get the honor of being the escort for the Blockade Runner, as it will leave last. I shall be setting the space stations self-destruct for 20 minutes just before the Blockade Runners departure. We will rendezvous at Cyphar before heading into deep space at coordinates I will give to everyone at that time. Keep in mind there is a good chance many of us will die in this. The Blade fighter pilots are deadly, almost single handedly accounting for half of the deaths today. But the equipment, information and personal we will be carrying are vital to the Alliance. With the information alone we have, he can do a lot of damage in the surrounding sectors. Now, does anyone have any questions?"

Daku raised his hand. "Ah, yes General. I am wondering why we are not capitalizing on a golden opportunity."

"I fail to see what you mean. Please explain."

Getting up, Daku hits some switches randomly on the Holoprojector, until General Waverider switches the holo to the map again. "Ah thanks. Anyways, considering that the hyperdrive on the Escort Carrier was destroyed by Silver Squad, and the hanger mangled shut, have you not wondered by the Blade fighters have not jumped away for help? Considering they have hyperdrives and fast ones at that, they could easily get help."

General Waverider shook his head, "I imagine it is because they are flying support for the escort carrier."

"I completely disagree. I think these fighters do not have hyperdrives."

"That does not make any sense Captain Daku. Blade fighters come with built in hyperdrives."

"The normal model yes, but these were showing un-characteristically stronger shields and faster engines. The one I fought was able to take a direct shot from a laser and still function, albeit not perfectly."

General Waverider raised an eyebrow. "And what is your point?"

"The point is this: I think we can defeat the fighters and capture the Escort Frigate, all the while killing these Blade fighters."

Waverider looked intrigued. "And how do you propose we do this?"

Using his fingers, Daku points at the south and east of the Escort Carrier. "I propose we have one of the squadrons, like Red Squadron, come in on the south side. As they are approaching, they will fire off drone torpedoes that will give the Impression of three squadrons coming on the south. As the remaining two Tie squads and five Blade fighters move to engage, we will wait for them to just get within firing range, and then have Red Squadron retreat back to the base. We shall then have Gold and Silver Squadron, along with the blockade runner, jumping in on the right. The fighters will pull back, thus wasting most of their remaining fuel. We shall then do some old fashion fighting as we engage the fighters. Once the fighters are taken out, Silver Squadron will disable the ship with their ion cannons. We demand there surrender, move in with the light freighters with troops and personal, capture the ship, use some spare parts to repair the hyperdrive, and then follow through with the escape plan."

"And what if this plan fails?"

Daku smiled, "Well, I will be dead, of course."

* * * * *

Daku waited silently for word from Red Squadron. They would be firing their drones any minute, and then we would wait for confirmation that the fighters were breaking for Drones. Finally Flat-Top came over the comm line. "Gold and Silver Squadron, the fighters have broken off to attack the drones. Prepare to jump in 5 minutes." Plugging in the coordinates with the help of Sneezy, Daku waited for the all clear.

Finally Flat-Top gave the signal. "Ok Gold and Silver Squadron, lets get this over with. And General, don't be taking too long in the Blockade Runner." Hitting the hyperdrive, his X-wing quickly entered the blue-white streaks of hyperspace before re-entering realspace. In front of them was the Escort Carrier.

Sneezy beeped that one of the two Tie squads and the 5 Blade fighters were turning around to face the new threat. Red Squadron was not jumping back to base.

"Ok guys, this is it. Gold Squadron, lock S-foils into attack position." The Squints were coming in fast and hard, disparate to protect their Escort Carrier.

Gold 7 called out, "Cover me lead, I am going to try to pull them in." Acknowledging, Daku watched as Gold 7 dove, pulling two Squints down with him. They were staying in tight formation. Daku reversed up hard, getting himself just behind the Squints. Before they could react he unleashed a barrage of laser, wiping out both Ties. "Great shooting lead, almost hit me though."

"Yeah, yeah, stop complaining. Silver Squadron just jumped in." With the Ties now wiped out, all that was left were the Blade fighters. They were fighting furiously, taking down fighter after fighter. Daku was worried that no one would be alive to capture the Escort Carrier.

Turning his fighter around, Daku aimed his fighter right towards the fray. He immediately caught sight of a Stick chasing after one of his Gold Squadron fighters. Daku got into pursuit, arming his torpedoes. And then Gold 4 was blasted to bits. Angry, Daku resisted the urge to loose his cool, acquiring a target lock, he let his two torpedoes fly free, and straight into the Blade fighter.

Before he could relish his second Blade kill, he felt a huge tug. Sneezy was bleeping up a storm. Quickly reading what he had to saw, Daku was not happy. *So I lost my upper right wing and engine, wonderful.* "Can I still fly Sneezy?"

A couple of seconds passed before Sneezy said he could fly, but at risk for his fighter. "I don't care if I am taking a risk in combat, I got a hunch that it won't matter in a minute."

And right he was, as the Blade fighter that was behind him began to slow down. Doing a wide arc around, Daku lined himself up behind the Blade fighter and fired his lasers. It took longer, and was harder to aim since his fighter was beginning to slide to the right a little. Finally the shields failed and the Blade fighter and pilot were no more.

With the other Blade fighters now destroyed, and the Escort Carrier being capture by Alliance crew, Daku let out a sigh. *That wasn't too hard.*

* * * * *

"Excellent catch Captain Daku," said General Waverider.

"Thank you sir."

"It is a pity it came at a high price for Gold and Silver Squadron. I hear you lost seven pilots."

"Actually eight, one just died of injuries sustained from ejection." It hurt Daku to have to say that, especially since he had just rebuilt the squadron a month ago.

"I hate to say it, but do not dwell on your former squad mates. We have a war to fight, and I need you focused." Now," Waverider stopped to read over his datapad. "At Cyphar, you and what remains of Gold Squadron will be heading to the Hoth system. You are being transferred to Echo Base. You have shown yourself to be a high caliber group, especially yourself, something we need at Echo Base in case of the worst. Continue to do well Captain, and you will go places."

End

Chapter 4: The Makings of a Jedi ...

3.5 ABY—

- The Mandalorians, under Jango Fett, join the Rebellion after the Empire unsuccessfully attempts to enslave Mandalore.
- After the negotiations for Mandalore's admittance into the Rebellion, Jango Fett promises to give Princess Leia information on his son's whereabouts as soon as he can.
- Prince Xizor makes his move to oust Darth Masiciss and become Vader's right hand man. Knowing full well of both Masiciss's and Vader's plans for Luke, Xizor makes plans to have Luke assassinated. Xizor hopes that if Luke dies, Vader will kill Masiciss for his incompetence. Xizor uses his criminal organization, Black Sun, to try to kill Luke.
- Luke is working on tracking down Boba Fett's location when he decides to return to Tatooine to build himself a new lightsaber, and to continue meditating on Masiciss's words.
- While at Obi-Wan's house, Luke is contacted by the smuggler Dash Rendar with the information that someone hired a swoop gang to kill him. As the two prepare to leave the house, a shuttle lands just outside. Wedge Antillies exits the shuttle with several other Rogue pilots and explain about their mission to locate information on a new Death Star.
- Dash Rendar, Wedge Antillies, and Luke Skywalker along with the rest of Rogue Squadron are able to capture the Imperial freighter over Moonus Mandell. Dash, Luke, and Wedge bring the computer core to Kothlis to be decoded. The computer core on the freighter confirms that a Death Star is being constructed over the Wookiee homeplanet of Kashyyyk. Before the Alliance can be notified of this, the group is attacked by a group of bounty hunters.
- The computer core is safely spirited away, but Luke is captured when he stays behind to hold off the bounty hunters giving the team the opportunity to escape. Masiciss rushes to Kothlis to get Luke, but Luke escapes before he can fall into Masiciss's grasp. Luke is able to elude Imperial patrols and rendezvous with Rogue Squadron aboard its flight cruiser, the *Valiant*. The *Valiant* barely escapes from the *Executor* as it enters the system.
- Boba Fett is attacked over Tatooine by Bossk, but is able to defeat him; however *Slave I* is badly damaged during the fight. Boba makes a call to his father to find the closest facility he can go to for repairs, to which Jango suggest Zhar. Jango then contacts the Alliance to tell them where Boba is going.
- Leia seeks out Black Sun on Rodia to figure out who is trying to kill Luke. After staying with Chewbacca on Rodia for a few days, they are invited to Coruscant to speak to Prince Xizor to get to the bottom of the mystery.
- Luke discovers that Boba Fett is on Zhar. The *Valiant* moves to enter the system's edge. Luke and Dash go on to Zhar to try to capture Boba Fett. The plan fails, and Boba barely makes it off planet. Boba then is able to outmaneuver the *Valiant* and escape into hyperspace, for Tatooine.
- Leia is imprisoned in Prince Xizor's castle, and Chewbacca escapes to warn Luke of Leia's peril and to organize a rescue party. Luke and his companions go to Xizor's castle, just as Xizor plans. But instead of capturing and killing Luke, Luke is able to outsmart him and he sets a thermal detonator loose in the building. Xizor escapes as well as Luke and the rescue party. Xizor escapes to his skyhook, *Falleen's Fist*. Once there, Xizor orders all of his starfighters to attack the escaping *Millennium Falcon*. The *Executor* then enters the system, but ignores the *Falcon* and instead attacks the *Falleen's Fist*.
- Having just found out about Xizor's treachery, Masiciss orders Xizor to stand down. Xizor ignores Masiciss, and Masiciss orders all guns to open fire on *Falleen's Fist* and disables the skyhook. Darth Masiciss boards the skyhook and confronts the devious Falleen. In the end, Xizor finds himself in one of Masiciss's many torture rooms and must endure endless sessions with Imperial interrogation droids. Armed with Xizor's complete cooperation Masiciss destroys the Black Sun organization and recruits many of its top assassins.

Prince Xizor's reign comes to an end with his screams wishing for death.

- Guri, Xizor's majordomo, disappears during the confusion.
- Black Sun disintegrates without Xizor, leaving the criminal organization a weak shell of its former self.
- Kal Remos lands on Dagobah to speak with Qui-Gon and Anakin about the future, should Luke be successful against Emperor Vader. First, Qui-Gon informs Kal that he doesn't have much time left, and will be joining the Force soon. The three of them discuss Anakin's family and Anakin asks Kal to train his daughter once the Empire is finished. Struck with how much trust Anakin has in him agrees, but Kal has doubts in himself after what happened to Caamas.
- Anakin tells him that he was in a no-win situation and while it is tragic, there was nothing for Kal to do but honor their sacrifice and rejoice that the Empire was shown to the galaxy for what it is. Anakin also tells Kal that while searching for the Bendu, he has been communing with the Force, and while he is not able to lead the rescue, Kal is in a better position than he. Kal asks Anakin what he means about a rescue, and Anakin tells him that Masiciss has some prisoners in his fortress on Thule who need rescuing due to the torture that Masiciss has been inflicting, and Kal agrees to lead the mission immediately upon finding Luke.
- After leaving Dagobah, Kal travels to Tatooine in search of Luke.
- Returning to Obi-Wan's homestead on Tatooine, Luke is surprised to see an assault shuttle landed near the old hut. With lightsaber firmly in hand, Luke enters the domicile to discover Kal Remos awaiting him. After embracing briefly, Kal tells him of the prisoners held in Masiciss's fortress. Luke eagerly agrees to accompany Kal on the mission. Kal and Luke depart for Thule immediately.
- Luke and Kal make a brief stopover to the Alliance base on Geonosis to pick up necessary supplies and to temporarily borrow an MD droid. Once everything is on board, they depart for Thule.
- Luke and Kal successfully infiltrate Masiciss's stronghold in search of the prisoners and discover an

elaborate dungeon of torture chambers deep within the fortress. Coming to an intersection, Kal and Luke split up.

- Searching throughout the prison, Luke has had no luck finding any living prisoners. Eventually Luke finds a little green gnome with extensive bruises that is evidence of torture, who asks Luke for water. Luke searches and finds a glass of water. He frees the gnome from his bonds and gives him the glass. While amid gulps of water, the gnome notices Luke's lightsaber. His eyes go wide and he says, "Jedi you are, yes?" Luke says yes, to which the gnome tells Luke that his name is Yoda and he is a Jedi Master.
- Kal enters the room and nearly falls to the ground in shock. He looks wide-eyed at his former mentor, Master Yoda. Yoda notices and motions for him to come closer. Yoda warns that his time here is limited, for he is close to death. But he tells them both that another Jedi Master is in the next cell, and then falls into unconsciousness. Kal checks the other room to find a blind, one-armed Mace Windu. Freeing the unconscious Mace, Kal tells Luke to take Yoda with him and Kal will bring Mace. The four of them escape to the assault shuttle and escape the planet without detection.
- Aboard the shuttle, the MD droid examines Yoda and Mace. The final prognosis shows Mace is weak, but fine and can recover, though his blindness could be permanent. Yoda, though, is in terrible shape and has a long road to recovery. Yoda regains consciousness and asks to speak to Kal. Yoda asks Kal if it's true that the boy who saved him is the son of the Chosen One, to which Kal confirms Yoda's suspicions. Yoda then asks Kal to have Luke finish his training, and help him topple the Empire. Kal promises he will.
- Kal informs Luke that he wants to help finish his training, to which Luke agrees on one condition: Kal must return to full active service with the Rebellion. Kal, having estranged himself for so long, reluctantly agrees. Kal contacts Mon Mothma and General Wei'Lasu about reinstating his generalship, to which they happily agree.
- A few weeks pass as Luke trains under Kal when a notice from Jango Fett is given to Luke. Boba Fett has reached Tatooine and has dropped off Han Solo at

Jabba's Palace. Luke makes a plan to help free Han, and with Kal's blessing, goes to Tatooine.

Prince Xizor

Xizor has developed the Black Sun syndicate into one of the most powerful criminal organizations the galaxy has ever seen. Paying nearly nine million credits for the unique human-replica droid, Guri; only his immediate underlings, the Emperor, and Lord Masiciss know that Guri is not the head of Black Sun. With the destruction of his home and family on Falleen by the Emperor twenty-five years earlier, Xizor is pleased to discover that the Rebel leader Luke Skywalker is the emperor's son. Once this young upstart is assassinated, Xizor will both avenge his family and have Masiciss ousted as the Emperor's right-hand man. And he will succeed, because Xizor always succeeds.

Prince Xizor: Adult Male Falleen, Noble 2/Scoundrel 7/Black Sun Vigo 2/Crimelord 6; **Init** +3 (+3 Dex); **Def** 24 (+3 Dex, +11 Class); **Spd** 10m; **VP/WP** 101/12; **Atk** +13/+8 melee (1d4+3, crit 20, punch), +13/+8 ranged (by weapon); **SQ** Contacts (Jabba the Hutt, the Emperor, x2), Favor +2, Hold breath, Illicit barter, Inspire Confidence, Inspire Fear -6, Lucky (2/day), Minions, Noble bonus class skill (Diplomacy), Pheromones, Precise Attack +1, Resource Access, Tainted; **SV** Fort +7, Ref +15, Will +14; **SZ** M; **FP**: 0; **DSPs**: 12; **Rep**: +14; **Str** 17, **Dex** 16, **Con** 12, **Int** 17, **Wis** 13, **Cha** 21.

Equipment: Comlink [Encrypted]

Skills: Appraise +20, Bluff +26, Computer Use +15, Diplomacy +22, Gather Information +28, Intimidate +31, Jump +5, Knowledge (Black Sun) +23, Knowledge (criminal organizations) +16, Knowledge (Streetwise) +17, Pilot +6, Read/Write Basic, Read/Write Falleen, Sense Motive +20, Speak Basic, Speak Falleen, Speak Geonosian, Speak Huttese, Speak Rodese

Feats: Headstrong, Infamy, Influence, Martial Arts, Persuasive, Skill Emphasis (Gather Information), Teräs Käsi, Underworld Connections, Weapons Group Proficiency (blaster pistols, simple weapons, vibro weapons)

Guri

Guri is a one of a kind droid built to Prince Xizor's specifications. Costing Xizor nearly 9 Million credits, Guri is worth every single credit, and has proven herself countless times as his second in

command. Upon Prince Xizor's capture by Masiciss, Guri decides to search for a droid programmer who will be able to reprogram her assassin-droid programming. She is last seen during the battle with the Empire, in which Xizor is captured, by jumping to hyperspace to an unknown location in her personal starship. It remains to be seen if she will ever be seen again.

Guri: Female Human Replica Droid, Scoundrel 5/Soldier 4/Noble 1; **Init** +8 (+4 Dex, +4 Bonus); **Def** 20 (+4 Dex, +6 Class); **Spd** 10m; **VP/WP** 88/16; **Atk** +11/+6 or +7/+7/+2 ranged (3d6+1, Blaster [Pistol, BlasTech DL-22]), +12/+7 melee (1d4+5, crit 20, punch); **SQ** Favor +1, Illicit barter, Lucky (1/day), Noble bonus class skill (Tumble), Precise Attack +1; **SV** Fort +8, Ref +10, Will +6; **SZ** M; **Rep**: +3; **Str** 20, **Dex** 18, **Con** 16, **Int** 16, **Wis** 14, **Cha** 19.

Equipment: Blaster [Pistol, BlasTech DL-22], Comlink [Encrypted], Credit Chip, Organic Replica Personal Starship (*Stinger*), Expensive jumpsuit, Droid Components (Neurobrain Matrix with Advanced Dual-Core Heuristic Processor, Advanced Nano Synthflesh, Nanosynth Hair & Eyes, Naturally speaking Mimic Synthesizer, Deluxe Facial Features, Diagnostics Package, Improved Sensor Package, DC 5 Translator unit, Holorecorder unit, 5 kg Internal Storage, Locked access, Deluxe Optical Enhancer, Telescopic, IR, Low-light vision, Discreet Internal Recharger).

Skills: Appraise +11, Astrogate +9, Bluff +9, Computer Use +11, Diplomacy +14, Disable Device +8, Disguise +10, Gather Information +8, Hide +9, Intimidate +13, Jump +12, Knowledge (Business) +9, Knowledge (Politics) +12, Knowledge (Etiquette) +7, Listen +14, Move Silently +9, Pilot +10, Read/Write Basic, Read/Write Falleen, Repair +7, Search +9, Sense Motive +5, Speak Basic, Speak Falleen, Speak Huttese, Speak Ryl, Spot +15, Treat Injury +5, Tumble +6

Feats: Armor Proficiency (light), Combat Expertise, Dodge, Improved Initiative, Improved Magnetism, Improved Resiliency, Martial Arts, Skill Emphasis (Listen, Spot), Starship Operation (starfighter), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Human Replica Droid Features

Features by Terras Jadeonar & Raven

Neurobrain Matrix with Advanced Dual-Core Heuristic Processor. This item grants +4 to diplomacy and +4 knowledge

(etiquette); Grants +1 equipment bonus to untrained skills when used.

Advanced Nano Synthflesh: This form of synthflesh is infused with nanites, and a computer interface with programming, which allows Guri to control her skintone shades. Comes equipped with a variety of presets like tanned, tanlines, and common skin tone ranges.

Nanosynth Hair & Eyes: Allows color tone change of all hair and retinal colors. Takes one full round to apply change.

Naturally speaking Mimic Synthesizer: An essential core component for the realistic looking and sounding Replica droid. The electronical larynx is tuned for natural organic sounding voices by default. The tonal range can be adjusted to user preference, however each unit is randomly set at factory since no two persons have the exact same voice, nor should replica droids. The unit can also mimic another voice as an added feature, in addition to being capable of non-human vocal patterns and ranges.

Deluxe Facial Features: Utilizes an advanced memory gel packet system which hardens or softens to mimic or randomize identity. DC15 Forgery plus 5 minutes minimum of studying the target to attempt mimic the appearance of an individual. A successful check means a virtually indistinguishable mimic of face type, which does not include fleshtone, just physical shape.

Discreet Internal Recharger: Rather than having a small panel blending in near seamlessly with the synthflesh skin, a small pop-out rod with a highly compact electrical receptacle end unfolds to accept most universal outlets or cables.

Organic Replica Droid Feats

Organic Replica Droid's are not eligible for all normal droid feats. An Organic Replica Droid may not normally take the following Droid Feats: Persistent Personality, or Chassis Compatibility. An Organic Replica Droid may only take the Decentralized Components feat at first level. Organic Replica Droids also gain access to the following Organic Replica Droid only feat.

Improved Resiliency

Created by Cyber-Dave

The Organic Replica Droid learns to turn off and screen its nervous system and the parts of its brain that input pain and minor damage.

Prerequisite: 0-degree chassis.

Benefit: The Organic Replica Droid gains immunity to non-lethal damage and stunning.

Improved Might

The Organic Replica Droid learns to increase the strength in its extremities.

Prerequisite: 0-degree chassis

Benefit: The Organic Replica Droid gains an increase of +2 to its Strength score.

Special: The ORD may not take this feat multiple times. Its effects do not stack.

Improved Nimbleness

The Organic Replica Droid learns to increase its agility.

Prerequisite: 0-degree chassis.

Benefit: The Organic Replica Droid gains an increase of +2 to its Dexterity score.

Special: The ORD may not take this feat multiple times. Its effects do not stack.

Improved Physique

The Organic Replica Droid learns to increase its frame.

Prerequisite: 0-degree chassis.

Benefit: The Organic Replica Droid gains an increase of +2 to its Constitution score.

Special: The ORD may not take this feat multiple times. Its effects do not stack.

Improved Intellect

The Organic Replica Droid learns to increase its comprehension.

Prerequisite: 0-degree chassis.

Benefit: The Organic Replica Droid gains an increase of +2 to its Intelligence score.

Special: The ORD may not take this feat multiple times. Its effects do not stack.

Improved Erudition

The Organic Replica Droid learns to increase its savvy.

Prerequisite: 0-degree chassis.

Benefit: The Organic Replica Droid gains an increase of +2 to its Wisdom score.

Special: The ORD may not take this feat multiple times. Its effects do not stack.

Improved Magnetism

The Organic Replica Droid learns to increase its allure.

Prerequisite: 0-degree chassis.

Benefit: The Organic Replica Droid gains an increase of +2 to its Charisma score.

Special: The ORD may not take this feat multiple times. Its effects do not stack.

Dash Rendar

Bio by Smuggler Jedi



They say he can be asleep and still defeat an entire legion of stormtroopers. They say he's flown through so many star systems he has to have six navicomputers just to hold all the information. They say he's so dangerous that not even Boba Fett would touch him, although others argue that's just because he doesn't take baths.

Like any stereotypical smuggler, Dash Rendar started out on the opposite side of the playing field. He began at the Imperial Academy, learning how to pilot starships. Unfortunately, his idiot brother Stanton--too dumb to know the brake pedal from the accelerator stick--crashed an Imperial TIE Fighter into the conference room of Grand Moff Wilhuff Tarkin. Incensed, the Grand Moff exiled the entire Rendar family out of the Seswenna sector, tarnishing their name forever.

Few believe that Dash was really upset at this. He had already grown disgruntled with the Academy, his biggest issue the regulations on hair. Unable to be bothered with the minor issue of shaving, he received numerous reprimands from his Academy instructors. Ultimately, he was about to be booted out

for it anyways when the news came in of Stanton's fatal idiocy. Halfway saddened by his brother's death, he left for the Outer Rim to find his uncle's shipping business and hopefully become a professional spacer.

But things would only get worse. He found his uncle drunk on a bar on Tatooine, creditless and with a banged up ship as his only asset. After hauling his butt back to his ship and forcing him to explain everything, Dash realized that he would have to do it on his own. After purchasing the ship from his uncle, Dash went to work for various crime lords as a smuggler. His first big gig was smuggling several espionage droids off of Rudrig--the very same droids that were suspected in the Gestalt incident, where they were found to holograph nude ladies of various species. Dash was never actually involved with that part, though he was caught and almost sent to jail.

Things began to turn up at this point, though. He broke free of his captors, shipjacked a freighter known as the *Outrider*, and returned to Tatooine to start working for Creosote the Hutt. He successfully completed several jobs and started to gain a heck of a lot of money. Looking upwards, he found the only thing in his way was that bloated meat-sac called Creosote. In an epic betrayal that is sung in cantinas everywhere (but too long to recount here) Dash disposed of Creosote and took over his smuggling business.

Now, Dash can be found on Tatooine, running his own show. He's pretty much stayed neutral during the Galactic Civil War, though he has provided a hiding place for Rebels from time to time. If you bring lots of credits, you can no doubt get one of his pilots to pull a job for you. Just remember: don't say anything about his hair. He's still pretty touchy on that point.

Dash Rendar: Adult Male Human, Scoundrel 4/Soldier 3/Elite Trooper 3/Starship Ace 8; **Init** +2 (+2 Dex); **Def** 26 (+2 Dex, +12 Class, +2 Misc); **Spd** 10m; **VP/WP** 138/16; **Atk** +17/+12/+7 melee (1d4+2, crit 20, punch), +18/+13/+8 or +14/+14/+9/+4 ranged (3d8, Blaster [Heavy Pistol, BlasTech DL-44]); **SQ** Familiarity +4, Illicit barter, Lucky (1/day), Precise Attack +1, Starship Defense, Starship Evasion, Uncanny Dodge (Dex bonus to Defense); **SV** Fort +14, Ref +15, Will +9; **SZ** M; **FP:** 4; **Rep:** +6; **Str** 15, **Dex** 14, **Con** 16, **Int** 12, **Wis** 13, **Cha** 12.

Equipment: Blaster [Heavy Pistol, BlasTech DL-44], Combat Jumpsuit (Damage Reduction: 3), modified CEC YT-2400 freighter, repair droid [LEE-BO-2D9]

Skills: Appraise +5, Astrogate +5, Balance +3, Bluff +7, Climb +5, Computer Use +7, Demolitions +5, Disable Device +8, Gamble +8, Hide +4, Jump +2, Knowledge (Organized Crime) +11, Listen +5, Move Silently +6, Pilot +26, Read/Write Basic, Repair +11, Speak Basic, Spot +14, Treat Injury +7, Tumble +6

Feats: Armor Proficiency (heavy, light, medium), Defensive Martial Arts, Dodge, Heroic Surge, Martial Arts, Point Blank Shot, Precise Shot, Skill Emphasis (Pilot), Starship Dodge (space transport), Starship Operation (space transport), Starship Point Blank Shot (space transport), Weapon Focus (Blaster [Heavy Pistol, BlasTech DL-44]), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

The Grand Admirals

Imperial Grand Admirals are the epitome of dangerous. Each Grand Admiral is a brilliant strategist in their own right. With the creation of the position, the Emperor is guaranteed to be able to weed out the undesirables in the fleet, plus have intense competition for these coveted positions.

Grand Admiral Martio Batch



Grand Admiral Martio Batch was one of the original 12 Imperial Grand Admirals appointed by Emperor Vader two years before the Battle of Yavin. He was nowhere near as well known as Grand Admiral Declann, or Grand Admiral Thrawn, considering he preferred keeping a low profile aboard his *Imdaar Alpha* research station. This disinclination for politicking and socializing led him being referred to as “the invisible admiral.”

His greatest success was with developing a novel cloaking device which used hibridium; however, this new cloaking

device had the disadvantage of clouding the sensors of both the ship employing this cloaking device, and its enemies. Beseeking the Emperor for information – any information of other types of crystals that could be used as an alternative to hibridium, Emperor Vader sent Shadow Hand with the information he sought. The information that Shadow Hand imparted, was the properties of a rare crystal: stygium crystals that could only be found on the planet, Aeten II, in the Dreighton nebula, the supply of which had been mined out decades, previously. Shortly after the *Death's Eye* was finished being repaired, the Grand Admiral took the *Death's Eye* battlestation and blasted the planet, making mining an abundant amount of stygium crystals possible.

With a large, assured supply, Batch began experimenting in cloaking all sorts of vehicles, to see which combination would produce the most effective warships, since, while his supply of crystals was large, it was not renewable. Eventually, he settled on outfitting modified TIE fighters with them, for maximum combat-effectiveness.

With Admiral Sarn successfully guarding the remains of Aeten II with the Super Star Destroyer *Terror*, built shortly after the Battle of Hoth, and for preparing facilities to produce the TIE Phantom project under his direct command, the *Terror* became the first Star Destroyer to ever be equipped with a cloaking device.

The Phantom was developed near the planet Dreighton, under the personal supervision of Darth Masiciss. In combat tests, the TIE Phantom acquitted itself extremely well, defeating almost all their enemies without casualties. These preliminary successes and from infiltration of Batch's staff other sleeper cells of Alliance agents, Alliance sent a task force to destroy the *Terror* and end this mortal threat to the Alliance. Two Rebel pilots were successful in stealing one of the prototypes, and in a desperate move, blasted through the *Terror's* superstructure and out the engines. *Terror* sustained critical damage, and Masiciss personally executed Admiral Sarn before fleeing the ship in his TIE Advanced. Thinking that they had successfully stolen the TIE Phantom and its design, the Alliance was disappointed when the prototype self-destructed as it reemerged from hyperspace.

After this colossal failure, and for fear for his survival, Batch retreated with the remnants of his forces attached to the *Terror* and fled to the Outer Rim in his personal Imperial-class Star Destroyer I, *Meniscus*, where eventually Shadow Hand tracked the grand admiral down and assassinated him. Shadow

Hand assumed command of the task force and returned it to Coruscant for reassignment.

Grand Admiral Martio Batch: Adult Male Human, Noble 2/Soldier 3/Officer 6; **Init** +2 (+2 Dex); **Def** 20 (+2 Dex, +8 Class); **Spd** 10m; **VP/WP** 82/11; **Atk** +10/+5 ranged (by weapon), +9/+4 melee (1d3+1, punch); **SQ** Favor +1, Inspire Confidence, Leadership, Noble bonus class skill (Spot), Requisition Supplies, Tainted; **SV** Fort +6, Ref +8, Will +11; **SZ** M; **FP**: 0; **DSPs**: 8; **Rep**: +3; **Str** 13, **Dex** 14, **Con** 11, **Int** 16, **Wis** 15, **Cha** 16.
Equipment: Code Cylinder, Grand Admiral uniform.
Skills: Computer Use +8, Craft (capital ships) +12, Craft (starfighters) +13, Craft (starship cloaking devices) +17, Diplomacy +15, Escape Artist +5, Gather Information +10, Intimidate +7, Knowledge (Starship Engineering) +17, Pilot +9, Read/Write Basic, Repair +9, Ride +4, Sense Motive +5, Sleight of Hand +4, Speak Basic, Survival +8, Tumble +4
Feats: Armor Proficiency (light), Combat Expertise, Combat Reflexes, Heroic Surge, Imperial Command Training, Iron Will, Low Profile, Persuasive, Starship Operation (starfighter), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

TIE Phantom

Background Info and Stats by Jett Darkstar

The TIE Phantom was the brainchild of Grand Admiral Martio Batch. Wanting to recreate the successful stygian cloaking screen used in the Sith Infiltrator, he ordered the battlestation, *Death's Eye*, to the planet Aeten II, whose mines (the only known source of the rare stygium crystal) had dried up long before. Batch used the *Death's Eye* to shatter the planet, releasing thousands of the crystals to be used in his new project.

The first TIE Phantom prototypes were tested near Dreighton. When preliminary tests were completed, Lord Masiciss took control of the project and ordered the full scale production of the Phantom, the first operational squadron of which was designated Sigma Squadron.

Though not especially fast or maneuverable, the two-man TIE Phantom has slightly above-normal firepower for a starfighter of its class. This stealth fighter could move through space undetected by sensors and visual scanners until its crew were ready to strike. The TIE Phantom uses the TIE Interceptor's

I-s3a solar ionization reactor and P-s5.6 twin ion engines for power and propulsion. Its weapon systems consist of five SFS L-s9.3 laser cannons: three mounted on the wingtips and two more mounted on the body. It also has a forward- and rear-projecting Novaldex shield generator for protection, although the shielding is not particularly strong.

The TIE Phantom was first deployed after the Rebel Alliance deployed the B-wing, and destroyed three X-wings in a demonstration. The YT-1300 freighter *Corellia Star* was able to find out about the TIE Phantom, but was captured trying to return to the Rebel fleet. Two B-wings were then sent to investigate, but only one pilot survived. He found the *Corellia Star* and piloted it out of Imperial hands.

The TIE Phantom was deployed again when an Imperial mining facility was destroyed. It destroyed two out of three X-wings, but once again the pilot survived. The X-wing's flight recorder showed the capabilities of the TIE Phantom, and prompted Admiral Ackbar to launch an operation to destroy the Super Star Destroyer *Terror* (under the command of Admiral Sarn), the production facility for the TIE Phantom. Two Rebel agents were able to steal a TIE Phantom and its technical blueprints and destroy the *Terror*.

The captured Phantom was taken back to the Rebel fleet, but the Sienar designers had already anticipated such a scenario: Each fighter had a self-destruct mechanism disabled by an Imperial code, so that should the TIE Phantom fall into Rebel hands they wouldn't be able to replicate its technology. After the dysfunction of this short-lived fighter, its technology was lost forever but a second set of blueprints for the Phantom remained on Coruscant and were available for members of the Emperor Vader's Inner Circle. Following the failure of the TIE Phantom project, Grand Admiral Batch fled into hiding, but was later executed by Shadow Hand.

Craft: Sienar Fleet Systems TIE/st V38 "Phantom"; **Class:** Starfighter; **Cost:** Not available for sale (estimated 300,000 credits new); **Size:** Tiny (15.3 meters long); **Initiative:** +6 (+4 crew, +2 size); **Crew:** 2 (1 pilot, 1 gunner); **Passengers:** None
Cargo Capacity: 110 kg; **Consumables:** 1 week; **Hyperdrive:** x1; **Nav Computer:** Up to ten jumps; **Maximum Space Speed:** Ramming (10 squares/action); **Atmospheric Speed:** 1,200 km/h (20 squares/action); **Maneuver:** +6 (+4 crew, +2 size); **Defense:**

22 (+10 armor, +2 size); **Shield Points:** 30 (DR 10); **Hull Points:** 60 (DR 10)

Weapon: Laser cannons (5 fire-linked); **Fire Arc:** Front;
Attack Bonus: +12 (+2 size, +4 crew, +6 fire control); **Maximum Range:** Short; **Damage:** 6d10x2

Weapon: Stygium Crystal Cloaking Device; **Fire Arc:** All; **Effect:** +10 to DC of Computer Use checks to detect with sensors when the TIE Phantom is moving or attacking; attacks by opponents suffer 50% miss chance while cloaked.

Gamemaster Notes: The cloaking device cannot operate when the laser cannons are fired due to power constraints. To keep the time that the fighter is vulnerable as short as possible, Grand Admiral Batch's designers created an automated system that links the power switch of the cloak to the laser cannons. Shutting down the cloak is a free action that occurs just before the gunner's action when that action is to attack. Reactivating the cloak after firing requires no roll but costs the pilot a move action.

Weapon: Self-destruct device; **Effect:** The Empire added a self-destruct mechanism to prevent the TIE Phantom from falling into Rebel hands. If a proper clearance code is not entered when the ship is powered down (which requires a DC 35 Computer Use check if the proper code is not known), a series of shaped charges activate five minutes after shutdown. The explosion does 6d10 damage only to the TIE Phantom's internal systems (no power core overload), rendering the fighter useless.

Grand Admiral Nial Declann



Grand Admiral Declann was a volatile, but quick-witted veteran of the Clone Wars, where he served aboard a Republic dreadnaught. Later, he became a TIE fighter pilot, and it wasn't until Han Solo and Soontir Fel graduated at the top of their class at the Imperial Academy that many of the grand admiral's

accomplishments were eclipsed. Rising through the ranks of the Imperial 787th Starfighter Corps to command the entire wing, his success in the starfighter corps brought him to the attention of Emperor Vader's agents, specifically Inquisitor Tremayne of the Order of the Blade.

Tremayne discovered that Declann was Force-sensitive, though for reasons unknown, the Jedi Order had never identified him as such. On orders from the Emperor, Declann was given training in the Dark Side by the Triumvirate on the ancient Sith planet Dromund Kaas, where he showed great prowess at telepathic suggestion and mind control, and mastered the ability of Battle Meditation.

After completing his training on Dromund Kaas, Declann was given a "graduation exercise", and in the most gruesome means possible, execute a captured Rebel while using the Force. Afterwards, he returned to the Imperial Starfleet and through the years, rose through the ranks, culminating in the newly created rank of Grand Admiral. Declann became known throughout the fleet for being unpredictable and moody, and the practiced organization of his troops that few realized was due to his Force abilities, such as Battle Meditation.

Grand Admiral Nial Declann : Adult Male Human, Soldier 2/Nefari Blade 8/Officer 3; **Init** +2 (+2 Dex); **Def** 21 (+2 Dex, +9 Class); **Spd** 10m; **VP/WP** 110/12; **Atk** +12/+7 melee (1d3+2, punch), +12/+7 ranged (by weapon), +13/+8 melee * (3d8+2, crit 19-20, Lightsaber); **SQ** Deflect (Attack -4, Defense +1), Emotional Outburst +3, Force Siphon, Leadership, Nefari Blade, Requisition Supplies, Tainted; **SV** Fort +12, Ref +8, Will +11; **SZ** M; **FP** 4; **DSPs** 9; **Rep** +6; **Str** 14, **Dex** 15, **Con** 12, **Int** 15, **Wis** 17, **Cha** 14.

Equipment: Code Cylinder, Grand Admiral uniform, Lightsaber.

* Grand Admiral Nial Declann has constructed his own Lightsaber.

Skills: Computer Use +6, Demolitions +4, Diplomacy +9, Gather Information +4, Intimidate +12, Knowledge (Bureaucracy) +11, Knowledge (Imperial Tactics) +13, Knowledge (Separatist Naval Tactics) +8, Pilot +15, Read/Write Basic, Sense Motive +8, Speak Basic, Speak Bothese, Speak Ho'Din, Spot +6, Survival +5

Force Skills: Battle Influence +3, Battlemind +9, Drain Knowledge +7, Empathy +8, Enhance Senses +7, Force Defense +7, Force Lightning +6, Force Strike +12, Move Object +6, See

Force +9, Telepathy +5

Feats: Armor Proficiency (light), Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Imperial Command Training, Persuasive, Skill Emphasis (Pilot), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Force Feats: Alter, Battle Meditation, Control, Force Mastery, Force Pilot, Mettle, Sense

Grand Admiral Grant



A brilliant tactician, Grand Admiral Grant was appointed by the Emperor two years before the Battle of Yavin. Grant is rabidly aristocratic. A member of the Tapani nobility, rumored to be of House Melantha, Grand Admiral Grant was raised to hold all droids, aliens, politicians, and any who were awarded their positions through merit, in utter contempt. This contemptuousness would be a hindrance in later years. One of the more accomplished admirals when he was promoted, Grant was renowned for his many successes and victories against the Rebellion.

Grand Admiral Grant : Adult Male Human, Noble 5/Soldier 3/Lord of the Expanse 3/Officer 4; **Init** +4 (+0 Dex, +4 Bonus); **Def** 20 (+0 Dex, +10 Class); **Spd** 10m; **VP/WP** 128/14; **Atk** +10/+5 ranged (by weapon), +11/+6 melee (1d3+1, punch); **SQ** Coordinate +1, Dark Side, Favor +2, Inspire Confidence, Leadership, Minions, Moment of Weakness, Noble bonus class skill (Gather Information), Requisition Supplies, Resource Access; **SV** Fort +9, Ref +8, Will +13; **SZ** M; **FP:** 3; **DSPs:** 24; **Rep:** +9; **Str** 13, **Dex** 11, **Con** 14, **Int** 17, **Wis** 16, **Cha** 15.
Equipment: Code Cylinder, Grand Admiral uniform.

Skills: Appraise +5, Bluff +11, Computer Use +13, Diplomacy +20, Disguise +5, Gamble +11, Gather Information +19, Intimidate +16, Knowledge (Imperial Naval Tactics) +8, Knowledge (Tactics) +10, Knowledge (Tapani Sector Politics) +14, Listen +6, Move Silently +2, Pilot +3, Read/Write Basic, Ride +5, Search +9, Sense Motive +19, Speak Basic, Speak Bothese, Speak Durese, Speak Neimoidian, Survival +13.

Feats: Armor Proficiency (light), Bureaucratic Flair, Combat Expertise, High Culture, Imperial Command Training, Improved Initiative, Influence, Persuasive, Quick Draw, Self-Sufficient, Sharp-eyed, Starship Operation (capital ship), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Grand Admiral Josef Grunger



One of the more treacherous Grand Admirals, Grunger would use anyone and anything to his advantage. Promoted to his current position by Emperor Vader two years before the Battle of Yavin, Grunger is beginning to show signs of instability. This instability has resulted in Grunger beginning to put his own needs before those of the Empire. Grand Admirals Grunger and Pitta loathe each other, and will go out of their way to sabotage the other, without regard to anyone near.

Grand Admiral Josef Grunger: Adult Male Human, Soldier 4/Noble 3/Officer 6; **Init** +1 (+1 Dex); **Def** 19 (+1 Dex, +8 Class); **Spd** 10m; **VP/WP** 106/13; **Atk** +11/+6 melee (1d3+1, punch), +11/+6 ranged (3d4-1, Blaster [Hold-out, Merr-Sonn J1 'Happy Surprise']); **SQ** Favor +2, Inspire Confidence, Leadership, Noble bonus class skill (Spot), Requisition Supplies, Resource Access, Tainted; **SV** Fort +9, Ref +7, Will +11; **SZ** M; **FP:** 2; **DSPs:** 11; **Rep:** +7; **Str** 12, **Dex** 13, **Con** 13, **Int** 15, **Wis** 18, **Cha** 14.

Equipment: Blaster [Hold-out, Merr-Sonn J1 'Happy Surprise'], Code Cylinder

Skills: Astrogate +6, Bluff +18, Computer Use +13, Demolitions +9, Diplomacy +13, Gather Information +13, Intimidate +10, Knowledge (Bureaucracy) +10, Knowledge (Politics) +6, Knowledge (Tactics) +11, Move Silently +6, Pilot +6, Read/Write Basic, Repair +7, Sense Motive +7, Speak Arkanian, Speak Basic, Speak Hapan, Spot +14, Survival +8

Feats: Alertness, Armor Proficiency (light, medium), Bureaucratic Flair, Combat Expertise, Combat Veteran (Bluff), Diplomatic Immunity, Dodge, Endurance, Imperial Command Training, Influence, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Grand Admiral Ishin-II-Raz



Unlike all the other Grand Admirals, II-Raz was *not* promoted for any military or strategic ability; indeed, he was wholly lacking in any martial talents. The Emperor promoted him solely for his political activities: II-Raz was co-founder of COMPNOR during the Clone Wars, a volunteer organization devoted to supporting Chancellor Palpatine until Emperor Vader deposed him at the close of the Clone Wars.

In a show of support for the new emperor, II-Raz immediately pledged his support and loyalty to Vader. Though II-Raz was immensely gratified by the work he did in COMPNOR, he wanted to bring his message to the fleet. II-Raz was devoted to the Emperor and his new order, and felt that by switching to military activities, he could further earn Vader's regard; to this end he oversaw several military activities such as the *Massacre of Myomar* and the bombardment of the planet of Shalam. It wasn't until two years before the Battle of Yavin, that the

Emperor recognized his efforts and promoted him to the new position of Grand Admiral.

Grand Admiral II-Raz: Adult Male Human, Noble 8/Officer 5; **Init** +1 (+1 Dex); **Def** 19 (+1 Dex, +8 Class); **Spd** 10m; **VP/WP** 67/11; **Atk** +10/+5 ranged (by weapon), +11/+6 melee (1d4+2, crit 20, punch); **SQ** Coordinate +2, Favor +3, Inspire Confidence, Leadership, Noble bonus class skill (Gather Information), Requisition Supplies, Resource Access, Tainted; **SV** Fort +5, Ref +8, Will +11; **SZ** M; **FP** 2; **DSPs**: 13; **Rep**: +10; **Str** 14, **Dex** 12, **Con** 11, **Int** 14, **Wis** 14, **Cha** 15.

Equipment: Code Cylinder, Comlink [Encrypted], Grand Admiral uniform.

Skills: Appraise +9, Computer Use +12, Diplomacy +15, Entertain +8, Gamble +7, Gather Information +18, Intimidate +9, Knowledge (COMPNOR bureaucracy) +16, Profession (bureaucrat) +8, Read/Write Basic, Ride +10, Sense Motive +10, Speak Arkanian, Speak Basic, Speak Caamasi, Survival +5, Tumble +10.

Feats: Aristocrat's Honor, Bureaucratic Flair, Diplomatic Immunity, High Culture, Imperial Command Training, Infamy, Martial Arts, Persuasive, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Grand Admiral Afsheen Makati



Grand Admiral Makati was noted for his animosity with the Triumvirate of the Order of the Blade. This animosity stemmed from his younger sister, Afshaana, being taken away to be trained. Years later, he discovered that she perished during training, through the carelessness of an instructor. Since this discovery, Makati changed the rage he felt to striving for the highest ranking he could obtain, and two years before the Battle of Yavin, he was promoted to Grand Admiral.

Now that he is in a position of strength, he has made it a priority to discover who the instructor was that caused the death of his beloved sister. Once discovered, he will personally kill the one responsible with his own hands, if necessary.

Grand Admiral Makati: Adult Male Human, Noble 5/Soldier 2/Officer 8; **Init** +5 (+1 Dex, +4 Bonus); **Def** 20 (+1 Dex, +9 Class); **Spd** 10m; **VP/WP** 125/14; **Atk** +12/+7/+2 ranged (3d4+1, Blaster [Hold-out, BlasTech HSB-200]), +13/+8/+3 melee (1d3+2, punch); **SQ** Coordinate +1, Favor +2, Inspire Confidence, Leadership, Noble bonus class skill (Intimidate), Requisition Supplies, Resource Access, Tactics, Uncanny Survival; **SV** Fort +10, Ref +8, Will +13; **SZ** M; **FP**: 0; **DSPs**: 8; **Rep**: +10; **Str** 14, **Dex** 13, **Con** 14, **Int** 13, **Wis** 18, **Cha** 14.

Equipment: Blaster [Hold-out, BlasTech HSB-200], Code Cylinder x2, Comlink [Military]

Skills: Appraise +9, Computer Use +16, Demolitions +5, Diplomacy +17, Disguise +6, Gather Information +22, Intimidate +12, Knowledge (Bureaucracy) +8, Knowledge (Tactics) +15, Pilot +15, Read/Write Basic, Repair +4, Search +3, Sense Motive +8, Speak Arkanian, Speak Basic, Treat Injury +7

Feats: Aristocrat's Honor, Armor Proficiency (light, medium), Combat Reflexes, Headstrong, Improved Initiative, Influence, Persuasive, Point Blank Shot, Starship Operation (capital ship), Trustworthy, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

Grand Admiral Danetta Pitta



Obsessed with the purity of the Imperial New Order, and especially the racial purity aspects of it, even COMPNOR members felt he was a little *too* vociferous, Pitta himself was not pure Human. He also had Etti and Borneck blood within him and

Pitta spent considerable effort investigating varied people's racial background and purging ruthlessly those who were even the slightest bit "impure". When not investigating backgrounds, Pitta busied himself wandering around the Outer Rim with three of his Imperial dungeon ships, (the *Apocahk*, *Angrix*, and the *Azgoghk*) abducting aliens, and torturing, enslaving, or conducting medical experiments and vivisections on them. Grand Admirals Grunger and Pitta loathe each other, and will go out of their way to sabotage the other, without regard to anyone near.

Grand Admiral Danetta Pitta: Adult Male Human, Soldier 9/Officer 5; **Init** +6 (+2 Dex, +4 Bonus); **Def** 22 (+2 Dex, +10 Class); **Spd** 10m; **VP/WP** 132/15; **Atk** +12/+7/+2 melee (1d3, punch), +14/+9/+4 or +10/+10/+5/+0 ranged (3d8-2, Blaster [Heavy Pistol, BlasTech DY-225]); **SQ** Leadership, Requisition Supplies, Tainted; **SV** Fort +11, Ref +8, Will +7; **SZ** M; **FP**: 4; **DSPs**: 11; **Rep**: +9; **Str** 11, **Dex** 14, **Con** 15, **Int** 14, **Wis** 12, **Cha** 11.

Equipment: Blaster [Heavy Pistol, BlasTech DY-225], Code Cylinder, Comlink [Military]

Skills: Astrogate +6, Bluff +4, Computer Use +6, Demolitions +10, Diplomacy +8, Gather Information +9, Hide +7, Intimidate +14, Knowledge (Imperial Tactics) +15, Listen +5, Pilot +10, Read/Write Basic, Sense Motive +9, Speak Anzat, Speak Basic, Speak Caridan, Survival +5

Feats: Armor Proficiency (light, medium), Blasterslinger, Bureaucratic Flair, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Influence, Point Blank Shot, Quick Draw, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Worldwide

Grand Admiral Pecatti Syn



Like many families who followed *The Sacred Way*, Syn's family was cast adrift when the Emperor outlawed this ancient religion; however, Syn filled this loss into rabid devotion to the New Order. Through this devotion and his ability, Syn rose through the ranks, until the Emperor recognized his contributions and awarded him with the rank of Grand Admiral.

Grand Admiral Pecatti Syn: Adult Male Human, Soldier 9/Officer 6; **Init** +5 (+1 Dex, +4 Bonus); **Def** 21 (+1 Dex, +10 Class); **Spd** 10m; **VP/WP** 129/15; **Atk** +13/+8/+3 melee (1d3, punch), +14/+9/+4 or +10/+10/+5/+0 ranged (3d6, Blaster [Pistol, BlasTech DL-18]); **SQ** Tainted, Leadership, Requisition Supplies, Tactics; **SV** Fort +11, Ref +7, Will +7; **SZ** M; **FP**: 4; **DSPs**: 9; **Rep**: +9; **Str** 11, **Dex** 12, **Con** 15, **Int** 16, **Wis** 12, **Cha** 11. **Equipment:** Blaster [Pistol, BlasTech DL-18], Code Cylinder x2, Comlink [Military] **Skills:** Astrogate +11, Bluff +11, Computer Use +10, Diplomacy +13, Gather Information +12, Hide +6, Intimidate +17, Knowledge (Imperial Tactics) +16, Knowledge (The Sacred Way) +11, Listen +5, Pilot +9, Read/Write Basic, Repair +6, Sense Motive +9, Speak Aqualish (understand only), Speak Basic, Speak Mon Calamari, Survival +3 **Feats:** Armor Proficiency (light, medium), Bureaucratic Flair, Combat Expertise, Combat Reflexes, Dodge, Endurance, Imperial Command Training, Improved Initiative, Influence, Point Blank Shot, Quick Draw, Starship Operation (starfighter), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Grand Admiral Miltin Takel



A native of the planet Gargon in the Mandalore Sector, Takel had many vices, including a secret enjoyment of women of other species. Takel exchanged sanctuary on Esseles with his brother, the Imperial Governor, for Takel's military contacts. Once arranged, Takel pursued his vices without impunity.

Despite his character flaws, Grand Admiral Takel possessed a keen strategic mind, which he augmented with the mind-reading abilities that glitterstim spice provided. Takel's spice habit gave him an empathic edge he needed to achieve victory at the Siege of Trasemene.

Grand Admiral Miltin Takel: Adult Male Human, Noble 2/Soldier 7/Officer 5; **Init** +5 (+1 Dex, +4 Bonus); **Def** 21 (+1 Dex, +10 Class); **Spd** 10m; **VP/WP** 125/12; **Atk** +11/+6/+1 melee (1d3, punch), +12/+7/+2 ranged (3d4+1, Blaster [Hold-out, Imperial Munitions Model 22T4]), +7/+2/-3 melee (2d4, Vibrodagger); **SQ** Favor +1, Inspire Confidence, Leadership, Noble bonus class skill (Intimidate), Requisition Supplies, Tainted; **SV** Fort +9, Ref +8, Will +10; **SZ** M; **FP**: 0; **DSPs**: 9; **Rep**: +8; **Str** 11, **Dex** 13, **Con** 12, **Int** 16, **Wis** 14, **Cha** 14.

Equipment: Blaster [Hold-out, Imperial Munitions Model 22T4], Code Cylinder x2, Comlink [Military], Vibrodagger

Skills: Bluff +19, Computer Use +8, Diplomacy +10, Disguise +6, Gamble +6, Gather Information +11, Intimidate +19, Knowledge (Criminal Underworld) +20, Knowledge (Cultures) +15, Move Silently +3, Pilot +5, Read/Write Basic, Search +7, Sense Motive +9, Sleight of Hand +3, Speak Basic, Tumble +6

Feats: Armor Proficiency (light), Combat Expertise, Combat Reflexes, Diplomatic Immunity, Dodge, Heroic Surge, High Culture, Imperial Command Training, Improved Initiative, Influence, Persuasive, Point Blank Shot, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

Grand Admiral Osvald Teshik



Unswervingly loyal, Teshik was assigned to command the Imperial Center Oversector and its fleet, which includes the *SSD Whelm* and its fleet of fifty-seven capital ships. Known for his compassion and for being a cyborg, which was received when Emperor Vader ordered him to attack the Hapes Consortium (which failed when his command ship was rammed by a Hapan Battle Dragon), Teshik was 75% cyborg, though he still possessed a sound, tactical mind.

Grand Admiral Osvald Teshik : Adult Male Human, Noble 3/Soldier 6/Officer 5; **Init** +6 (+2 Dex, +4 Bonus); **Def** 21 (+2 Dex, +9 Class); **Spd** 10m; **VP/WP** 136/14; **Atk** +12/+7/+2 melee (1d3+1, punch), +13/+8/+3 or +9/+9/+4/-1 ranged (3d6+1, Blaster [Pistol, BlasTech DL-22]); **SQ** Favor +2, Inspire Confidence, Leadership, Noble bonus class skill (Survival), Requisition Supplies, Resource Access, Tainted; **SV** Fort +11, Ref +9, Will +11; **SZ** M; **FP**: 3; **DSPs**: 8; **Rep**: +6; **Str** 13, **Dex** 15, **Con** 14, **Int** 14, **Wis** 16, **Cha** 17.

Equipment: Blaster [Pistol, BlasTech DL-22], Code Cylinder [Mastercraft +2], Comlink [Military], Cybernetic Arm [Advanced, Mastercraft +1], Cybernetic Eye, Cybernetic Leg [Advanced, Mastercraft +1] x2

Skills: Astrogate +5, Computer Use +8, Craft (starfighter engineering) +20, Diplomacy +11, Gather Information +6, Intimidate +11, Knowledge (Bureaucracy) +20, Knowledge (Imperial Tactics) +19, Listen +8, Pilot +19, Read/Write Arkanian, Read/Write Basic, Sense Motive +11, Speak Arkanian, Speak Basic, Speak Durese, Survival +9, Treat Injury +6

Feats: Alertness, Armor Proficiency (light, medium), Bureaucratic Flair, Combat Reflexes, Flight Academy Training, Heroic Surge,

Imperial Command Training, Improved Initiative, Quick Draw, Sharp-eyed, Starship Operation (starfighter), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

Grand Admiral Rufaan Tigellinus



Tigellinus, like Il-Raz, is known more for his political acumen rather than for his military acumen. He was tremendously successful at Imperial Court, even in the apparent exiling of Grand Admiral Thrawn, who after a prolonged fight with Tigellinus would be exiled to Wild Space by the Emperor. It is a sign of this political acumen, that in addition to being appointed as a grand admiral, he was also a grand moff.

Grand Admiral Rufaan Tigellinus: Adult Male Human, Soldier 6/Noble 2/Officer 3/Imperial Moff 3; **Init** +4 (+0 Dex, +4 Bonus); **Def** 20 (+0 Dex, +10 Class); **Spd** 10m; **VP/WP** 129/15; **Atk** +10/+5 or +6/+6/+1 ranged (3d6-1, Blaster [Pistol, BlasTech DH-17]), +12/+7 melee (1d3+2, punch); **SQ** Backup, Favor +1, Flagship, Inspire Confidence, Leadership, Noble bonus class skill (Tumble), Overlord, Requisition Supplies, Resource Access, Tainted; **SV** Fort +10, Ref +8, Will +16; **SZ** M; **FP**: 0; **DSPs**: 8; **Rep**: +10; **Str** 14, **Dex** 11, **Con** 15, **Int** 12, **Wis** 16, **Cha** 17. **Equipment**: Blaster [Pistol, BlasTech DH-17], Code Cylinder x2, Comlink [Military]

Skills: Computer Use +10, Diplomacy +13, Gather Information +17, Intimidate +23, Knowledge (Bureaucracy) +18, Knowledge (Tactics) +18, Pilot +5, Read/Write Basic, Read/Write Bothese, Read/Write Iktotchese, Sense Motive +13, Speak Basic, Speak Bothese, Speak Iktotchese, Speak Mon Calamarian, Tumble +8 **Feats**: Aristocrat's Honor, Armor Proficiency (light, medium), Combat Reflexes, Headstrong, High Culture, Imperial Command Training, Improved Initiative, Influence, Iron Will, Persuasive, Point Blank Shot, Precise Shot, Weapons Group Proficiency

(blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Grand Admiral Demetrius Zaarin



One of the more dangerous grand admirals, Zaarin is unequaled as a military genius, except perhaps Thrawn. As leader of Starfighter Research and Development, Zaarin was instrumental in the development of the TIE Defender.

Projecting a veneer of loyalty, Zaarin's true goal was usurping the Imperial Throne from Emperor Vader's stranglehold. Secretly caching a fleet of ships near one of the emperor's stops, while the emperor was on a tour of naval facilities, Zaarin sprung his trap. Unknown to Zaarin, however, Vader was well aware of Zaarin's intent, and had Vice Admiral Thrawn jump in from hyperspace at a predetermined signal. In the resultant battle between the two strategic masterminds, the battle degenerated to a standstill.

Seeing the Emperor escaping, Zaarin decided it was time to test a stolen experimental cloaking device, but was unaware of a flaw in the device: that the device was unstable if used in conjunction with a hyperdrive. Thrawn, taking advantage of a lull in the battle, redoubled his attack on the traitorous Zaarin, and thus Zaarin made his fatal mistake. With Thrawn's fleet of ISDs bearing down on his flagship, Zaarin ordered that the cloaking device be engaged. Thrawn, seeing that Zaarin had taken the bait, redirected his fleet to retreat while Zaarin made his move. The effects were spectacular, and the Empire was one less grand admiral strong, paving the way for Thrawn's rise to this elite status.

Grand Admiral Zaarin: Adult Male Human, Noble 3/Soldier 6/Officer 7; **Init** +6 (+2 Dex, +4 Bonus); **Def** 22 (+2 Dex, +10

Class); **Spd** 10m; **VP/WP** 164/16; **Atk** +14/+9/+4 melee (1d3+1, punch), +15/+10/+5 or +11/+11/+6/+1 ranged (3d6+1, Blaster [Pistol, BlasTech DL-22]); **SQ** Favor +2, Inspire Confidence, Leadership, Noble bonus class skill (Survival), Requisition Supplies, Resource Access, Tainted, Uncanny Survival; **SV** Fort +13, Ref +10, Will +14; **SZ** M; **FP** 5; **DSPs**: 13; **Rep**: +7; **Str** 13, **Dex** 15, **Con** 16, **Int** 14, **Wis** 20, **Cha** 16.

Equipment: Blaster [Pistol, BlasTech DL-22], Code Cylinder [Mastercraft +2], Comlink [Military]

Skills: Astrogate +5, Computer Use +8, Craft (starfighter engineering) +20, Diplomacy +11, Gather Information +6, Intimidate +13, Knowledge (Bureaucracy) +23, Knowledge (Imperial Tactics) +21, Knowledge (Technology) +11, Listen +10, Pilot +20, Read/Write Arkanian, Read/Write Basic, Read/Write Defel, Sense Motive +11, Speak Arkanian, Speak Basic, Speak Defel, Speak Durese, Speak Gotal, Survival +9, Treat Injury +8

Feats: Alertness, Armor Proficiency (light, medium), Bureaucratic Flair, Combat Expertise, Combat Reflexes, Heroic Surge, Imperial Command Training, Improved Initiative, Inventor, Persuasive, Quick Draw, Starship Operation (starfighter), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

Grand Admiral Thrawn

Background and Stats by DarionA'res



Mitth'raw'nuruodo was a leader among his people's military, but when he launched a pre-emptive strike on the Outbound Flight Project he was banished from them for overuse of aggression. He was found by Republic scouts and was brought back to Coruscant, where Supreme Chancellor Palpatine was impressed with his knowledge and skill. He asked Mitth'raw'nuruodo to join

the Republic, and having no other options, he did. He shortened his name to Thrawn as a sign of the acceptance of his new life.

The Republic quickly changed to the Empire, and the Emperor changed in seconds, but this meant nothing to Thrawn. He had always been a captain of vessels and soldiers, and politics rarely entered it. However he did know how to keep morale up and his ships ran the smoothest. His command adeptness was soon recognized and he was quickly promoted. It was known that he fought with his mind, and that it was sharper than any vibroblade. He has the uncanny ability to study the artwork of a race, which gives him insight into that race's tactics. With his logical and tactical mind, he can even predict the tactics that the race in question will follow in any given situation and can identify a crew's race by their tactics. In a fiasco involving the traitorous Grand Admiral Zaarin, Thrawn proved his loyalty to the Emperor, and was finally promoted to his current position.

Once a Grand Admiral, Thrawn secretly returned to his people and they welcomed him back as his skills was needed once again. They had suffered attacks from a mysterious force and Thrawn established defenses for them. He even went to establish an Imperial base within their borders, but only he and those loyal to him knew of its existence. Always looking to the future, he kept secret the existence of the Bendu from the Empire. Now he stands a man with dual allegiances, but is still calm and collected. None know of the Chiss Ascendancy, nor his allegiance to it, except his most loyal soldiers. He has also stored the Star Destroyer *Legacy* at this base and has had Chiss scientists repair and modify the ship. Now he turns his eye to the Emperor and his obsession and finds it to be pure folly and worries that as the Emperor focuses on one Rebel, that much more will escape notice and the Empire might be destroyed. However, should that happen, Thrawn is more than prepared.

Grand Admiral Thrawn: Adult Male Chiss, Noble 3/Soldier 5/Officer 8; **Init** +4 (+0 Dex, +4 Bonus); **Def** 20 (+0 Dex, +10 Class); **Spd** 10m; **VP/WP** 115/12; **Atk** +13/+8/+3 melee (1d3, punch), +13/+8/+3 or +9/+9/+4/-1 ranged (3d6, Blaster [Pistol]); **SQ** Favor +2, Inspire Confidence, Leadership, Noble bonus class skill (Gather Information), Requisition Supplies, Resource Access, Tactics, Uncanny Survival; **SV** Fort +10, Ref +7, Will +13; **SZ** M; **FP**: 2; **Rep**: +11; **Str** 10, **Dex** 11, **Con** 12, **Int** 22, **Wis** 16, **Cha** 18.

Equipment: Blaster [Pistol], Code Cylinder, Comlink [Military],

DataPad

Skills: Astrogate +11, Bluff +23, Computer Use +25, Diplomacy +25, Gather Information +28, Knowledge (Empire) +12, Knowledge (Cultures) +21, Knowledge (Art) +22, Knowledge (Politics) +21, Knowledge (Tactics) +28, Pilot +10, Profession (military officer) +9, Read/Write Basic, Read/Write Cheunh, Sense Motive +22, Speak Basic, Speak Cheunh, Speak Huttese, Speak Lekku (Understand Only), Speak Mon Calamarian, Speak Sullustese

Feats: Armor Proficiency (light), Combat Veteran (Knowledge), Fame, Heroic Surge, Imperial Command Training, Improved Initiative, Influence, Iron Will, Skill Emphasis (Gather Information, Knowledge [Tactics]), Starship Operation (capital ship), Trustworthy, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Mandalore

Mandalore

Created by JediRanger

Planet Type: Terrestrial

Temperature: Temperate

Terrain: Mountains, Rainforests

Atmosphere: Breathable

Gravity: Standard

Length of Day: 25 Hours

Length of Year: 217 Days

Sentient species: Humans, Mandallian Giants

Population: 1.3 Billion

Languages: Basic, Mando'a

Species Mix: 70% Human, 20% Mandallian Giant, 10% Other

Planet Function: Capital World

Government: Kingdom

Tech level: Space

Major Exports: Armor, Ships.

Major Imports: Raw Materials

Starports: Kedalbe

System/Star: Mandalore/ Mandalore

Planet	Type	Moons
Mandalore	Planet	2
Gargon	Planet	4
Shogun	Planet	3

Description:

Mandalore itself is a temperate, albeit desolate, world located in a rather overlooked and inconspicuous area at the edge of the Inner Rim. Making a living upon its surface took on a battle of survival, and thus, the Mandalorians know no other way of succession. Most importantly, however, is the rare metal that is only found on this planet to date. It is called Mandalorian Iron (or more commonly known as Manda-metal) and is one of the few known substances that can resist the focused energy output of a weapon such as a lightsaber (the others being cortosis ore and phrik alloy). Indeed, it takes an enormous amount of power and a proper strike with a lightsaber, not to mention a skilled Jedi who is strong in the Force, to penetrate a hole or opening through it, and the armor that nearly every Mandalorian began wearing is made of it. For their own single combat engagements, blasters and other firearms were forbidden; they were useless anyway. It came down to either finding a seam or soft spot in the armor and stabbing, or bludgeoning the opponent to submission or death. In addition, the metal is so dense that it actually can blunt a Force impression through it.

History:

Several thousand years ago, the warrior race of the Taungs settled on the planet later called Mandalore, after their leader, Mandalore the First. The Taungs would later become the planet conquers known as the Mandalorians. All native species would be hunted to extinction.

When the Mandalorians began to use other races in their ranks of soldiers, humans became a very popular choice. When the Mandalorian War was fought, nearly 4000 years before the Galactic Civil War, the Taungs themselves had become extinct. Humans were the dominant race on the planet, and took very few of other races into their faction.

The planet would later be recognized by the Republic in 200 years before the Rebellion rose, but unfortunately the planet's government would fall apart.

During the Clone Wars that would lead the Republic to the Dark Age, the planet itself had become just another back water world filled with legends of great warriors. It was not until, Jango Fett, one of the last true Mandalorians, came back in search for new recruits, that Mandalore would restore some of the truth behind the warrior culture.

Mandalorian Knights

After the Battle of Galidraan, the Mandalorians were all but lost. Jango, the sole survivor, was the last of the great warrior culture. He would soon become a bounty hunter and hunt for credits. After the Clone Wars, Jango believed that the time had come to create the Mandalorians again. After choosing the best, finding any surviving soldiers he began to recreate this army. When this "New Empire" came along, Jango started to work in secrecy. He believed that the Empire could not be beaten, not by twenty somewhat commandos. After a few hit and run raids against the Empire, Jango asked for a meeting with the members of this Rebel Alliance.

Mandalorian Knight: Human Soldier 6; Init +1 (+1 Dex); Defense +16 (+5 class, +1 Dex); Spd 6 m; VP/WP 60/14; Atk +8/+3 ranged (3d8/19-20 or DC 18 stun, Blaster rifle, range 30 m) or +1/+1/+1/-4 ranged (3d8+1/19-20, Light Repeating Blaster Rifle Multifire and Rapid Shot, range 30 m) or +8/+3 melee (2d6+2/20, Vibroblade); SV Fort +8, Ref +3, Will +3; SZ M; DSP 2; Rep 2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 10.

Equipment: Mandalorian battle armor (DR 3), Light Repeating Blaster Rifle, Vibroblade, Jet Pack.

Skills: Balance +5, Demolitions +6, Intimidate +8, Knowledge (tactics) +6, Knowledge (Mandalorians) +5, Listen +4, Pilot +3, Profession (mercenary) +6, Spot +4, Treat Injury +7.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Dodge, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapon Group Proficiency (blaster pistols, Blaster Rifles, Heavy Weapons, Simple Weapons, Vibro Weapons), Weapon Focus (Light Repeating Blaster Rifle)

Jango Fett – Mandalore

In the intervening years since the Clone Wars, Jango Fett has been busy. Declaring himself Mandalore shortly after Emperor Vader's coup, Jango has been preparing his people for the

anticipated Imperial invasion. He doesn't trust anyone, and most certainly doesn't trust the Emperor.

Jango Fett, Mandalore: Adult Male Human, Soldier 7/Scout 2/Bounty Hunter 10/Officer 1; **Init** +3 (+3 Dex); **Def** 25 (+3 Dex, +12 Class); **Spd** 8m (Armor); **VP/WP** 172/15; **Atk** +17/+12/+7/+2 ranged (2d6, Flamethrower [Wrist, Czerka CZ]), +19/+14/+9/+4 melee (1d3+1, punch), +19/+14/+9/+4 melee (2d4+1, Vibrodagger), +21/+16/+11/+6 or +15/+15/+15/+10/+5/+0 ranged (3d6, Blaster [Pistol, Merr-Sonn Model 44]); **SQ** Leadership, Sneak attack +5d6, Tainted, Target bonus +5, Trailblazing; **SV** Fort +15, Ref +13, Will +12; **SZ** M; **FP**: 9; **DSPs**: 6; **Rep**: +8; **Str** 13, **Dex** 17, **Con** 15, **Int** 13, **Wis** 14, **Cha** 14.

Equipment: Battle armor [Padded, Mastercraft +2] (Damage Reduction: 6), Blaster [Pistol, Merr-Sonn Model 44] x2, Flamethrower [Wrist, Czerka CZ], Flight suit, Jet Pack [Mitrinomon Z-6], Vibrodagger

Skills: Astrogate +6, Computer Use +3, Demolitions +7, Diplomacy +8, Disable Device +5, Gather Information +13, Intimidate +15, Jump +3, Knowledge (Politics) +7, Knowledge (Streetwise) +11, Listen +5, Move Silently +8, Pilot +15, Read/Write Basic, Repair +5, Search +6, Sense Motive +6, Speak Basic, Speak Huttese, Spot +9, Survival +10, Tumble +5

Feats: Armor Familiarity, Armor Proficiency (heavy, light, medium, powered), Blasterslinger, Combat Reflexes, Low Profile, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Track, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Boba Fett

Boba Fett is much like his father, considering that he's his father's clone. One year after the Battle of Yavin, Jango and Boba had a falling out; concerning Jango's perceived impression of the Imperials. A dedicated bounty hunter, Boba has strived to be more successful than even his father. Whether he succeeds or not remains to be seen; only time will tell.

Boba Fett: Adult Male Human, Soldier 7/Scout 2/Bounty Hunter 4; **Init** +3 (+3 Dex); **Def** 21 (+3 Dex, +8 Class); **Spd** 8m (Armor); **VP/WP** 133/15; **Atk** +11/+6/+1 ranged (2d4, Laser Gauntlet [Prax Arms LG-5]), +11/+6/+1 ranged (2d6, Flamethrower [Wrist, Czerka CZ]), +13/+8/+3 melee (1d3+1, punch), +15/+10/+5 or +9/+9/+9/+4/-1 ranged (3d8, crit 19-20, Blaster [Carbine]); **SQ**

Clone, Sneak attack +2d6, Target bonus +2, Trailblazing; **SV** Fort +13, Ref +9, Will +6; **SZ** M; **FP**: 5; **DSPs**: 3; **Rep**: +5; **Str** 13, **Dex** 16, **Con** 15, **Int** 13, **Wis** 14, **Cha** 13.

Equipment: Battle armor [Padded, Mastercraft +2] (Damage Reduction: 6), Blaster [Carbine], Flamethrower [Wrist, Czerka CZ], Flight suit, Jet Pack [Mitrinomon Z-6], Laser Gauntlet [Prax Arms LG-5]

Skills: Astrogate +6, Computer Use +4, Demolitions +7, Disable Device +3, Gather Information +6, Intimidate +9, Jump -1, Knowledge (Streetwise) +7, Listen +3, Move Silently +6, Pilot +14, Read/Write Basic, Repair +5, Search +6, Sense Motive +4, Speak Basic, Speak Huttese, Spot +7, Survival +8, Tumble +3

Feats: Armor Familiarity, Armor Proficiency (heavy, light, medium, powered), Combat Reflexes, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Track, Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

New Starships

B-wing

Bio by Drendar Morevo, Stats by Forestfulfighting

A short while before the battle of Endor the Rebel Alliance determined that they required a new heavy fighter to replace their aging Y-Wing Starfighters. In a brilliance of design by then-Commander Ackbar and the Verpine Shipbuilders of Slayn and Korpil the B-Wing was born. The Prototype fighter was originally sent to destroy a TIE Staging area on Yunkor IV and not only did it succeed, but it also beat expectations. The Alliance quickly ordered up as many of the fighters that they could get hold of. Unfortunately they didn't realize the engineering nightmare that made up the B-Wing. The Fighter itself was simply a giant flying wing with two smaller wings attached along with a rotating Geo-Stable cockpit, and there in itself lay a massive problem. In times of combat the main motor that kept the fighters cockpit in the up right position would sometimes be damaged and the cockpit would be stuck in its current position. The linear form of the fighter also proved to be quite difficult to handle because the pilot would fly it in the upright position when on attack and would have to land it in the Flat cruising position.

The ships also suffered from being extremely heavy on the weapons end of things, they had a pair of torpedo launchers, 3 Ion cannons on each wingtip, a laser on its end and a duo of autoblaster in the ships 'nose'. Pilots would become so attached to these ships that they would insist on being there every time the fighter had to be repaired. The fighter is primarily used for either bombing missions or for attacks on Enemy capital ships using their torpedoes and ion cannons to do the most damage. The B-Wing was most famously used at the Battle of Kashyyyk when a squadron of the craft destroyed an Imperial Star Destroyer. Later on the B-Wing E2 (Expanded Model 2) would be designed by Admiral Ackbar to accommodate a Gunner so the pilot could concentrate on flying.

Craft: Slayn & Korpil B-Wing Fighter; **Class:** Starfighter; **Cost:** 195,000 credits (new); **Size:** Tiny (16.9m); **Initiative:** +6 (+2 size, +4 crew); **Crew:** 1 (Skilled +4); **Passengers:** 0; **Cargo Capacity:** 110kg; **Consumables:** 1 week; **Hyperdrive:** x1.5; **Maneuver:** +6 (+2 size, +4 crew); **Defense:** +22 (+2 size, +10 armor); **Shield Points:** 90; **Hull Points:** 120; **DR:** 10.

Weapon: Small Proton Torpedo Launcher (2 fire-linked, 8 torpedoes max); **Fire Arc:** Front; **Attack Bonus:** +12 (+2 size, +4 crew, +6 fire control); **Damage:** 10d10x2; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: Light Ion Cannon (6 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +12 (+2 size, +4 crew, +6 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S -2, M/L n/a

Weapon: Autoblaster (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +12 (+2 size, +4 crew, +6 fire control); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Assault Laser Cannon; **Fire Arc:** Front; **Attack Bonus:** +14 (+2 size, +4 crew, +8 fire control); **Damage:** 7d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a

TIE Defender

Stats by Proxima

The penultimate of Imperial TIE design, the TIE Defender is also the most expensive. Issued only to the elite of the elite, the TIE Defender made its debut shortly after the Battle of Kashyyyk.

Craft: Sienar Fleet Systems TIE Defender; **Class:** Starfighter; **Crew:** 1 (Skilled +4); **Size:** Diminutive (7.2m long); **Initiative:** +5

(+4 size, +1 crew); **Hyperdrive:** x2; **Maneuvers:** +8 (+4 size, +0 Man/eng., +4 crew); **Passengers:** None ; **Defense:** 24 (+4 size, +10 armor); **Cargo Capacity:** 65 kilograms; **Shield Points:** 60 (DR10); **Consumables:** 2 Days; **Hull Points:** 120 (DR10); **Cost:** 200,000(new); **Maximum Speed:** Ramming (10 squares/action); **Atmospheric Speed:** 1200 km/h (20 squares/action)

Weapon: Laser cannon (4x fire-linked); **Fire Arc:** Front; **Attack Bonus:** +12 (+6 fire control, +4 size, +2 gunner); **Damage:** 6d10x2; **Maximum Range:** Short

Weapon: Light Ion Cannon (2x fire-linked); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 fire control, +4 size, +2 gunner); **Damage:** 4d10x2; **Maximum Range:** Short

Weapon: Small Proton Torpedo Launcher (2, 4 Heavy Proton Torpedoes Each); **Fire Arc:** Front; **Attack Damage:** 10d10x2; +10 Ordinary guidance

MC80a-C Battle Carrier

An offshoot of the MC80a, the MC80a-C is a carrier variant. Not meant to be prolific or a frontline vessel. It is meant to be in the middle or the rear of the fleet as a command vessel, coordinating the fleet ships and fighters. While the ship is larger and holds far more starfighters than any other Mon Calamari vessel to date, the crew requirement barely changed. This happened because the MC80a-C kept a reduced amount of weapons. A few of these ships have been made, used as command and control ships of a fleet or sector command for rebel forces within a sector. While cheaper than the MC80a, its design made it necessary to have a ratio for the MC80a and the MC80a-C at 4:1. The most famous ship was the *Home One*. A few other ships were the *Independence*, *Defiant* and the *Righteous*.

MC80a-C Battle carrier

Craft: Mon Calamari's MC-80a-C Mon Calamari Battle carrier; **Class:** Station; **Cost:** Not Available for Sale (estimated construction cost 213.33 mCr); **Size:** Colossal (Large space station, 3,800m in diameter); **Initiative:** -4 (+4 crew, -8 size); **Crew:** 5,156 (Skilled +4); **Troop Complement:** 1,600; **Vehicle Complement:** 100 various armored vehicles; **Starship Complement:** 20 various shuttles; **Starfighter Complement:** 120 starfighters; **Cargo Capacity:** 50,000 Metric tons;

Consumables: 1 Year; **Hyperdrive:** x2 (backup x12); **Maximum Speed:** Cruising (Poor, 4 squares/action); **Maneuvers:** -4 (-8 size, +4 crew); **Defense:** 12 (-8 size, +10 armor); **Hull Points:** 700 (DR 60); **Shield Points:** 300 (DR 60)*.

Weapon: Turbolaser [Heavy] (28); **Fire Arc:** 2 Batteries Front, 1 Battery Left, 1 Battery Right; **Attack Bonus:** +8 (-8 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** 10d10x5;

Range Modifiers: PB -6, S -4, M -2, L +0.

Weapon: Ion Cannon (36); **Fire Arc:** 1 Battery Front, 2 Batteries Left, 1 Battery Back, 2 Batteries Right; **Attack Bonus:** +4 (-8 size, +4 crew, +4 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Tractor Beam Projector (6); **Fire Arc:** 3 Front, 1 Left, 1 Back, 1 Right; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

** The MC80a-C Battle carrier has multiple banks of shield generators. As a result, it recovers shield points at twice the normal rate.*

CC-9600-class Frigate

An updated design built by Corellian Engineering Corporation, this was meant to be a successor to the CC-7700 Frigate. The design was well received, and CEC had the ship put on the open market as an anti-pirate frigate. The ship no longer had the gravity well projector or regular Turbolasers due to Imperial law forbidding such technology for public use. The Empire bought a few, but the ship was purchased more often by Rebels, planetary governments and pirates. Unlike the CC-7700 Frigate and the CC-2200, the CC-9600 was easily modifiable, with aftermarket kits for turning the ship into a carrier arriving soon after the ships debut. This ship is available 3 ABY, with a few going straight to the Rebellion 4 ABY to fight against the Emperor and the Kashyyyk Death Star.

CC-9600 Frigate

Craft: Corellian Engineering Corporation's CC-9600; **Class:** Capital Ship; **Cost:** 14.68 mCr; **Size:** Huge (270m in diameter); **Initiative:** +2 (+4 crew, -2 size); **Crew:** 100 (Skilled +4); **Troop Compliment:** 2400; **Cargo Capacity:** 5,000 Metric tons; **Consumables:** 6 Months; **Hyperdrive:** x1 (backup x10); **Maximum Speed:** Cruising (Average, 4 squares/action);

Atmospheric Speed: 600 km/h (10 squares/action);

Maneuvers: +2 (-2 size, +4 crew); **Defense:** 18 (-2 size, +10 armor); **Hull Points:** 400 (DR 40); **Shield Points:** 200 (DR 40).

Weapon: Turbolaser Cannon [Double] (4); **Fire Arc:** 2 Front, 1 Left, 1 Right; **Attack Bonus:** +8 or +4/+4 (-2 size, +4 or +0/+0 crew, +6 fire control); **Damage:** 5d10x2; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Laser Cannon [Twin] (5); **Fire Arc:** 2 Front, 1 Left, 1 Back, 1 Right; **Attack Bonus:** +6 or +2/+2 (-2 size, +4 or +0/+0 crew, +4 fire control); **Damage:** 2d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Weapon: Concussion Missile Launcher (16); **Fire Arc:** 4 Front, 4 Left, 4 Back, 4 Right; **Attack Bonus:** +6 (-2 size, +4 crew, +4 fire control); **Damage:** 8d10x2; **Range Modifiers:** PB +0, S/M/L N/A.

Weapon: Ion Cannon (2); **Fire Arc:** Front; **Attack Bonus:** +8 (-2 size, +4 crew, +6 fire control); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Tractor Beam Projector (2); **Fire Arc:** 1 Front/Left, 1 Front/Right; **Attack Bonus:** +10 (-2 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

Admiral Ackbar

Stats by DarionA'res

Born with the spirit of a great warrior, Admiral Ackbar was once a humble Mon Calamari. Serving in the Mon Calamari Navy and then a representative of Coral City, Ackbar earned an impressive record as a tactical man, as well as an empathic man. His tenure as representative of Coral City coincided with the rise and duration of the Clone Wars. Coming out in support of the Separatists, he was able to convince many of his compatriots to support the Separatists. When the war ended and Mon Calamari was occupied, the Mon Calamari government was dissolved by the Empire and the planet enslaved. Ackbar was forced to slave away at the shipyards for his new master, for the cause of evil.

As the occupation rolled on, Ackbar and other charismatic Mon Cals began to form resistance groups. At first they were formed to keep the spirit of the Mon Calamari from being crushed, but in time as the Mon Cal and Quarren began to gather intel on the Imperials. Ackbar made it a point to integrate his Quarren and Mon Cal supporters, seeing that only united

could they defeat the Empire. Eventually he and his fellow freedom fighters freed Mon Calamari. But much to his dismay, Mon Calamari chose to not join the Rebel Alliance, seeing the defense of the home as top priority. This came even after the Alliance stayed to help guard Mon Calamari. Angered at their choice, Ackbar left Mon Calamari for the Alliance, seeing his future uniting the galaxy against the Empire.

Joining the growing Rebellion two years before Yavin, he was immediately made captain of the Bulk Cruiser *Defender*. While on a mission with the main Rebel fleet with Supreme Commander Kehaiji Wei'Lasu, Kehaiji saw the spark of leadership within Ackbar. He immediately had Ackbar made Captain of his own ship, the *Renegade*. Ackbar respected, even admired, Wei'Lasu, seeing him as a father figure in these trying times. Their bond proved invaluable, as each other grew to rely on the other for support. Ackbar had no immediately family and Wei'Lasu was still in self-exile from his own family, and so the kinship help them weather the dark times. Ackbar also began to rise in rank, becoming a Commander just before Yavin. After his successful feign that allowed the Yavin Base to be evacuated, Ackbar was promoted to full Admiral on Wei'Lasu's insistence.

Now in-charge of all naval activities, Ackbar feels conflicted. Having micromanaged the military, Wei'Lasu is putting a lot of trust into Ackbar by making him commander of the Alliance Navy. This that leaves Ackbar to fill in his shoes, a notion he feels uneasy with. Can a mere mortal match against Kehaiji Wei'Lasu, now a great commander of two wars? Ackbar doubts he can live up the man he looks to as a father, hero, and legend, but he can do the best he can and make his own name to go along side his mentor.

Admiral Ackbar: Adult Male Mon Calamari, Noble 3/Soldier 2/Officer 5; **Init** +0 (+0 Dex); **Def** 17 (+0 Dex, +7 Class); **Spd** 10m, swim 6m; **VP/WP** 54/10; **Atk** +7/+2 melee (1d3, punch), +7/+2 or +3/+3/-2 ranged (3d6, Blaster [Pistol, SoroSuub ELG-3A 'Diplomat Blaster']); **SQ** Amphibious, Favor +2, Inspire Confidence, Leadership, Low-light vision, Requisition Supplies, Resource Access, Tactics; **SV: Fort** +7, **Ref** +5, **Will** +8; **SZ** M; **FP:** 0; **Rep:** +5; **Str** 10, **Dex** 11, **Con** 10, **Int** 20, **Wis** 14, **Cha** 16. **Equipment:** Blaster [Pistol, SoroSuub ELG-3A 'Diplomat Blaster']

Skills: Appraise +11, Astrogate +9, Bluff +9, Computer Use +14, Craft (capital ships) +15, Craft (holoart) +13, Craft (starfighters)

+16, Diplomacy +14, Disguise +9, Escape Artist +3, Gather Information +13, Hide +3, Knowledge (Bureaucracy) +12, Knowledge (Tactics) +18, Listen +5, Pilot +6, Profession (military officer) +6, Read/Write Basic, Read/Write Mon Calamarian, Read/Write Quarrenese, Sense Motive +12, Speak Basic, Speak Mon Calamarian, Speak Quarrenese

Feats: Starship Operation (capital ship), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

Adventures

Pick Me Up On Nar Shaddaa

The heroes find themselves on Nar Shaddaa after their hyperdrive dies at Saki. They are towed from Saki to Nar Shaddaa to get repairs. While Nar Shaddaa is not the most reputable place, it is the best place for where the heroes are. The spaceport offers the use of their facilities, but says that the closest place with the parts they need is Shug Nix's shop. The shop owner also warns to not leave their ship unattended; security is only as good as the blaster one holds. Some of the heroes go off to get the part they need when they are approached by a scraggy looking Bothan. He asks if the heroes can take him off planet and to Kothlis. Having made a big win at the casino's, and anger a Hutt over sabaac, he felt it was time to go. He even offers to pay for the part or parts they need, having overheard of their predicament.

With their new benefactor, the heroes get the part they need uneventfully. As they are leaving in their hover car, the heroes may notice the airways are strangely empty. From out of the corners come the Hutt's cronies in their hover cars. The heroes immediately find themselves in the middle of the fight. Just as the blaster bolts start flying a *Scimitar* Fighter flies overhead. Shooting at the cronies and the heroes, the heroes hover craft is damaged and the heroes are forced to make a hard landing three blocks away from there ship. Following closely behind the heroes, armored soldier after armored soldier ropes down from a gunship ship above and begins opening fire on everyone in their way. They are a full company of Imperial Elite Commandos! The Bothan panics and begs the heroes to help get him back to their ship. If the heroes ask why the Order of the Blade and Imperial Elite Commandos are chasing after them, he

says he is not sure. Can the heroes make it to their ship and repair its hyperdrive while evading an angry Hutt and the Empire?

In actuality, the scraggy Bothan is a spy for the Bothan Spynet. He has information pertaining to the Death Star at Kashyyyk and is trying to get it to Kothlis before the Empire gets him. The Empire has sent a company of Imperial Elite Commandos, a Order of the Blade Master Gal Sulza, and the Star Destroyer *Annihilator*, led by Captain Piett.

Chapter 5: Return of the Jedi ...

4 ABY—

- After a disastrous first attempt to free Han from Jabba's clutches, Luke and the gang are able to free Han over the Pit of Carkoon. Luke blows up Jabba's sail barge after successfully escaping with everyone. Bib Fortuna and Jabba are both killed in the explosion, while their guard Boba Fett leaves at the beginning of the battle.
- Luke decides to return to Dagobah to speak to Qui-Gon, while the rest of Han's rescue team returns to the Rebel fleet. Han is to answer for his betrayals in front of a military tribunal.
- Darth Masiciss arrives at Kashyyyk to help motivate Moff Jerjerrod to have the Death Star, or at least be battle ready by the time of the Emperor's visit, to which the Moff promises.
- On Dagobah, Luke asked Qui-Gon if his father is Darth Vader. Not wanting to lie to Luke, Qui-Gon tells Luke that Obi-Wan is his father. Luke is shocked and asks why Obi-Wan never confided in him about this before; Qui-Gon said it was for his safety and for the safety of his sister. When Luke asks who his sister could possibly be, Qui-Gon tells him that Leia is also a Skywalker. Luke wonders why Masiciss would lie to him about Vader being his father. Sensing these questions, Qui-Gon tells him that Vader is a Sith clone of Anakin. So what he said is true, from a certain point of view. Continuing, Qui-Gon hypothesizes that Vader probably wants Luke, so as to get a new body since his own is disintegrating from his duel with Anakin, all those years ago. Qui-Gon beseeches Luke to follow his destiny and destroy the Sith and only then will his training be complete.
- Waiting for Master Qui-Gon to finish about the Emperor, Luke tells him about what Masiciss had said about his mother. Qui-Gon sadly cannot tell Luke if it is true or not. Luke leaves Dagobah with a terrible burden of the truth about his family but also with a twofold sense of destiny: he will topple the Emperor and he will discover the truth about his mother. One way or another.
- Emperor Vader arrives aboard the Death Star at Kashyyyk with Shadow Hand at his side, in order to personally oversee its completion. Speaking frankly, Masiciss makes it clear of his want to go out and find Luke Skywalker. Vader assures him that Luke will come to him, and he will bring Luke to himself. Afterwards Vader orders Masiciss to stay on *Executor* until notified.
- The military tribunal holds a hearing for 3 days while the tribunal listens to Han testify in his own defense. The tribunal consists of General Wei'Lasu, Admiral Ackbar, General Madine, General Rieekan and General Kal Remos, with Mon Mothma presiding. The tribunal takes two days with Luke, Lando, and Leia speaking on Han's behalf. On the third day, the tribunal concludes that his actions were understandable and due to his pledged commitment to saving Leia, were cause to give him a future chance within the Alliance. Mothma pardons his past actions and assigns him to Ackbar's command. Ackbar assigns him a specialist's rank of lieutenant in the military.
- Ackbar assigns Colonel Haalo to lead the ground mission to Kashyyyk. Commander Luke Skywalker in second command with assistance from Lieutenant Han Solo, Leia Organa, and Chewbacca. The team's primary mission is to join with Wookiee rebels to organize the assault on the shield generators in Kachirho City.
- The Death Star over Endor is completed. Tarkin personally oversees the completion of the battle station and christens it with the destruction of Endor. Emperor Vader contacts Grand Moff Tarkin indicating that the final victory over the Rebel Alliance is at hand and that he is to join him at Kashyyyk. The Death Star then begins the long journey to Kashyyyk to oversee the completion of the other Death Star.
- The Rebels have a meeting to plan their next action. Mon Mothma opens the meeting with the news of a new battle station far worse than the *Death's Eye*: the Death Star. The Death Star is being built over Kashyyyk, using the locals to supplement Imperial workers in its completion. Even worse than this is the news: Emperor Vader, Darth Masiciss and Grand Moff Tarkin are all

attending the final stages of construction for the Death Star.

- General Wei'Lasu and Admiral Ackbar interject that the Death Star's structure is still exposed, so it is protected by a shield generator at Kachirho. Colonel Haalo is to lead a commando team on the ground to round up support among the Wookiees and to bring down the shield generator. Once the shield generator is taken down, General Calrissian will be assigned a wing of starfighters: Blue Wing. General Remos will be leading all of the available fighters into the Death Star to blow up its reactor core. General Madine adds that Colonel Haalo will accomplish his mission with a stolen Lambda shuttle, *Tydirium*, and under the false pretense of engineers for the shield generator. Colonel Haalo adds that in addition to Commander Skywalker being his second in command, he will also be including Lieutenant Solo, and Leia Organa as his command staff. Chewbacca and the droids volunteer to also be included for the mission.
- General Remos tells everyone that the capital ships will be mostly decoys in this operation. The Death Star's superlaser is non-functional, so it poses no risk to the fleet or Kashyyyk. But it is imperative that the shield generator be taken down before the fleet arrives to ensure that the Rebel fleet isn't bogged down in ship to ship fighting. *Executor* and Death Squadron, along with many other star destroyers are protecting Kashyyyk, so the Rebel fleet will consist of every available ship, including Mon Mothma's protective fleet.
- Before leaving for his mission, Han gives Lando the *Millennium Falcon* to use against the Death Star. Han also apologizes for his deception on Cloud City, but Lando just laughs and says there is no need to apologize. He thanks Han and promises to return the *Falcon* without a scratch.
- Anakin finally finds the Bendu and has them all leave for Kashyyyk immediately.
- The crew of *Tydirium* successfully makes it past the *Executor* and the armada of Star Destroyers, but not before Darth Masiciss senses Luke. Masiciss also begins to sense the tides of the Force changing and an unfamiliar presence surrounding him. Masiciss returns

to the Death Star over Kashyyyk to see Emperor Vader. There Vader scolds Masiciss for disobeying his orders even though Masiciss had proof that the Rebels have infiltrated Kashyyyk's defenses. Vader repeats that Luke will come to him and that's all that matters. He also points out he had foreseen that this would happen and has his best troops on planet waiting to capture the rebels. Masiciss is ordered to return to the *Executor* and not return until Luke is in his custody.

- Masiciss, for the first time, is confused about the Emperor. Something is wrong, he surmises, and Vader must sense it too by now.
- On Kashyyyk, Han and Chewbacca are able to get the inhabitants of Kachirho to agree in the uprising. A couple of Wookiees agree to join Han's commando team in the morning to help bring down the shield generator.
- During that night Leia confronts a brooding Luke, who reveals that Obi-Wan is Luke's father and that she is his sister. Leia is shocked. But Luke goes on, saying Emperor Vader is a clone of their father and that he must confront him. Finally, Luke tells Leia that Masiciss had told him after their duel that their mother still lives, while Leia is stunned speechless. Finding her voice, Leia scoffs at that notion and tells him to run away, saying that there must be some other way. Luke says that there isn't any other way, kisses her goodbye, and then leaves.
- Luke is captured by the Empire and upon receiving the news; Masiciss immediately heads down to the planet to bring him to the Emperor. Meeting Luke on the landing pad, Masiciss asks to be alone with Luke.
- On the landing pad, Masiciss asks if he has come to accept the truth of his heritage, to which Luke replies he has come to accept he is the son of Anakin Skywalker, not Emperor Vader. Masiciss said that the Emperor no longer goes by that name; it is dead just like the Jedi Order. Luke disagrees. He says that he can sense the inner conflict in Masiciss, the good still left in him: the Jedi within. Luke asks Masiciss if he wants to continue being a pawn of Vader or to finally cast aside his shackles of the Dark Side and live free. Masiciss says it is too late for him, and too late for Luke. Luke is to be

Vader's new host body so he can continue his rule of the Empire for a thousand years. When Masiciss finishes, all Luke says is, "Where will you be in this picture?" Masiciss realizes that he isn't. Masiciss escorts Luke onto the shuttle more conflicted than when he arrived.

- The Rebel strike team is able to successfully infiltrate the shield generator facilities just before the fleet is to arrive in system. Before they can set their charges they are surrounded by stormtroopers and escorted outside, where an entire battalion of stormtroopers await. The situation looks hopeless as the Rebel fleet jumps in system with the shield generator still up.
- Luke is brought up to the Emperor's chambers. Masiciss gives Vader Luke's lightsaber. Luke and Vader verbally spar, as both can sense Masiciss is a crux. Both know Masiciss is fundamental. Luke is invited to watch as his Rebel fleet is annihilated by the Empire. When Luke counters that they will all die, Vader tells him that an entire legion of his best troops are on the planet to keep the shield generator running. Vader begins to relate to Luke the power of the Dark Side, which saved him from certain death. Vader explains Masiciss's rise from the death and his continued renewal through the Dark Side and mysteries of cloning. Throughout the monologue Luke shakes his head, and interrupts the Emperor and says "Vader you waste your words and your time, you will not turn me to the Dark Side." Vader then chuckles and explains that he has turned Jedi Masters older than him to the Dark Side and he has no power that can stop him.
- The Rebel fleet barely misses crashing into the shield protecting the Death Star when they are ambushed from all sides by 50 Star Destroyers and the *Executor*. Then, from their flank emerges Grand Moff Tarkin in the Endor Death Star. Kashyyyk was a trap!
- As the Rebels are rounded up to be executed, a horn blares out. Wookiees all over Kachirho drop their tools and pick up any weapon at hand. The Wookiee revolt has begun! Before Han or any rebel could get back into the shield generator, the door is closed and locked. Han begins to work on hot-wiring the door to open it. During the bedlam, with Luke captured, Colonel Haalo out of

commission with a blaster bolt that had grazed the side of his head and 25% of the team dead, Han takes command of what remains of the Rebel strike team on Kashyyyk.

- Relaying to General Wei'Lasu's command ship that Han is the only viable officer left of the strike team, Han requests instructions. Regardless of his feelings for Han, General Wei'Lasu issues a temporary field commission to Major, but warns him that if Han should betray them all again, there won't be anyplace safe for him to hide from the general's wrath. Han's answer to the general is drowned in static as Han and Leia come under attack while attempting to open the bunker's blast doors.
- The Rebel fleet, though more numerous, are outgunned by 50 Star Destroyers, the *Executor* and the Endor Death Star. Lando convinces General Wei'Lasu and Admiral Ackbar to give Han more time to bring down the shields. In the meantime the rebels fight a desperate battle in space while Wei'Lasu struggles to come up with a plan to bring down the other Death Star.
- Luke watches in anger as his friends, his comrades-in-arms are attacked by the overwhelming Imperial force. Goaded by Vader, Luke begins to lose his self-control as his anger bubbles to the surface. Wanting to seal the deal, Vader orders Moff Jerjerrod to have the Kashyyyk Death Star open fire on one of the nearest rebel ships. Luke finally reacts in anger and reaches out for his lightsaber with the Force to strike down Vader. Masiciss reacts to protect his Master. Vader laughs maniacally.
- Anakin Skywalker arrives in the Kashyyyk system with the Bendu. He sees the battle raging in space and can sense the battle going on, on the ground. Reacting, Anakin orders a squad of Bendu to accompany him to the Endor Death Star to sabotage it. Another squad is to go to the *Executor* and sabotage its engines. The rest of the Bendu are to head down onto the planet and assist the Rebels at Kachirho.
- The Kashyyyk Death Star fires on another rebel ship. Wei'Lasu is preparing to call a retreat when Lando contacts him. Lando wants Wei'Lasu to give Han more time, he knows he can do it. In the meantime he suggests moving to point blank range with the Star

Destroyers so the Kashyyyk Death Star won't be able to fire on them without hitting their own.

- Just as the Battle on Kashyyyk turns against the Rebels and Wookiees, hundreds of Bendu emerge from their starships, lead by Jedi Master Nejaa Halcyon. Nejaa and the Bendu are able to turn the battle in favor of the Rebels, as well as burn a hole into the shield generator's walls.
- Luke and Masiciss battle tirelessly in Vader's throne room until Luke jumps in the rafters. Masiciss strikes a rafter and causes Luke to hide in the shadows of Vader's throne.
- The Endor Death Star's superlaser is sabotaged so that it can't fire. Anakin senses Luke in danger and something else and sets out in a shuttle to save him. Anakin is the only Bendu to survive his mission.
- The *Executor's* engines fail. This is the work of the Bendu squad who had to give their lives to damage them. When the last Bendu of the *Executor* squad contacts Anakin about the state of the *Executor*, he informs General Wei'Lasu to begin bombarding the *Executor*.
- Vader, realizing that the tides of the Force are turning against his forces on Kashyyyk, orders Grand Moff Tarkin to destroy Kashyyyk. As the Endor Death Star fires, its superlaser sputters out and dies. The Endor Death Star then explodes, though far away from Kashyyyk or any ships.
- Anakin successfully boards the Kashyyyk Death Star. Using the Force and without detection, he makes his way to where Luke is.
- Searching for Luke, Masiciss tries to sense Luke's thoughts in the Force to locate him. Luke tries his hardest to hide his current thought: the safety of his sister, but Masiciss senses it also. Realizing that since there is another Skywalker brat, if he should kill Luke, the other will suffice as an alternative; Masiciss tempts him by saying that if he doesn't join the Dark Side then perhaps Leia will. Luke, infuriated at the very idea, lashes out at Masiciss. Luke begins to tap into his hate and anger, overpowering Masiciss. Finally Luke strikes down Masiciss, cutting off his sword hand. Exhausted and surprised at the strength of Skywalker's fury,

Masiciss screams in pain. Never before had anyone ever beaten Masiciss as Luke had just done. The flow of the Force seems to congregate within Luke now.

- Han and his team are able to destroy the shield generator.
- General Remos leads as many fighters as he can into the Kashyyyk Death Star to destroy it.
- Vader applauds Luke and pressures him to strike down Masiciss in anger. Vader then promises Luke that if he kills Masiciss, he would take Masiciss's place at his side. Luke thinks about it, with Masiciss watching in fear for he now realizes that this isn't the Vader he joined. Something was wrong with Vader to turn on him, but then Luke realizes that this isn't what his father would do. He fought for the light side; he fought for justice beyond revenge, anger and hate. Luke then looks from Masiciss to Vader and understands that to continue fighting with the fear of other's safety will only lead him to become what he hates. Luke throws his lightsaber aside and realizes now that he is a Jedi Knight, like his father before him.
- Enraged by this, Vader begins to Force lightning Luke as punishment for daring to defy him. Masiciss slowly rises to his feet, but is shocked at the use of the Force that Vader is inflicting on Luke. He doesn't understand how this could be. Vader verbally lashes him for failing to see the power of the Dark Side, holding nothing back with his Force lightning. When Luke doesn't die in the first onslaught, Vader continues to pour Force lightning into him. Luke calls out to Masiciss, asking him if he wants to be a pawn. Vader rages to Masiciss, "You are and always will be a fool, for I am Emperor Palpatine!"
- Shocked to his very core with the knowledge that he was duped, Masiciss's rage builds. With the strength of the Dark Side that Palpatine displays, Masiciss's blood sings with anticipation for the chance to spill Palpatine's blood. But he must wait for the most opportune time, and he silently exults as he notices Anakin Skywalker arrives on the scene.
- Upon seeing Luke being attacked with Force lightning by an ebony shrouded figure in armor that Anakin, with a start, suddenly recognizes through the Force as Supreme Chancellor Palpatine. Hoping to catch

Palpatine's Force lightning on his blade, Anakin leaps to Luke's side. Momentarily surprised, Palpatine steps back and relents for a moment. Seeing the Chosen One with his blade raised in his direction in defense of Luke, Palpatine releases his hate at Anakin.

- As fires and explosions begin to thunder around the two dueling Force users, Masiciss rises and attempts to leave, but is confronted by Luke demanding to know where his mother is. Masiciss begins to laugh saying that he can't believe that Luke actually believed him when he told Luke that fabrication. As Luke stands there perplexed, Masiciss knocks out Luke with a well placed blow to the head.
- Meanwhile, Anakin engages Palpatine's Force lightning with his lightsaber blade. As Palpatine pours all of his hate of the Jedi into the lightning bolts that engulf Anakin's blade, the two most powerful Force-users in the galaxy battle in a contest of wills. After what seems like hours, the conflict ends between Anakin and Palpatine as Anakin's blade cleaves Palpatine's head from his shoulders. Exhausted, Anakin collapses to his knees. After a moment gathering his strength, he rises and goes to his son, awakens Luke and together they escape for the hangar bay.
- On his way to his shuttle, Masiciss overloads the power core of the Kashyyyk Death Star to self-destruct. Masiciss then leaves the Death Star, not only to preserve his own life but to contemplate the future, and make plans. Darth Masiciss would live on to fight another day.
- On their way to the hangar bay, the self-destruct alarms begin to blare in the corridors. Doubling their pace, Anakin makes a quick comlink dispatch to General Wei'Lasu that if the Alliance's starfighters have made the attempt on the reactor that they should abandon the attempt because of the self-destruct.
- Elated at the success of Anakin's sabotage of the *Executor* and the news of the Death Star's imminent destruction, General Wei'Lasu and Admiral Ackbar gleefully order all capital ships to open fire on the badly damaged *Executor*, which then collides with the Kashyyyk Death Star.

- General Remos and Wedge race to the core, avoiding many internal traps. As they approach the core, they each receive a message from Admiral Ackbar that the Death Star is set to self-destruct and that they should make their escape immediately. The Alliance Fleet race towards the planet and Wedge and Kal barely escapes the internal flames of the Death Star.
- Weakened, the Second Death Star begins to receive fire from all Rebel Alliance ships.
- Anakin and Luke successfully escape the doomed Death Star just as the *Executor* collides with it. Shortly afterwards, the Death Star explodes.
- On the ground everyone watches in joy as the Kashyyyk Death Star explodes. Han and Leia finally accept their feelings for each other, and Han finds out of Luke's relationship with Leia.
- Upon feeling the Emperor's death in the Force, Shadow Hand enters the command codes for her new orders that the Emperor had given her in the event of his death. These orders specifically order her to seek out the members of the Order of the Blade and assist them with the destruction of the Rebellion.
- On Kashyyyk, The remaining Bendu and Jedi have a funeral for those Bendu and Jedi lost since the Rise of the Empire. Anakin senses that Master Qui-Gon had passed on into the Force and vows that the Bendu Order will integrate into the Jedi Order. He realizes that the Rebel Alliance and the galaxy need a unified Jedi Order.
- After the funeral, he gathers what Bendu remain and asks them their feelings on reintegration with the Jedi Order. Anakin explains that since the Jedi Order is nearly extinct, their purpose has become muddled. Anakin then in turn, listens to each of his Disciples, Warriors, and Masters' opinions on the matter.
- After much debate, Anakin and the rest of the Bendu Order approach Luke, Kal, and Nejaa and informs them of the Bendu's desire to reintegrate with the Jedi Order, on one condition: that the New Jedi Order will learn from many of Anakin's and the other Bendu's experiences during Anakin's estrangement from the Jedi Order and to not repeat the same mistakes that were made. After meditating in the Force, and a short discussion between

Luke, Kal, and Nejaa, they accept Anakin's offer. It will take many years to resolve some issues, but in the end the reintegration is deemed a success by all involved.

- All over the galaxy, the people of the Empire celebrate. The three cruelest figures in galactic history have died: Emperor Vader, Darth Masiciss, and Grand Moff Tarkin. The Empire reels from their loss, and those of Vader's inner circle fret.
- During the confusion of the *Executor's* demise, Captain Pellaeon of the *Chimaera*, receives a sensor feed of a shuttle that is identified as belonging to Lord Masiciss leaving the Kashyyyk Death Star shortly before the Death Star's demise. The Empire goes on high alert to find Darth Masiciss immediately. To make matters worse, Grand Vizier Kilo'Khan of Corsal defects to the Rebel Alliance. In the meantime, Vader's inner circle agrees that someone is needed to take over as Emperor. Kilo'Khan's second in command, Vizier Sate Pestage agrees to do so. He would prove to be an ineffective leader.
- The Empire at Kashyyyk retreats to Boz Pity, under Captain Pellaeon's orders once Grand Admiral Teshik fails to dislodge the rebel forces from Kashyyyk's orbit, in order to plan their next course of action. There Admiral Harrsk and 12 Star Destroyers decide to leave and form his own empire in the Deep Core. The rest of the 30+ surviving Star Destroyers retreat to Imperial Center's space to help bolster its defense. Harrsk maybe the first to leave, but he won't be the last, leaving the Empire weak when it needs to be strong.
- Darth Masiciss is satisfied. He is now the Dark Lord of the Sith - the Master! He knows that he is in no condition to take over as Emperor, but he also knows that Grand Admiral Thrawn is out exploring the Unknown Regions towards the Galactic west. Maybe it is time to pay him a visit. He also knows that Darth Corruptus is hiding out there as well. Maybe he could find a willing apprentice in her. Masiciss would let the Empire fend for itself in the meantime; it was in need of some trimming of the "fat".
- Unknown to all but Emperor Vader, the Ssi-Ruuk had made a deal with Vader to stop their assault on Imperial worlds in the edge of known space. In exchange for

their entechment powered machinery; and a small contingent of Ssi-Ruuk droid fighters, Vader donated to the Ssi-Ruuk, the inhabitants of three Imperial worlds, with the contention that each would then leave the other alone. But neither was going to do so. Vader had sent orders to Grand Admiral Thrawn to harass them a day after the exchange was to occur. The Ssi-Ruuk were going to use their humans to be the basis for their invasion of the known galaxy. When the Ssi-Ruuk found out through their Force-sensitive slave Dev Sibwarra that Vader had died, the Ssi-Ruuk decided to take Bakura to fuel their invasion.

- While recovering from the battle in orbit of Kashyyyk, the Rebels receive an Imperial message bound for Emperor Vader himself, which details an invasion of the Bakura system.
- Bringing their war fleet to Bakura, Commander Skywalker, Anakin Skywalker, the *Millennium Falcon*, and a couple of other ships come to the Bakuran's aid. One ship is an experimental starfighter carrier called *Flurry*. No other ships could be spared since most others were either damaged or under repair or cleaning up Kashyyyk's space so the world wasn't damaged. The Imperials were shocked that the Rebellion comes to their aid, but signs a truce to have the Rebels help them.
- Over a couple of weeks the Rebel/Imperial forces fought the Ssi-Ruuk. Finally, Luke is captured but is able to have Dev turn against his masters. Though Dev dies in the process, the Ssi-Ruuk are forced to retreat. They abandon their flagship, the *Shriwirr*, when Luke threatens them with a lightsaber. After the Ssi-Ruuk leaves, the Empire immediately turns on the Rebels, and opens fire on the *Flurry*. It is destroyed instantly. After a brief revolution overthrowing the Imperial governor, Governor Nereus is captured and is accidentally killed in a mishap. Bakura then forces the Empire to leave their space and afterwards joins the Alliance.
- The *Shriwirr*, now named the *Sibwarra*, along with several other ships, became one of the lead ships in the fleet sent to the Unknown Regions to beat back the Ssi-Ruuk's fleet and ensure they caused no more trouble.

When they arrive at the Ssi-Ruuk capital, they find a half-beaten foe. Grand Admiral Thrawn had followed through with his orders, and had devastated the Ssi-Ruuk. The Rebels fight the remaining Ssi-Ruuk to a stand still. More worlds are needed to be liberated from the Empire.

- General Wei'Lasu, impressed with reports of Han's actions during the Battles of Kashyyyk and Bakura, makes the field commission of Han's permanent.
- A few months after the Battle of Bakura, the New Republic is established by sixteen signatories. Its signatures: Princess Leia (Alderaan Refugees), Mon Mothma (Chandriga), Garm Bel Iblis (Corellia), Kal Saldor (representing Dorig, Fornique, and Vircono), Kehaiji Wei'Lasu (Bothawui as well as Bothan Space), Admiral Ackbar (Mon Calamari), an old and feeble San Hill (Muunilinst), Kilo'Khan (Corsal and its respective colonies), Jango Fett (Mandalore), and Eppie Belden, the newly elected President of Bakura; as well as representatives from Kashyyyk, Duro, Sullust, Geonosis, Naboo and Elom. The original sixteen signatures would be remembered by having a blue star representing each of them, surrounding the New Republic symbol.
- Anakin Skywalker, Nejaa Halcyon, and several former Bendu begin a search of the galaxy for any Force-sensitives that may have been missed by the Purge.

New Feats

Resist Dark Side (Force feat)

Prerequisites: Jedi level 5, Force-Sensitive, Control, Knowledge (Bendu Lore) 3 ranks.

Benefit: After spending many weeks among the Bendu Order, the Jedi may assume one of the Bendu's special qualities, Resist Dark Side. The Jedi may now be able to resist the Dark Side's pull and effects with a +1 to resist all Force related attacks made by a Dark Side follower. This effect lasts for a period of one hour upon activation of this power. This effect costs 4 VP and provokes an attack of opportunity.

Special: The Jedi must have had some exposure to the philosophy of the Bendu Order, or have been trained briefly by a member of the Bendu Order, such as Anakin Skywalker, or one of his lieutenants.

Improved Resist Dark Side (Force feat)

Prerequisites: Jedi level 7, Force-Sensitive, Control, Resist Dark Side, Knowledge (Bendu Lore) 7 ranks.

Benefit: Continuing with his affinity of resisting the Dark Side's pull, the character has tapped into the greater mystery of the Force. With the expenditure of 4 VP per round, the character may add a +3 to his resistance of the Dark Side. Activation provokes an attack of opportunity and is a move equivalent action.

Superior Resist Dark Side (Force feat)

Prerequisites: Jedi level 9, Force-Sensitive, Control, Resist Dark Side, Improved Resist Dark Side, Knowledge (Bendu Lore) 12 ranks.

Benefit: Attaining the pinnacle with his affinity of resisting the Dark Side's pull, the character has tapped into the greater mystery of the Force. With the expenditure of 8 VP per round, the character may add a +6 to his resistance of the Dark Side. Activation provokes an attack of opportunity and is a full round action.

Luke Skywalker, Jedi Knight



Trained by Masters Qui-Gon Jinn and Kal Remos, and the son of Anakin Skywalker and Padmé Amidala, Luke is poised to assume the mantle of Jedi Knight. Having doubts, after his disastrous duel with Darth Masiciss on Bespin, Luke strives to find out the truth of his heritage.

It isn't until after the reintegration of the Bendu and Jedi Orders that Luke finds out the truth from Anakin. That shortly after his and Leia's birth, Padmé was killed by an unknown assassin's bomb. Devastated by the news, Luke finds strength in the knowledge that she wasn't a pawn of Vader's will.

Looking to the future, Luke foresees a bright future for the galaxy and his own order that nearly became extinct. With the help of his father, and Masters Remos, Windu, and Halcyon, Luke will do his best to bring together both the Bendu and the teachings of the old Jedi Order and forge a more resilient Jedi Order, resulting in the creation of a New Jedi Order.

Luke Skywalker: Adult Male Human, Fringer 2/Jedi Guardian 7; **Init** +2 (+2 Dex); **Def** 20 (+2 Dex, +8 Class); **Spd** 10m; **VP/WP** 86/13; **Atk** +10/+5 melee (1d3+2, punch), +10/+5 ranged (by weapon), +12/+7 melee * (3d8+2, crit 19-20, Lightsaber); **SQ** Barter, Deflect (Attack -4, Defense +1, Extend Defense and Attack), Fringer bonus class skill (Repair), Increase Lightsaber damage +1d8, Skywalkers gain the Force-Sensitive feat for free and ignore the "Force Level 1st" prerequisite when selecting the primary Force feats [Control, Sense, and Alter]; **SV** Fort +9, Ref

+9, Will +5; **SZ** M; **FP**: 6; **Rep**: +2; **Str** 14, **Dex** 15, **Con** 13, **Int** 15, **Wis** 12, **Cha** 11.

Equipment: Comlink, Lightsaber

* Luke Skywalker has constructed his own Lightsaber.

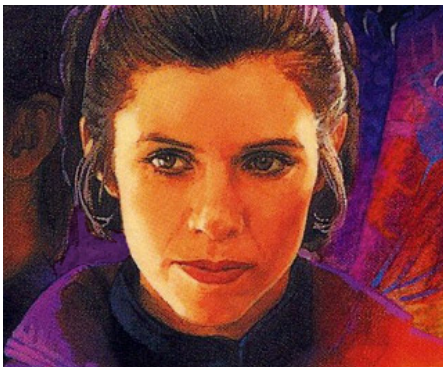
Skills: Astrogate +4, Climb +4, Computer Use +4, Intimidate +2, Jump +7, Knowledge (Jedi lore) +9, Knowledge (Rebellion) +4, Knowledge (Tatooine) +7, Pilot +16, Profession (moisture farmer) +5, Read/Write Basic, Repair +4, Search +4, Speak Basic, Speak Huttese, Speak Jawa, Speak Shyriiwook, Spot +6, Survival +5, Tumble +4

Force Skills: Affect Mind +2, Battlemind +4, Empathy +2, Enhance Ability +5, Farseeing +6, Force Defense +2, Force Grip +3, Force Strike +7, See Force +7, Telepathy +5

Feats: Combat Reflexes, Endurance, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapon Finesse (Lightsaber), Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster rifles, primitive weapons, simple weapons)

Force Feats: Alter, Control, Form IV Mastery, Lightsaber Defense, Sense

Princess Leia Organa



Leia Organa is a conflicted woman. Now knowing that she is heir to one of the greatest Jedi throughout the galaxy, she has only recently begun to doubt her future role, now that the Jedi have returned. Torn between duty to the galaxy, duty to her family, and finally duty to the Force itself – these duties are what Leia is now secretly grappling with. It remains to be seen which duty will ultimately prevail, but one thing remains: her love of Han Solo.

Leia Organa: Adult Female Human, Noble 5/Soldier 2; **Init** +1 (+1 Dex); **Def** 16 (+1 Dex, +5 Class); **Spd** 10m; **VP/WP** 50/13;

Atk +5 melee (1d3, punch), +6 or +2/+2 ranged (3d6, Blaster [Pistol, Merr-Sonn Model 44]); **SQ** Coordinate +1, Favor +2, Inspire Confidence, Noble bonus class skill (Bluff), Resource Access, Skywalkers gain the Force-Sensitive feat for free and ignore the "Force Level 1st" prerequisite when selecting the primary Force feats [Control, Sense, and Alter]; **SV** Fort +5, Ref +4, Will +8; **SZ** M; **FP**: 5; **Rep**: +6; **Str** 11, **Dex** 13, **Con** 13, **Int** 14, **Wis** 14, **Cha** 14.

Equipment: Blaster [Pistol, Merr-Sonn Model 44], Comlink, DataPad, Utility Belt

Skills: Appraise +7, Astrogate +6, Bluff +4, Computer Use +7, Diplomacy +10, Gather Information +6, Intimidate +4, Knowledge (Alderaan) +8, Knowledge (Coruscant) +5, Knowledge (Rebellion) +10, Listen +5, Pilot +6, Read/Write Basic, Read/Write Bothese, Read/Write Calamarian, Repair +7, Sense Motive +7, Speak Basic, Speak Bothese, Speak Calamarian, Treat Injury +4

Force Skills: Empathy +8, Enhance Ability +5

Feats: Armor Proficiency (light), Combat Reflexes, Force-Sensitive, Iron Will, Low Profile, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

Han Solo



Once having been rescued by Luke, Leia, Lando, and Chewbacca from Jabba the Hutt, Han experiences the most stringent of interrogations when he appeared before the Alliance military tribunal. With firm resolve, Han beseeches the tribunal that his many betrayals are in the past and he's grateful for the support from the very people that suffered the most from his

indiscretions. Because of their unswerving support, Han feels that he can only help one way – the complete and total annihilation of the Empire.

With understandable skepticism, the tribunal decides to grant Han a temporary pardon, and the only way to earn the Alliance's trust is to help with the destruction of the Kashyyyk Death Star. On the eve of his team's insertion into the forests surrounding Kachirho, Han approaches Lando and offers him the use of his beloved ship, the *Millenium Falcon*. Lando accepts this show of trust, and promises Han that he'll take good care of it.

At first, everything seems like its going to plan, but as the first grenades lobbed by the Imperials signal that their existence has been compromised, Colonel Haalo is incapacitated by a blaster bolt to the head just as he has Han cornered, blaming Han for betraying the Alliance yet again. Faced with a no-win situation, Han instinctively assumes command of the team, and with his leadership, the tide of battle turns to the Alliance's favor. But it isn't until the arrival of the Wookies of Kachirho and the members of the Bendu Order, that the battle quickly turns into a rout.

After the shield generator is destroyed, Rebels, Wookies and Bendu look to the skies as the battle rages on in high orbit. As they looked on, all the Bendu stiffen as each feels their brethren joining with the Force. This sorrow quickly turns to joy as the Death Stars explode with raw energy, bracketing the planet with debris. Han looks to Leia and sees her with tears of joy at the corners of her eyes, and they sit quietly together taking in the celebrations that erupt across the planet, as Wookies rise up en masse to overthrow their enslavers. Kashyyyk was free, and soon, the galaxy.

Han Solo: Adult Male Human, Scoundrel 8/Starship Ace 2/Soldier 1; **Init** +3 (+3 Dex); **Def** 21 (+3 Dex, +8 Class); **Spd** 10m; **VP/WP** 78/14; **Atk** +10/+5 melee (1d3+2, punch), +11/+6 or +7/+7/+2 ranged (3d8, Blaster [Heavy Pistol, BlasTech DL-44]); **SQ** Familiarity +1, Illicit barter, Lucky (2/day), Precise Attack +1, Starship Defense; **SV** Fort +8, Ref +12, Will +5; **SZ** M; **FP** 0; **Rep**: +1; **Str** 14, **Dex** 16, **Con** 14, **Int** 12, **Wis** 13, **Cha** 16.
Equipment: Blaster [Heavy Pistol, BlasTech DL-44], *Millenium Falcon*.

Skills: Astrogate +15, Bluff +15, Computer Use +11, Escape Artist +5, Gamble +10, Gather Information +10, Hide +6, Intimidate +5, Jump +5, Knowledge (Alliance Tactics) +7,

Knowledge (Streetwise) +8, Knowledge (World lore) +4, Listen +6, Move Silently +10, Pilot +20, Read/Write Basic, Repair +14, Speak Basic, Speak Huttese, Speak Shyriiwook, Spot +14, Survival +3.

Feats: Gearhead, Low Profile, Point Blank Shot, Skill Emphasis (Pilot, Repair), Starship Dodge (space transport), Starship Operation (space transport), Street Smart, Weapons Group Proficiency (blaster pistols, simple weapons).

Chewbacca

A lot has changed since the debacle on Bespin. With the Alliance poised to attack the Death Star at Kashyyyk, Chewie's contribution to the shield generator team will be two-fold – provide fire support for the team, and act as a liaison for the enslaved Wookies and the Alliance. To the Empire's detriment, Chewie's efforts are overwhelmingly successful.

Chewbacca: Adult Male Wookiee, Scout 7/Tech Specialist 4; **Init** +2 (+2 Dex); **Def** 18 (+2 Dex, +6 Class); **Spd** 10m; **VP/WP** 78/15; **Atk** +11/+6 ranged (3d10, crit 19-20, Bowcaster), +13/+8 melee (1d3+5, punch); **SQ** Evasion, Extraordinary Recuperation, Extreme Effort, Heart +1, Rage, Research, Trailblazing, Uncanny Dodge (Can't be Flanked, Dex bonus to Defense); **SV** Fort +7, Ref +8, Will +7; **SZ** M; **FP**: 5; **Rep**: +3; **Str** 20, **Dex** 15, **Con** 15, **Int** 11, **Wis** 13, **Cha** 14.

Equipment: Bowcaster, Tool kit

Skills: Astrogate +7, Computer Use +6, Hide +7, Intimidate +8, Knowledge (Streetwise) +3, Knowledge (World lore) +6, Listen +3, Move Silently +6, Pilot +16, Read/Write Basic, Read/Write Shyriiwook, Repair +21, Search +4, Speak Basic (Understand Only), Speak Shyriiwook, Spot +8, Survival +3

Feats: Exotic Weapon Proficiency (bowcaster), Gearhead, Power Attack, Skill Emphasis (Repair), Starship Operation (space transport), Weapon Focus (Bowcaster), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

Wedge Antilles

Stats by DarionA'res

A hot shot pilot from Corellia, Wedge Antilles is now the co-leader of Rogue Squadron with Luke Skywalker. Wedge always had a knack for flying, and it was his parent's dream that he take over the trading station they owned. During this time he became fast friends with Booster Terrik and his daughter Mirax. The parent's dream, though, was crushed by Captain Loka Hask, who killed Wedge's parents as him and his pirate group tried to escape from law enforcement officials on the station. Filled with anger and a need for revenge, Booster was more than willing to help Wedge in his quest. Killing the pirates, and nearly Hask, Wedge began a dangerous slide into smuggling with Booster Terrik.

Taking Wedge in as a protégé, Booster hoped that Wedge and Mirax together could learn the trade and take over his operations. Wedge became cold and ruthless, and Mirax worried that Wedge was losing himself to his grief. Yet things changed for the better for Wedge. Booster was soon captured by CorSec, and in a desperate act was able to hide Wedge and Mirax so they would not share his fate. Shook up by Booster's act of kindness, Wedge realized that smuggling alone was pointless. Using what money he had Wedge bought a ship of his own. He said his goodbye to Mirax, promising to someday return to his new family when Booster got out of prison. In the meantime he would start smuggling for the Rebellion and make something of his life.

Wedge became a staunch supporter of the Rebellion as he continued to smuggle for the rebellion. The Alliance saw great potential in Wedge, and recruited him for their Pilot Corp. He was soon after assigned to Red Squadron, having shown his considerable talent as a pilot and the potential for leadership. With his survival at the Battle of Yavin, Wedge has become a hero and his skills as a pilot nearly unmatched. After the Battle of Endor, Wedge becomes co-leader of the newly formed Rogue Squadron with his friend and wing mate Luke Skywalker. He is confident, but modest about his abilities, and yet hides his dark past behind a big smile and a good story.

Wedge Antilles: Adult Male Human, Soldier 6/Starfighter Ace 6/Officer 2; **Init** +4 (+4 Dex); **Def** 26 (+4 Dex, +12 Class); **Spd** 10m; **VP/WP** 132/13; **Atk** +12/+7/+2 melee (1d3+1, punch),

+12/+7/+2 melee (2d4+1, Vibrodagger), +15/+10/+5 or +9/+9/+9/+4/-1 ranged (3d6, Blaster [Pistol]), +15/+10/+5 ranged (3d4-1, Blaster [Hold-out, Merr-Sonn J1 'Happy Surprise']); **SQ** +1 bonus on attack and damage rolls with ranged weapons, for targets with 10m., +1 dodge bonus to starfighter's defense against a specific target, Familiarity +3, Leadership, Starfighter Defense, Starfighter Evasion; **SV** Fort +11, Ref +13, Will +8; **SZ** M; **FP** 0; **Rep**: +6; **Str** 12, **Dex** 19, **Con** 13, **Int** 16, **Wis** 13, **Cha** 14.

Equipment: Blaster [Hold-out, Merr-Sonn J1 'Happy Surprise'], Blaster [Pistol], Comlink [Military], Field Kit (Contains 2x condensing canteens with water purification, 1x sunshield roll, 1x week's worth of food rations, 2x glow rods, 2x breath masks, 24x filters, 12x atmospheric canisters, and an all-temperature cloak.), Flight suit [Mastercraft +3], Flight suit [Padded] (Damage Reduction: 2, +2 to Fortitude saves made to resist cold environments), Power pack x5, Utility Belt (Contains 3 days rations, 1x Medpac, 1x Tool kit, 1x Power pack, 1x Energy Cell, 1x Glow rod, 1x Comlink, Couple Empty Pouches), Vibrodagger
Skills: Astrogate +20, Bluff +4, Computer Use +17, Craft (space transports) +6, Craft (starfighters) +9, Diplomacy +10, Gather Information +7, Intimidate +6, Knowledge (Tactics) +20, Knowledge (Technology) +9, Pilot +26, Profession (military officer) +16, Profession (spacehand) +6, Read/Write Basic, Repair +14, Sense Motive +6, Speak Basic, Speak Bothese, Speak Huttese, Speak Rodese, Spot +16

Feats: Armor Proficiency (light), Combat Veteran (Pilot), Cosmopolitan (Diplomacy), Point Blank Shot, Precise Shot, Rapid Shot, Skill Emphasis (Pilot), Spacer, Starship Dodge (starfighter), Starship Operation (starfighter), Starship Point Blank Shot (starfighter), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Anakin Skywalker Update



Anakin Skywalker has followed the wishes of his former master, Qui-Gon to the letter. Though he disagreed with this decision from the outset, Anakin can't help but admit that Qui-Gon was right. With Anakin watching over Luke on Tatooine, he guaranteed that Luke would be properly protected.

With the success of his assuming of Qui-Gon's former padawan no longer an issue, Anakin reveals himself to the Rebel Alliance hierarchy shortly after the defeat of Emperor Palpatine, which in and of itself was quite a surprise. He explained to his stunned audience of Palpatine's resurrection. With Vader and Palpatine's extensive assassination of his character and success at laying the loss of the Jedi Order solely at his feet, Anakin's goal, now that his Bendu Order and the former Jedi Order will merge under the leadership of his son, Luke Skywalker, will be the clearing of his name – no matter how long it takes.

Anakin Skywalker: Adult Male Human, Fringer 1/ Jedi Guardian 6/ Bendu Disciple 1/ Bendu Warrior 10/ Bendu Master 2/ Epic 4
 ◀ ; **Init** +3 (+3 Dex); **Def** 29 (+3 Dex, +16 Class); **Spd** 10m;
VP/WP 152/15; **Atk** +19/+14/+9/+4 melee (1d3+2, punch), +20/+15/+10/+5 ranged (by weapon), +21/+16/+11/+6 melee* (7d8+2, crit 18-20, Lightsaber); **SQ** Deflect (Attack -3, Defense +4, Extend Defense and Attack), Fringer bonus class skill (Repair), Increase Lightsaber damage +5d8, Bendu Combat feats (Weapon Finesse, Improved Critical, Improved Disarm), Skywalkers gain the Force-Sensitive feat for free and ignore the

"Force Level 1st" prerequisite when selecting the primary Force feats [Control, Sense, and Alter], Resist and Improved Resist Dark Side +5, Epic Skill Bonus (x2), Epic Feat Selection (Force Transmission, Burst of Speed, Form II Mastery, Form IV Mastery); **SV** Fort +18, Ref +19, Will +12; **SZ** M; **FP** 11; **Rep**: +10; **Str** 14, **Dex** 17, **Con** 15, **Int** 14, **Wis** 15, **Cha** 15.

Equipment: Comlink, Holocron, Holoprojector [Personal], Lightsaber, Utility Belt [Jedi], Eta-2 Actis-class Interceptor.

*Anakin Skywalker has constructed his own Lightsaber.

Skills: Computer Use +9, Craft (lightsaber) +9, Gather Information +7, Hide +4, Knowledge (Bendu Lore) +10, Knowledge (Jedi lore) +8, Knowledge (Podracing) +6, Knowledge (Tatooine) +6, Knowledge (World lore) +5, Pilot +14, Read/Write Basic, Read/Write Huttese, Repair+5, Search +6, Speak Basic, Speak Huttese, Spot +7, Survival +6, Tumble +8.

Force Skills: Affect Mind +8, Battlemind +14, Battle Influence +7, Enhance Ability +10, Farseeing +18, Force Defense +7, Force Stealth +8, Force Strike +8, Heal Another +8, Heal Self +8, Illusion +14, Move Object +10, See Force +7, Telepathy +17.

Feats: Agile Riposte, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Gearhead, Improved Critical (Lightsaber), Improved Disarm, Skill Emphasis (Pilot), Weapon Finesse (Lightsaber), Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Attuned, Battle Meditation, Burst of Speed, Control, Dissipate Energy, Form II Mastery, Form IV Mastery, Force Mastery, Force Transmission, Sense.

◀ – This is to signify the existence of levels that do not correlate with any specific class levels.

Kal Remos Update

With the fall of the Republic and the rise of the Empire, Kal Remos was consumed by guilt and the feeling to strike back at the Sith, very un-Jedi like desires. Yet he felt compelled, being the senior-most member alive of the Jedi Council and technically the Jedi's Grand Master. This determination and feeling of responsibility initially served him well when he went to fight the Empire in his own private war with the Victory Star Destroyer *Indomitable*, but it also came to be his undoing. After defeating Darth Corruptus over Dorig, Kal Remos was lured into a trap by Darth Masiciss on Caamas. Masiciss lured Kal in with the false

information that a Jedi was trapped on Caamas, and Remos felt compelled to save a fellow Jedi. The trapped worked perfectly, and though Remos escaped, both he and the crew of the *Indomitable* were left to lick their wounds, those physical and mental. For the first time, Kal Remos questioned himself. He realized, after meditating on the Force, that he had let his emotions control him and had failed the Jedi Order and the people who fought with him, especially his cousin who was killed. Abandoning the *Indomitable*, Remos took a shuttle to wander the galaxy and repent for his failings.

During this time, Kal Remos met a Corellian Sector Ranger by the name of Myra Dai. The both became fast friends, which would begin to develop into something more as time went on. She consoled Kal emotionally, helping him begin to overcome his guilt for the tragedy at Caamas. Being there for him led to a mutual feeling of love, something which Kal became overwhelmed for the first time. He began to be a bit overprotective and slightly possessive as he feared of losing Myra like he lost his cousin. On his behalf, Myra vowed with Kal to keep their relationship secret. He also vowed to protect her at all costs from the evil in the galaxy. This would begin Kal down a dangerous path from then on as his emotions again took control of his actions, unknown to his apprentice Luke or his friend Anakin Skywalker.

Kal Remos Update Epic: Adult Male Human, Jedi Guardian 8/Jedi Weapon Master 8/Jedi Master 4/Epic 1 ◀ ; **Init** +5 (+5 Dex); **Def** 30 (+4 Dex, +13 Class, +3 Misc); **Spd** 10m; **VP/WP** 212/12; **Atk** +24/+19/+14/+9 melee (1d3+4, punch), +24/+19/+14/+9 melee * (6d8+4, crit -1-20, Lightsaber), +25/+20/+15/+10 ranged (by weapon); **SQ** Deflect (Attack -3, Defense +3, Extend Defense and Attack, Extended), Devastating Strike (Lightsaber), Force Secret (Farseeing, Force Stealth), Increase Lightsaber damage +2d8, Increase Weapon Damage, Rapid Strike (Lightsaber), Epic Feat Selection (Starship Operation: Starfighter, Armor Proficiency: Light); **SV** Fort +14, Ref +17, Will +13; **SZ** M; **FP**: 15; **Rep**: +8; **Str** 18, **Dex** 20, **Con** 12, **Int** 16, **Wis** 14, **Cha** 13.

Equipment: Combat Jumpsuit (DR 3), Kal Remos's Mask (+2 in Spot and Search checks), Lightsaber, Utility Belt.

* Kal Remos has constructed his own Lightsaber.

Skills: Balance +9, Climb +6, Computer Use +6, Craft (lightsaber) +6, Diplomacy +10, Gather Information +8, Hide +6,

Intimidate +10, Jump +8, Knowledge (Jedi lore) +8, Knowledge (Politics) +8, Knowledge (Tactics) +10, Move Silently +6, Pilot +12, Read/Write Basic, Sense Motive +8, Speak Basic, Speak Huttese, Treat Injury +8, Tumble +9

Force Skills: Affect Mind +8, Battlemind +8, Enhance Ability +10, Enhance Senses +8, Farseeing +8, Force Defense +7, Force Stealth +10, Force Strike +8, Heal Another +8, Heal Self +8, Move Object +8, See Force +8, Telepathy +6

Feats: Ambidexterity, Armor Proficiency: Light, Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Great Cleave, Improved Critical (Lightsaber), Improved Disarm, Mobility, Power Attack, Starship Operation: Starfighter, Weapon Finesse (Lightsaber), Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Burst of Speed, Control, Form II Mastery, Sense.

◀ – This is to signify the existence of levels that do not correlate with any specific class levels.

Emperor Vader Update

Betrayal.... Retribution... Revenge...

Emperor Vader has many secrets, but the most explosive of all is that he is not what his armor portrays. History knows Vader as the Great Betrayer, but when the time is right, history will know that Emperor Vader is nothing more than an expertly concerted deception perpetuated on the galaxy.

Many years after Emperor Vader murdered his mentor, he happened upon an obscure set of coordinates. Curiosity aroused, Vader proceeded to investigate these tantalizing morsels of information. Following the coordinates, Vader discovers a planet in the Deep Core that is codenamed "Byss," which means "idyllic paradise" in the Sith language.

After arriving in the Beshqek system, Vader was amazed at the level of technology evident on the planet below. Once his shuttle was secured, Vader proceeded to explore the Grand Citidel, which eerily resembled the Sith fortress on Thule.

Instinctively knowing that he was headed to the throne room so that he may discover whom was behind the development of this planet, when as soon as he passes into it, a set of blast doors crash down – effectively imprisoning him in the throne room. But what chills his blood the most is the sound of

laughter that echoes within the walls; laughter that he instantly recognizes, but does so with utter disbelief – Emperor Palpatine had survived his fall.

“You may have murdered me, but now you will experience the full wrath of the Dark Side!” bellows Darth Sidious as his lightsaber narrowly misses Vader’s head. Caught completely surprised, Vader struggles to defend himself, but realizes he is overmatched, as if his will is being smothered. Many minutes pass, and the Great Betrayer is no more.

It wasn’t until Vader’s corpse was hacked into many cauterized pieces that Sidious’ hate was sated. Sidious began to assess his options. With the Empire that he was in the final stages of implementing having been altered, Sidious decides that he can take advantage of the situation, but he is in a bind on how he can implement it. What galled him the most was that Vader was successful in making his agenda manifest. There was only one real solution: he would assume Vader’s identity, and once the galaxy was sufficiently cowed, he would then reveal himself as the true master of the Dark Side.

Emperor Vader: Old Male Human, Noble 5/Dark Side Devotee 3/Dark Side Marauder 2/Sith Lord 10/Epic 4 ◀; **Init** +1 (+1 Dex); **Def** 26 (+1 Dex, +15 Class); **Spd** 10m; **VP/WP** 136/10; **Atk** +18/+13/+8/+3 melee (1d3+1, punch), +18/+13/+8/+3 ranged (by weapon), +19/+14/+9/+4 melee * (5d8+1, crit 19-20, Lightsaber); **SQ** Coordinate +1, Dark Side, Dark Side Talisman +2, Deflect (Attack -3, Defense +2), Exceptional Minions, Favor +2, Increase Lightsaber damage +3d8, Inspire Confidence, Noble bonus class skill (Intimidate), Resource Access, Sith Master, Increased Ability Score (x2)[Str +2], Epic Skill Bonus, Epic Feat Selection (Dun Möch Mastery, Summon Storm); **SV** Fort +15, Ref +14, Will +16; **SZ** M; **FP** 0; **DSPs**: 41; **Rep**: +8; **Str** 14, **Dex** 12, **Con** 10, **Int** 16, **Wis** 17, **Cha** 18.

Equipment: Comlink [Secure, Naboo Technologies A3], Lightsaber, Sith Holocron, Custom designed armor.

* Emperor Vader has constructed his own Lightsaber.

Skills: Bluff +8, Craft (lightsaber) +6, Diplomacy +12, Gather Information +8, Intimidate +20, Knowledge (Jedi lore) +10, Knowledge (Politics) +18, Knowledge (Sith lore) +19, Read/Write Basic, Read/Write Bothese, Read/Write Mon Calamarian, Read/Write Sith, Sense Motive +9, Speak Basic, Speak Bothese, Speak Falleen, Speak Mon Calamarian, Speak Ryl, Speak Sith, Survival +6.

Force Skills: Affect Mind +9, Alchemy +13, Battlemind +10, Drain Energy +8, Drain Knowledge +13, Enhance Ability +3, Force Defense +16, Force Grip +15, Force Lightning +22, Force Stealth +13, Force Strike +13, Move Object +10, See Force +13, Telepathy +5, Transfer Essence +14.

Feats: Armor Proficiency (light), Cosmopolitan (Intimidate), Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Power Attack, Weapons Group Proficiency (blaster pistols, blaster rifles, primitive weapons, simple weapons, vibro weapons)

Force Feats: Alter, Control, Dark Power, Dissipate Energy, Drain Force, Dun Möch Mastery, Force Mastery, Hatred, Lightsaber Defense, Malevolent, Mettle, Rage, Sense, Sith Sorcery, Summon Storm.

◀ – This is to signify the existence of levels that do not correlate with any specific class levels.

Borsk Fey’lya

Some people are lured to a cause for the ideas, others for the leader, and for Borsk for the opportunities. A crafty man, Borsk Fey’lya has the uncanny ability to see opportunities and chances for more power for himself. He quickly rose to become head of the Bothan Council, yet he was not satisfied. He wanted to rule the galaxy, which only Emperor Vader had the luxury of with the Empire in control. So Fey’lya joined the Bothan Spynet, and quickly soon afterwards joined the Alliance. He saw that with Alliance success, he could eventually become the elected ruler of the galaxy and shape everything right, because only he and he alone knew what was truly best for the galaxy.

While Fey’lya quickly rose in the ranks of the Alliance, he was held back by two people from truly sipping from the cups of power: Garm Bel Iblis and Kehaiji Wei’Lasu. Both occupied positions that made Fey’lya a natural subordinate. Bel Iblis departure would have allowed Fey’lya the opportunity to weasel himself into a position on the ruling council, to which Fey’lya worked to hasten with a few “noble lies”. Yet this failed, much to Fey’lya’s anger, thanks to the silver tongue of Wei’Lasu.

Kehaiji Wei’Lasu, a name Borsk Fey’lya despises with all his feelings. While it was thanks to Borsk that Bothawui joined the Rebellion, they so carelessly overlooked this and made Wei’Lasu their representative within the Alliance. Fey’lya nearly smashed his computer when he was told of this. Yet Fey’lya quickly calmed down. It would only take time before Wei’Lasu could be brushed aside. While a good warrior, Wei’Lasu was no

politician and thus he will become obsolete with the fall of the Empire. Or he will ensure that Wei'Lasu dies if all else fails. No one, be they Human, Bothan or Mon Calamari will stand in Fey'lya's way to becoming the elected leader of the galaxy. And after he has set the galaxy straight, there is always something else for him to do.

Nejaa Halcyon Update

After close to thirty years, the Bendu Order has laid low while they had taken refuge among the Chiss Ascendancy. Though the Chiss allowed them to occupy a small planet on the outskirts of the Ascendancy, they rarely allowed any contact between the Bendu and their own citizens.

It was with some surprise to Nejaa when Anakin made contact with him. Explaining to Nejaa about what had occurred in the subsequent years to all that they had fought for, Anakin asked Nejaa to gather the entire Bendu Order and request that they return to the Empire and support the Rebel Alliance. As a gesture of good faith, Anakin himself would join them as they prepared to depart.

Two weeks later, Anakin made good on his word and appeared in the azure skies of the Bendu's makeshift retreat. Calling all two hundred of his fellow Bendu, Anakin explained to them that as the Alliance's only hope, they would be in the position to enhance the meager resources that the Alliance could bear against the vastly superior Empire.

After many days of debate, with Nejaa onlooking, they finally agreed to aid the Alliance. When this decision was announced, Nejaa secretly rejoiced. Should they succeed in toppling the Empire, Nejaa vowed that he would make it his priority to find his son and any other descendents he might have.

Nejaa Halcyon: Adult Male Human, Jedi Guardian 9/Jedi Investigator 2/Jedi Master 7; **Init** +3 (+3 Dex); **Def** 26 (+3 Dex, +13 Class); **Spd** 10m; **VP/WP** 166/14; **Atk** +18/+13/+8/+3 melee (1d3+1, punch), +20/+15/+10/+5 ranged (by weapon), +21/+16/+11/+6 melee * (6d8+1, crit 19-20, Lightsaber [Dual Phase]); **SQ** Contacts (Jabba the Hutt, x1), Deflect (Attack -4, Block, Defense +4, Extend Defense and Attack), Force Secret (Enhance Ability, Force Stealth, Illusion), Increase Lightsaber damage +4d8, Profile, Target bonus +1; **SV** Fort +14, Ref +15,

Will +13; **SZ** M; **FP**: 8; **Rep**: +8; **Str** 13, **Dex** 16, **Con** 14, **Int** 15, **Wis** 15, **Cha** 15.

Equipment: Lightsaber [Dual Phase]

* Nejaa Halcyon has constructed his own Lightsaber [Dual Phase].

Skills: Gather Information +8, Knowledge (Bendu Lore) +9, Knowledge (Jedi lore) +14, Move Silently +8, Pilot +9, Read/Write Basic, Search +6, Sense Motive +8, Speak Arkanian, Speak Basic, Speak Caamasi, Spot +6

Force Skills: Battlemind +10, Enhance Ability +17, Enhance Senses +15, Force Defense +22, Force Stealth +5, Heal Self +8, Illusion +23, See Force +14, Telepathy +9

Feats: Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (dual phase lightsaber, lightsaber), Force-Sensitive, Heroic Surge, Persuasive, Skill Emphasis (Illusion), Stealthy, Track, Weapon Finesse (Lightsaber [Dual Phase]), Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Attuned, Control, Dissipate Energy, Knight Defense, Lightsaber Defense, Resist Dark Side, Sense

Grand Moff Tarkin

With the disappearance of his daughter, Governor Tarkin withdrew to his familial estate on Eriadu, depressed with this second loss. Holed away, he fell into a pool of self-pity, finally emerging after two months. Those two months changed him, though. Some said that with the loss of his daughter and wife, he had only one true love left: his work, with an equal hate: aliens, the cause for all of his loss.

Offering his expertise to Emperor Vader, Tarkin dove into his work without respite, because it was the only way he could drive the pain away. After many long hours, a solution came unbidden to him: sometime shortly before the Clone Wars ended, a lowly engineer in his employ had suggested a way for the Republic to gain access to raw materials of various planets. After perusing this idea further, a flash of inspiration came to him: the Empire could build a moon-sized version and finally destroy this upstart Rebellion that threatened the security of the Empire. Once finished, the Death Star would be invulnerable to all who dared to defy the will of the Emperor!

Many years later, with one Death Star fully completed and its superlaser successfully tested on the forest moon of Endor, Tarkin was instrumental in devising the ultimate scheme

in bringing out the Emperor's enemies, and annihilating them in one fell swoop: leak the whereabouts of the half-finished second Death Star, and once the Rebels make their intentions to end this threat, bring the first Death Star in behind their fleet and start pummeling them mercilessly. The Empire will emerge victorious!

Grand Moff Tarkin: Middle Age Male Human, Noble 7/Soldier 1/Officer 7; **Init** +2 (+2 Dex); **Def** 22 (+2 Dex, +10 Class); **Spd** 10m; **VP/WP** 111/12; **Atk** +11/+6/+1 melee (1d3, punch), +13/+8/+3 ranged (by weapon); **SQ** Coordinate +1, Favor +3, Inspire Confidence, Leadership, Noble bonus class skill (Gather Information), Requisition Supplies, Resource Access, Tactics, Uncanny Survival; **SV** Fort +9, Ref +10, Will +12; **SZ** M; **FP** 2; **Rep** +12; **Str** 11, **Dex** 14, **Con** 12, **Int** 16, **Wis** 13, **Cha** 17.

Equipment: Code Cylinder [Mastercraft +1], Comlink [Encrypted], DataPad [Personal].

Skills: Appraise +6, Astrogate +6, Bluff +16, Computer Use +10, Craft (capital ships) +13, Diplomacy +23, Gather Information +15, Intimidate +20, Knowledge (Alien Cultures) +13, Knowledge (Capital Ship Tactics) +15, Knowledge (Empire) +19, Knowledge (Jedi Lore) +9, Knowledge (Politics) +21, Profession (Administrator) +9, Read/Write Basic, Read/Write Bothese, Read/Write Calamarian, Read/Write Durese, Sense Motive +14, Speak Basic, Speak Bothese, Speak Calamarian, Speak Durese, Speak Falleen, Speak Neimoidian

Feats: Aristocrat's Honor, Armor Proficiency (light), Bureaucratic Flair, Diplomatic Immunity, Fame, Imperial Command Training, Influence, Iron Will, Persuasive, Sharp-eyed, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons)

Moff Jerjerrod

The former head of Imperial Energy Systems and Moff of the Quanta Sector, Jerjerrod successfully maintained a façade of being a humorless, unambitious technocrat. Secretly though, Jerjerrod began making plans on unleashing the torrential energies of the Kashyyyk Death Star on Imperial Center, with the result of him being crowned as the new emperor, as soon as Emperor Vader appointed him the commanding officer of it. Luckily for the trillions of inhabitants of Imperial Center, Jerjerrod perished with the self-destruction of the Kashyyyk Death Star at the Battle of Kashyyyk.

Moff Jerjerrod: Adult Male Human, Soldier 9/Officer 3/Imperial Moff 3; **Init** +6 (+2 Dex, +4 Bonus); **Def** 23 (+2 Dex, +11 Class); **Spd** 10m; **VP/WP** 135/15; **Atk** +14/+9/+4 melee (1d3+2, punch), +14/+9/+4 ranged (3d4+1, Blaster [Hold-out, SoroSuub Model B22 'Imperial']); **SQ** Backup, Flagship, Leadership, Overlord, Requisition Supplies, Resource Access; **SV** Fort +11, Ref +9, Will +11; **SZ** M; **FP** 0; **Rep** +6; **Str** 14, **Dex** 15, **Con** 15, **Int** 14, **Wis** 13, **Cha** 13.

Equipment: Blaster [Hold-out, SoroSuub Model B22 'Imperial'], Code Cylinder, Comlink [Military]

Skills: Bluff +7, Computer Use +10, Demolitions +10, Diplomacy +16, Gamble +3, Gather Information +13, Intimidate +13, Knowledge (Bureaucracy) +19, Knowledge (Politics) +10, Knowledge (Tactics) +12, Listen +4, Pilot +10, Read/Write Basic, Sense Motive +11, Speak Basic, Speak Durese, Speak Rodese

Feats: Armor Proficiency (light, medium), Bureaucratic Flair, Cautious, Combat Expertise, Combat Reflexes, Endurance, Imperial Command Training, Improved Initiative, Influence, Iron Will, Low Profile, Persuasive, Sharp-eyed, Starship Operation (capital ship), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Mara Jade



Daughter of Kora Jade, Mara was found by the Order of the Blade when an infant. While growing up with the Order's temple, Mara always had a knack for anticipating attacks from the other children. Mara was soon training to be a Vicari Blade. Completing her training at the age of seventeen, Mara was frequently sent on missions to clean up others' mistakes, and she was always

successful at her assignments.

Four years after the Battle of Yavin, Mara was assigned to infiltrate Jabba the Hutt's criminal syndicate with orders to assassinate Luke Skywalker. Unfortunately for her, because of Jabba's stubbornness, and his resiliency to her mental powers, he refused to allow her to go with his entourage when he was to go and oversee the death of the would-be Jedi. After Jabba's death, Mara fled Tatooine for parts unknown.

Mara Jade: Adult Female Human, Vicari Blade 9; **Init** +2 (+2 Dex); **Def** 19 (+2 Dex, +7 Class); **Spd** 10m; **VP/WP** 95/15; **Atk** +11/+6 melee (1d3+2, punch), +11/+6 ranged (3d4-1, Blaster [Hold-out, Merr-Sonn J1 'Happy Surprise']), +12/+7 melee * (3d8+2, crit 19-20, Lightsaber); **SQ** Deflect (Attack -4, Block, Defense +1, Extend Defense and Attack), Emotional Outburst +3, Increased Lightsaber Critical (18-20), Vicari Blade; **SV** Fort +8, Ref +8, Will +5; **SZ** M; **FP**: 5; **DSPs**: 2; **Rep**: +3; **Str** 14, **Dex** 15, **Con** 15, **Int** 13, **Wis** 12, **Cha** 14.

Equipment: Blaster [Hold-out, Merr-Sonn J1 'Happy Surprise'], Flight suit, Lightsaber.

* Mara Jade has constructed her own Lightsaber.

Skills: Gather Information +5, Intimidate +5, Knowledge (Order of the Blade Lore) +4, Listen +5, Move Silently +5, Pilot +4, Read/Write Basic, Search +4, Speak Basic, Speak Huttese, Spot +7.

Force Skills: Affect Mind +5, Battlemind +6, Enhance Ability +6, Enhance Senses +4, Force Defense +5, Force Stealth +7, Force Strike +5, Heal Self +5, Move Object +6, See Force +3.

Feats: Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Heroic Surge, Power Attack, Shadow, Weapons Group Proficiency (blaster pistols, simple weapons).

Force Feats: Alter, Control, Enhanced Danger Sense, Knight Defense, Lightsaber Defense, Sense.

Mace Windu

Twenty-three years after his capture and imprisonment, Jedi Master Windu is free, thanks to the help of former Council member Kal Remos and Luke Skywalker. Tortured repeatedly by Darths Corruptus and Masiciss, Mace refused to submit to their depredations. Now that the Empire is defeated, Mace is poised to help the Jedi Order rebuild.

Mace Windu: Adult Male Human, Jedi Guardian 9/Jedi Master 5/Jedi Weapon Master 6; **Init** +2 (+2 Dex); **Def** 25 (+2 Dex, +13 Class); **Spd** 10m; **VP/WP** 175/16; **Atk** +22/+17/+12/+7 ranged (by weapon), +23/+18/+13/+8 melee (1d3+3, punch), +24/+19/+14/+9 melee * (4d8+3, crit 18-20, Lightsaber); **SQ** Deflect (Attack -4, Block, Defense +4, Extend Defense and Attack), Devastating Strike (Lightsaber), Force Secret (Battlemind, Enhance Ability), Increase Lightsaber damage +2d8; Shatterpoint[⊗]; **SV** Fort +15, Ref +14, Will +15; **SZ** M; **FP**: 7; **Rep**: +9; **Str** 17, **Dex** 15, **Con** 16, **Int** 16, **Wis** 14, **Cha** 16.

Equipment: Lightsaber*

* Mace Windu has constructed his own Lightsaber.

Skills: Balance +6, Craft (lightsaber) +13, Gather Information +8, Knowledge (Interrogation Techniques) +5, Knowledge (Jedi lore) +11, Knowledge (Politics) +7, Pilot +7, Read/Write Basic, Read/Write Caamasi, Read/Write Korun, Search +5, Speak Arkanian, Speak Basic, Speak Caamasi, Speak Korun, Spot +6, Tumble +13

Force Skills: Affect Mind +15, Battlemind +14, Empathy +20, Enhance Ability +22, Enhance Senses +8, Farseeing +6, Force Defense +11, Force Stealth +9, Force Strike +7, Heal Another +6, Heal Self +7, Move Object +17, See Force +17

Feats: Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Critical (Lightsaber), Iron Will, Power Attack, Weapon Finesse (Lightsaber), Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Master Defense, Mettle, Sense, Vaapad Form Mastery (See Rise of the Empire Infinities Sourcebook for details).

[⊗]Shatterpoint: Mace Windu gains a Wisdom modifier to any single skill check, ability check, saving throw, or attack; once per scene up to 1/3 his level per day (round down). **Penalty:** During combat, if Mace uses this ability while engaged in Vaapad he must succeed in a Will save DC 20 + 1/2 the number of current Dark Side Points, or fall into a Dark Rage as per the Vaapad Form Mastery feat.

New Ships

Excursor-class Star Destroyer

Craft: Rendili Stardrive's Excursor-class Star Destroyer; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 58.42 mCr); **Size:** Gargantuan (900m in diameter); **Initiative:** +0 (+4 crew, -4 size); **Crew:** 8,536 (Skilled +4); **Troop Compliment:** 2040; **Vehicle Compliment:** 10 AT-ATs, 15 AT-STs; **Starship Compliment:** 4 Shuttles, 6 Landing Barges; **Starfighter Compliment:** 72 starfighters; **Cargo Capacity:** 16,000 Metric tons; **Consumables:** 2 Years; **Hyperdrive:** x1 (backup x15); **Maximum Speed:** Cruising (Average, 4 squares/action); **Maneuvers:** +0 (-4 size, +4 crew); **Defense:** 16 (-4 size, +10 armor); **Hull Points:** 700 (DR 50); **Shield Points:** 300 (DR 50)*.

Weapon: Turbolaser (30); **Fire Arc:** 2 Batteries Front, 2 Batteries Left, 2 Batteries Right; **Attack Bonus:** +12 (-4 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Turbolaser [Heavy] (8); **Fire Arc:** 1 Battery Front/Left, 1 Battery Front/Right; **Attack Bonus:** +3 (-4 size, +4 crew, +3 battery fire); **Damage:** 10d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Ion Cannon (20); **Fire Arc:** 1 Battery Front, 1 Battery Left, 1 Battery Back, 1 Battery Right; **Attack Bonus:** +8 (-4 size, +4 crew, +4 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Turbolaser Cannon [Double, Heavy] (18); **Fire Arc:** 3 Batteries Front, 2 Batteries Left, 2 Batteries Back, 2 Batteries Right; **Attack Bonus:** +1 or -3/-3 (-4 size, +4 or +0/+0 crew, +1 battery fire); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Concussion Missile Launcher (10); **Fire Arc:** 5 Front, 2 Left, 1 Back, 2 Right; **Attack Bonus:** +0 (-4 size, +4 crew); **Damage:** 8d10x2; **Range Modifiers:** PB +0, S/M/L N/A.

Weapon: Tractor Beam Projector (3); **Fire Arc:** 1 Front, 1 Left, 1 Right; **Attack Bonus:** +8 (-4 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

* The Excursor-class Star Destroyer has multiple banks of shield generators. As a result, it recovers shield points at twice the normal rate.

Endor Death Star

Built over the Forest Moon of Endor at the same time, the Endor Death Star hasn't suffered the numerous delays that its sister Death Star has been forced to endure. Some might say that this is because of secrecy, others might say its because of the Emperor. The true reason for its completion is the man in charge: Grand Moff Tarkin, and the Grand Moff is not one to broker delays.

Completed shortly before the Battle of Kashyyyk, the Endor Death Star consummated its completion by destroying the very planetary moon that was its sanctuary, and the planet that spawned it.

Craft: Custom Deep-space Battlestation; **Class:** Battlestation; **Cost:** not available for sale (estimated to be in the trillions); **Size:** Planetary (120 km in diameter); **Crew:** 4,265,675 (Skilled +4); **Passengers:** 242,782 (starship support staff), 167,216 (support ship pilots and crew); **Troop Compliment:** 1,607,675 (troops), 825,984 (stormtroopers); **Vehicle Compliment:** 1,860 drop ships, 1,400 AT-ATs, 1,400 AT-STs, 178 Mobile Command Bases, 1,420 repulsortanks, 1,420 repulsorcraft, 355 Floating Fortresses, 4,843 A6 Juggernauts; **Starship Compliment:** 4 Capital Ships, 3,600 *Lambda*-class shuttles, 3,600 *Sentinel*-class assault shuttles, 2,480 blast boats; **Starfighter Compliment:** 100 Wings of various model Ties; **Cargo Capacity:** 1 million kilotons; **Consumables:** 3 years; **Hyperdrive:** x4 (Backup x24); **Maximum Spd in Space:** Docking (Poor, 1 square/action); **Maneuver:** -6 (-10 size, +4 crew); **Initiative:** -6 (-10 size, +4 crew); **Defense:** 20 (-10 size, +20 armor); **Hull Points:** 3750 per zone (DR 100); **Shield Points:** 500 per zone (DR 100).

Weapon: Superlaser; **Fire Arc:** Front; **Attack Bonus:** -2 (-10 size, +4 crew, +4 fire control); **Damage:** 16d10x10,000; **Range Modifiers:** PB -8, S -6, M -4, L -2.

Weapon: 5,000 Turbolasers; **Fire Arc:** Turret*; **Attack Bonus:** +4 (-10 size, +4 crew, +6 fire control, +4 battery); **Damage:** 5d10x5; **Range Modifiers:** PB -8, S -6, M/L -4.

Weapon: 5,000 Hvy Turbolasers; **Fire Arc:** Turret*; **Attack Bonus:** +0 (-10 size, +4 crew, +6 fire control); **Damage:** 7d10x5; **Range Modifiers:** PB -8, S -6, M/L -4.

Weapon: 2,500 Laser Cannons; **Fire Arc:** Turret*;
Attack Bonus: -2 (-10 size, +4 crew, +4 fire control); **Damage:** 7d10x2; **Range Modifiers:** PB -8, S -6, M/L -4.

Weapon: 2,500 Ion Cannons; **Fire Arc:** Turret*; **Attack Bonus:** -2 (-10 size, +4 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB -4, S -2, M +0, L n/a.

Weapon: 768 Tractor beam emplacements; **Fire Arc:** Turret*; **Attack Bonus:** +0 (-10 size, +4 crew, +6 fire control, +5 battery); **Damage:** Special; **Range Modifiers:** PB -8, S -6, M/L n/a.

* Due to the immense size of the Death Star, it is divided into 24 distinct zones, with each zone equally equipped with weapons. Only weapons in a specific zone adjacent to the attacking ship may be brought to bear at any given time. Most of the time the amount of weapons brought to bear is significantly lower.

Kashyyyk Death Star

Originally, the plan was for both Death Stars to be completed simultaneously, however with the constant delays caused by slaves and others, the Kashyyyk Death Star continued to lag behind its sister Death Star.

In a flash of inspiration, no doubt a glimmer of the Force, the Emperor ordered some of the details of this Death Star to be subtly released to the Rebellion, in the hopes that this news will flush the Rebellion into the open. This would result in the complete destruction of all his denouncers.

Craft: Custom Deep-space Battlestation; **Class:** Battlestation;
Cost: not available for sale (estimated to be in the trillions); **Size:** Planetary (160 km in diameter); **Crew:** 4,785,560 (Skilled +4);
Passengers: 375,860 (starship support staff), 634,432 (support ship pilots and crew); **Troop Complement:** 1,995,950 (troops), 997,570 (stormtroopers); **Vehicle Complement:** 1,860 drop ships, 1,400 AT-ATs, 1,400 AT-STs, 178 Mobile Command Bases, 1,420 repulsortanks, 1,420 repulsorcraft, 355 Floating Fortresses, 4,843 A6 Juggernauts; **Starship Complement:** 4 Capital Ships, 3,600 *Lambda*-class shuttles, 3,600 *Sentinel*-class assault shuttles, 2,480 blast boats; **Starfighter Complement:** 100 Wings of various model TIEs; **Cargo Capacity:** Over 1 million kilotons; **Consumables:** 3 years; **Hyperdrive:** x3 (Backup x20); **Maximum Spd in Space:** Docking (Poor, 2 square/action);

Maneuver: -6 (-10 size, +4 crew); **Initiative:** -6 (-10 size, +4 crew); **Defense:** 30 (-10 size, +30 armor); **Hull Points:** 4500 per zone (DR 100); **Shield Points:** 750 per zone (DR 100).

Weapon: Superlaser; **Fire Arc:** Front; **Attack Bonus:** -2 (-10 size, +4 crew, +4 fire control); **Damage:** 20d10x10,000; **Range Modifiers:** PB -8, S -6, M -4, L -2.

Weapon: 15,000 Hvy Turbolasers; **Fire Arc:** Turret*; **Attack Bonus:** +0 (-10 size, +4 crew, +6 fire control); **Damage:** 7d10x5; **Range Modifiers:** PB -8, S -6, M/L -4.

Weapon: 15,000 Turbolaser Batteries; **Fire Arc:** Turret*; **Attack Bonus:** +4 (-10 size, +4 crew, +6 fire control, +4 battery); **Damage:** 5d10x5; **Range Modifiers:** PB -8, S -6, M/L -4.

Weapon: 768 Tractor beam emplacements; **Fire Arc:** Turret*; **Attack Bonus:** +0 (-10 size, +4 crew, +6 fire control, +5 battery); **Damage:** Special; **Range Modifiers:** PB -8, S -6, M/L n/a.

Weapon: 7,500 Laser Cannons; **Fire Arc:** Turret*; **Attack Bonus:** -2 (-10 size, +4 crew, +4 fire control); **Damage:** 7d10x2; **Range Modifiers:** PB -8, S -6, M/L -4.

Weapon: 5,000 Ion Cannons; **Fire Arc:** Turret*; **Attack Bonus:** -2 (-10 size, +4 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB -4, S -2, M +0, L n/a.

* Due to the immense size of the Deathstar, it is divided into 24 distinct zones, with each zone equally equipped with weapons. Only weapons in a specific zone adjacent to the attacking ship may be brought to bear at any given time. Most of the time the amount of weapons brought to bear is significantly lower.

Corellian Star Cruiser

Built by Corellian Engineering Corporation 4 ABY, the Corellian Star Cruiser was made to protect Corellia from the Empire and as a ship to offer the Alliance in its fight against the Emperor and the Kashyyyk Death Star. Looking like a blunt knife ship turned on its side; it has to wings extending from the hull's edge to the top and the bottom. Moderately armed and shielded, many consider it a sister design to the Mon Calamari MC-80a Star Cruiser. This is not too far from the truth, since the design was influenced by the success of the MC-80a. Some noticeable differences were that the design lacked the redundant shield system the Mon Calamari ships have become famous for. The Corellian Star Cruiser also had an improved fire control system, making the ship extremely

deadly against any enemy. The first six Corellian Star Cruisers built were given to the Rebellion and fought valiantly during the climatic battle over the Death Star.

Corellian Star Cruiser

Craft: Corellian Engineering Corporation's CC-9700 Corellian Star Cruiser; **Class:** Capital Ship; **Cost:** Not Available for Sale (estimated construction cost 60.55 mCr); **Size:** Colossal (1200m in diameter); **Initiative:** -4 (+4 crew, -8 size); **Crew:** 6,350 (Skilled +4); **Troop Compliment:** 1200; **Vehicle Compliment:** 30 assorted vehicles; **Starship Compliment:** 6 shuttles, 2 CEC light freighters; **Starfighter Compliment:** 36 starfighters; **Cargo Capacity:** 20,000 Metric tons; **Consumables:** 1 Year; **Hyperdrive:** x1.5 (backup x10); **Maximum Speed:** Cruising (Average, 4 squares/action); **Maneuvers:** -4 (-8 size, +4 crew); **Defense:** 12 (-8 size, +10 armor); **Hull Points:** 600 (DR 60); **Shield Points:** 300 (DR 60).

Weapon: Turbolaser (35); **Fire Arc:** 2 Batteries Front, 2 Batteries Left, 1 Battery Back, 2 Batteries Right; **Attack Bonus:** +10 (-8 size, +4 crew, +10 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Ion Cannon (24); **Fire Arc:** 2 Batteries Front, 2 Batteries Left, 2 Batteries Right; **Attack Bonus:** +9 (-8 size, +4 crew, +10 fire control, +3 battery fire); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Proton Torpedo Launcher (24); **Fire Arc:** 1 Battery Front, 1 Battery Back, 1 Battery Front/Left, 1 Battery Front/Right; **Attack Bonus:** +8 (-8 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** 9d10x2; **Range Modifiers:** PB +0, S/M/L N/A.

Weapon: Tractor Beam Projector (8); **Fire Arc:** 2 Front, 3 Left, 3 Right; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L N/A.

Corellian Destroyer

Designed as a support ship for the Corellian Star Cruiser, the Corellian destroyer looks like a wide rectangle on top of a narrow rectangle. While not the greatest looking design, the ship is effective in its duties as a support ship to the Corellian Star Cruiser. Twelve of these went with the Corellian Star Cruisers slated for the Rebellion, and fought valiantly.

Corellian Destroyer

Craft: Corellian Engineering Corporation's CC-9800 Corellian Destroyer; **Class:** Capital Ship; **Cost:** 36.73 mCr; **Size:** Gargantuan (600m in diameter); **Initiative:** +0 (+4 crew, -4 size); **Crew:** 600 (Skilled +4); **Troop Compliment:** 300; **Vehicle Compliment:** 10 assorted vehicles; **Starship Compliment:** 3 shuttles; **Starfighter Compliment:** 12 starfighters; **Cargo Capacity:** 5,000 Metric tons; **Consumables:** 6 Months; **Hyperdrive:** x2 (backup x12); **Maximum Speed:** Cruising (Average, 4 squares/action); **Atmospheric Speed:** 350 km/h (6 squares/action); **Maneuvers:** +0 (-4 size, +4 crew); **Defense:** 16 (-4 size, +10 armor); **Hull Points:** 500 (DR 50); **Shield Points:** 250 (DR 50).

Weapon: Turbolaser Cannon [Double, Heavy] (24); **Fire Arc:** 1 Battery Front, 1 Battery Left, 1 Battery Right; **Attack Bonus:** +10 or +6/+6 (-4 size, +4 or +0/+0 crew, +6 fire control, +4 battery fire); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Ion Cannon (12); **Fire Arc:** 1 Battery Front, 1 Battery Left, 1 Battery Right; **Attack Bonus:** +7 (-4 size, +4 crew, +4 fire control, +3 battery fire); **Damage:** Special; **Range Modifiers:** PB -2, S/M +0, L N/A.

Weapon: Turbolaser [Light Quad] (2); **Fire Arc:** 1 Back/Left, 1 Back/Right; **Attack Bonus:** +6 or +0/+0/+0 (-4 size, +4 or -2/-2/-2 crew, +6 fire control); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: Laser Cannon (20); **Fire Arc:** 2 Batteries Left, 2 Batteries Right; **Attack Bonus:** +8 (-4 size, +4 crew, +4 fire control, +4 battery fire); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S -2, M/L N/A.

Weapon: Concussion Missile Launcher [Small] (4); **Fire Arc:** Front; **Attack Bonus:** +4 (-4 size, +4 crew, +4 fire control); **Damage:** 8d10x2; **Range Modifiers:** PB +0, S/M/L N/A.

Only Chance

Boba Fett rarely showed emotion in situations – Jango had taught him that. He had also taught him the importance of family, and that is why he married and fathered a daughter with his wife Sintas Vel, Ailyn. On Ailyn's 15th birthday, grief swept both Ailyn and Boba. Boba and Sintas had each agreed to get bounties that would allow them to together buy Ailyn a ship of her own

choosing. Boba returned in a week. Sintas never did. Then, after a month, her dead body was found. Boba collapsed at the sight of his dead wife. It hurt him; it *burned* him, that someone had killed his wife. And most of all, he *agonized* over the fact that it was all because she wanted to make Ailyn proud. Boba and Ailyn vowed revenge.

Jango provided the name of the killer, Ton Snips, as well as his boss, Bib Fortuna. Ton was easily found and killed, but Boba thirsted for a more thorough revenge. He would kill Bib Fortuna. That was how he came under Jabba the Hutt's employ. Fett never got close enough. Jabba just didn't trust him enough yet. So when the Empire put out a bounty on Solo, Fett saw his chance. The Empire would compensate Fett for his capture, and Fett surmised, would probably wish to "give" Han back to Jabba since the Empire would be done playing with him. Jabba, already angry enough having to deal with the Empire, would probably punish Solo dearly, and earn Fett his one chance.

The whole contract was a lure, the perfect setup, thought Boba. *The Rebels will make it all the easier to do my job. I will avenge you Sintas; this abomination will walk no more soon enough.* The rebels rescue attempts were failing time after time again. Leia Organa turned into Jabba's new flavor of the month and Chewbacca was rotting in prison with the freed Han Solo. Boba knew it was time to act. He made sure the idea of offering Leia to Fett as "entertainment" got around. He wanted to "talk" to her.

Being pushed along by the Gamorreans, Leia tried to show some dignity in her skimpy suit. She had no clue were Bib Fortuna was leading them, but she hoped it was not to the Hutt's "private chambers".

Fortuna stopped at a rather small door and Leia sighed in relief. *Maybe they will just keep me caged in this room. I can live with that until Luke comes.* But Fortuna knocked on the door. It opened slightly, followed by an exchange of whispers. Finally Fortuna yanked Leia by her chain, threw her into the dark room and closed the door.

For a moment time stood still. Leia began to panic in the dark as she sat alone, waiting. She couldn't tell whose room she was in. She was scared. She was afraid. And she was alone and unsafe. Her vision began to blur with tears and she began to cry softly in her arms. She realized how alone she was, how vulnerable. And then a lone light turned on, engulfing her. A

gloved hand reached out at her, and in anger and fear she lunged at the attacker. She would not let him have his way with her. She would die before that happened!

Even with her light frame she was able to wrestle this man. Her punches landed on armor. Finally she heard a voice. "Princess stop!" *Boba Fett! She was fighting Boba Fett!* She was struggling from his grip on her wrists, but could do nothing.

"Princess, calm down! I am not here to hurt you." Leia slowly began to relax as she saw he was, indeed, not trying to hurt her. Tears were streaming down Leia's cheeks and she was gulping for air. She looked like an emotional wreck.

"Your...not...going...to...hurt...me?"

Boba slowly relaxed his grip and stepped away. "No. I am not being paid to hurt you. I want to talk to you. Alone." Fett turned on all of the lights in the room and motioned for Leia to take a seat in one of the chairs in the room. She did, but slowly, watching Fett's moves carefully. Fett pulled the sheets off his bed and turned to Leia, "Here, take this." Leia nodded and wrapped herself in the blanket. It felt odd that Fett was acting so...kind. "I am not one for small talk Princess, so I will get to my point. I know why you came here; I know why Lando and Chewbacca are here. And I know Skywalker will be coming at some point as well. You want to save Han Solo." Fett took a seat opposite of Leia now. "And I know Jango Fett told you of my location. It is because I told him." Leia's jaw almost dropped with this revelation.

"What do you have to gain from this, Boba Fett?"

Boba nodded at the valid question. "Revenge. Believe it or not, I have a child, around your age, only a couple years younger. She and I both lost someone long ago who was hunting one of Bib Fortuna's flunkies. I want revenge against Fortuna." Fett let this sink in before he continued. "So I propose a deal: I let you and the rest of the rebels here save Han without my interference. In exchange, I kill Fortuna, get 100,000 credits and we act like my involvement in Han's capture never happened."

"A 100,000 credits for your help? You must be kidding," Leia exclaimed.

"Being a Rebel is costly Princess. My help comes at a price."

"And for the matter, how do I know I can trust you," Leia queried.

Boba smiled under his helmet. "Now you are asking the right question. You will just have to."

Leia knew that she had few options, and this was too good and opportunity to pass up. "Deal. Once Han is safely out of Jabba's clutches, you shall be paid."

"You made a wise choice, Princess."

So things did not go as well as Boba wanted. Luke failed, initially, to free Han, but Boba knew that Luke must have prepared for the punishment to come: being dropped in the Pit of Carkoon. Tactically the chaos Luke was to bring would be perfect. Close quarters, people running in panic this way and that. A blaster shot or two would never be noticed. So when Luke regained his lightsaber from his astromech, Boba knew he had to make his move. Bib Fortuna and Jabba both looked in awe and shock at the chaos unfolding on the skiff. The moment was at hand. Nodding to Leia, they both moved into action. Leia quickly smashed Jabba's control panel, causing system disruptions and more chaos aboard the sail barge. She then grabbed her chain and began to choke Jabba, using all of her strength and vigor to squeeze the last ounce of life from that *thing*. Bib Fortuna realized Leia might go after him, and began to run away from his dying master, slamming head first into Boba Fett. "*Out of my way bounty hunter, I am not going to die here,*" he exclaimed in Huttese.

"I disagree slimeball!" Grabbing Fortuna by his collar, he lifted him up and held him against the wall. "Remember a bounty hunter by the name of Sintas Vel?" Fortuna's eyes went wide for a moment, as he realized he was in for a world of pain.

"You took the one woman I loved. So I am going to return the favor." Barely flexing his arm, the retractable vibro-blade dug deep into Fortuna's chest. Fortuna collapsed onto the ground coughing up blood and trying to crawl away. Fett would not allow that. Aiming his blaster, he shot squarely at his head. The rest of his body slumped to the ground.

Turning to Leia, Fett saw her squeeze the last of Jabba's life out of him. Fett cut her free from her chain with his vibro-blade. "Get out of here Princess. You have a deal to fulfill." Fett, though, was not done with Fortuna. Dragging his stunned body up onto the observation deck of the sail barge, Fett stared down at the Twi'lek as he regained consciousness. Lifting him up, Fett watched with certain glee as Fortuna begged Fett to save his life, offering him girls, human or Twi'lek, if he lived. Fett had heard enough. He simply held Fortuna over the edge of the

sail barge and let go. Fortuna's girlish scream filled the air as he was swallowed whole by the Sarlaac.

Fett then ran out of the barge. He realized that business with Jabba was going to leave with someone exploding, and better it be Jabba than himself.

Ailyn Fett had returned to Mandalore to visit her Grandfather when she got a message. She checked her datapad since it was a simple text message and immediately broke down in tears. Jango ran to her to see what the message said. Reading it himself, a lump grew in Jango's throat. It read: "Bib Fortuna is dead."

End

Battles of the Galactic Civil War, a chronology

Major Battles of the Galactic Civil War (19 BBY- 4ABY)

S represents a Separatist victory. A victory for the Rebel Alliance or a rebel group is represented with **R**; while victory for the Galactic Empire is represented with **E**. **D** represents a world destroyed, which includes orbital bombardment. **N** stands for no victor.

Year 4 of the Clone Wars (Year 19 BBY)

Month 44-45

- *Battle of the Anaxes and Corulag* (**E**, Using ships hidden away during the Clone Wars, the Empire gather its forces for a major push. With the Separatists still in shock over the recent loss of the Separatist Council, the Separatists are beaten back.)
- *Battle of Sarapin and Chandrila* (**E**, With the moment from the previous battles, the Empire is able to expel the Separatists from Sarapin and Chandrila. The Empire quickly readies its forces for a push southward and eastward of the Core to liberate the Core Worlds from the Separatists.)
- *Battle of Brentaal* (**S**, the Separatists are able to hold Brentaal successfully, ensuring their control over the Perlemian Trade Route continues. The battle is still costly for the Separatist.)

- *Battle of the Corellian Sector* (E, Using blitz tactics the Empire is successful in recapturing the Corellian Sector. Separatist forces are overwhelmed by the surge of Imperial troops, and fall back to Duros.)
- *Battle of Duro* (S, Fighting a furious battle, the Separatists are able to hold onto Duros. With this victory, the Separatists still maintain control over the Perlemian Trade Route, the Corellian Trade Spine and the Corellian Run. This also marks the Empire's almost complete control back over the Core Worlds.)

Year 5 of the Clone Wars (Year 18 BBY)

Month 46-47

- *Battle of Duro* (E, After a two month siege, the Separatist forces are routed at Duros. Separatist forces flee to Thyferra. Moral is at an all time low for the Separatists.)
- *Battle of Brentaal* (E, Brentaal is defeated in a brilliant battle by the Empire. Captain Jan Dodonna leads the battle for the Empire.)

Month 48

- *Battle of Thyferra* (E, With the fall of Duro and many other worlds near Thyferra, the Empire makes a successful strike against the Separatist stronghold. While the Separatists are defeated, Thyferra's Cartels threaten to destroy their bacta supplies if they are brutally suppressed into Imperial rule. The Empire nationalizes the Cartel, but keeps a minimal presence on Thyferra to appease the Cartels.)
- *Battle of Denon* (E, With the Empire secure in its control of the Colonies region, the Empire recaptures Denon from the Separatists. Many Separatists are lost at this battle.)
- *Final Battle of Bogden* (E, The Empire recaptures Bogden and firmly secures it in the name of the Emperor. A huge Separatist fleet is destroyed at this battle)

Month 50

- *Battle of Naboo* (E, After massive losses in the Core, Colonies and Inner Rim, the Separatist fleet has been reduced to a quarter of its size. The Separatist control over the Expansion and Mid Rim Region is in decline, and with

that Naboo falls. The battle is fierce, taking the entire month and costing almost a million lives in soldiers. With the capture of Naboo, many Separatists wonder if their cause is lost. The few remaining Separatist forces gather at key fortress worlds in the Outer Rim to make their last stand. This battle was led by General Czar for the Separatists and Captain Veermoff for the Empire.)

Month 51

- *Battle of Mon Calamari* (E, With little left, the Separatists regroup at Mon Calamari. Making their last stand at their new capitol, the Separatists fight furiously against the Imperial Third Fleet. The battle is lost in the end, with huge losses for the Separatists and the Empire. Czar gathers what forces he can and retreats to Geonosis, the last strong hold of the Separatists. The Separatists who do not make it to Geonosis either scatter to fight the Empire on their own or are killed. General Czar leads the battle for the Separatist.)

Month 52

- *End of the Clone Wars* (E, Emperor Vader calls the Clone Wars officially over. Emperor Vader believes that General Czar and any other major threat has killed or captured at Mon Calamari. The Separatists, meanwhile, lick their wounds at Geonosis. Thanks to the fact that Geonosis is unknown to the Empire at large, they remain pleasantly hidden. Czar would lead what remains of his troops in the next war, the Galactic Civil War

Year 1 of the Separatist Rebellion (Year 17 BBY)

- *Oppression at Mon Calamari, Dorig and Kashyyyk* (E, The Empire moves to enslave the worlds of Mon Calamari, Dorig, and Kashyyyk to fill the ranks of the Imperial Projects Program.)
- *Raid on Druckenwell* (S, Czar's Separatists successfully meet up with local rebels on Druckenwell and are able to steal weapons and equipment slated for the local Imperial Garrison.)
- *Subjugation of Nal Hutta* (E, The Empire officially "adds" Hutt Space to the Empires fold. A Moff is installed, with a nominal presence of Imperial forces. The Hutts are not happy about

this, but are able to routinely blackmail the Moff to have as little Imperial interference as possible.)

- *Assault on Taris* (E, Local rebels lead a foolish assault on the Imperial forces at Taris. The Empire quickly crushes the Z-95 Headhunters. The local Governor then establishes martial law on Taris, terrorizing any who are suspected of opposing the Empire.)

Year 2 of the Separatist Rebellion (Year 16 BBY)

- *Massacre at Ghorman* (E, Moff Tarkin crushes protestors at Ghorman for rebellion against the Empire. This leads to a rise in violent rioting by the locals for a month. After the Empire ends the rioting, a few locals form a local rebel cell.)
- *Massacre at the Temple of the Blade* (E, Parents of stolen children on the Imperial Center do peaceful riots outside the Temple of the Blade, demanding to know where their children are. The Order of the Blade responds by killing the parents. The few survivors begin to setup a local rebel cell with the help of Bail Organa and Mon Mothma.)
- *Conflict at Bestine* (E, the Empire puts down a peaceful protest of political opponents to the Empire. After rounding up the political prisoners, they are all summarily executed. Jan Dodonna, a witness to this, retires after seeing how wicked the Empire had become.)

Year 4 of the Separatist Rebellion (Year 14 BBY)

- *Strike at Sullust* (R, Jedi Master Kal Remos and the Victory Star Destroyer *Indomitable* decimates an Imperial Supply convoy passing through Sullust on its way to Eriadu. The Empire begins to protect their convoys with more ships. The Emperor orders Darth Corruptus to hunt down and kill Kal Remos.
- *Trap at Malastare* (R, Kal Remos is able to outwit Darth Corruptus and escape, even with the Empire's use of the CC-7700 Frigate. In retaliation, Darth Corruptus randomly has a town on Malastare bombed to ashes.)

Year 10 of the Separatist Rebellion (Year 8 BBY)

- *Gamble at Naboo* (R, Kal Remos is again able to outwit Darth Corruptus, this time freeing political prisoners and

escaping from Naboo. With the chase for Kal Remos having gone on for years, the Emperor is beginning to lose his patience. Darth Corruptus is forced to admit another failure to the Emperor.)

- *Raid at Agamar* (R & E, Local rebels are able to steal some supplies from an Imperial convoy, but Imperial forces prevent a total loss. The rebels are only able to steal half of the manifest.)

Year 11 of the Separatist Rebellion (Year 7 BBY)

- *Battle of Dorig* (R, The local Drucek population, or what is left of it, is able to topple the local Imperial Garrison and free itself completely from Imperial rule. The battle for the Drucek rebels was led by Lord Kal Saldor, with the Imperial forces led by Moff Michaels.)
- *Battle of Fornique* (R, Drucek forces, with the help of Kal Remos, are able to liberate the sister world of Fornique from the Empire. Lord Kal Saldor and Kal Remos lead the attack. The Empire's forces are led by Commodore Veermoff.)
- *Battle at the Moons of Dorig* (R, Kal Remos finally defeats Darth Corruptus at the Moons of Dorig. With her defeat Darth Masiciss takes her place, ready with a plan to crush Kal Remos once and for all.)
- *Battle of Caamas* (E, Kal Remos fights a deadly lightsaber duel with Darth Masiciss while the Victory Star Destroyer *Indomitable* holds off six Imperial Star Destroyers. Kal Remos eventually escapes the fight with the *Indomitable*, though the ship is barely functioning as it leaves battle, with most of the ship's crew killed. This includes Kal Remos's cousin Rian Remos, the captain. As punishment for letting Kal Remos escape, Caamas's shields are taken down by Bothan spies. The planet is then carpet bombed until made uninhabitable.)
- *Victory at Tepasi* (E, The *Indomitable* comes into the Tepasi system, begging for assistance from the local government. Instead a fleet of Imperial Star Destroyers capture the vessel, in hopes of capturing the elusive Kal Remos. They find the ship just with the remaining crew of the *Indomitable*. Kal Remos had left the ship for parts unknown a few days earlier. The capture of the *Indomitable* was heralded as a great victory since the last of the war criminal Jedi from the Clone Wars had been defeated. The Empire officially

announced Kal Remos was dead, though Masiciss knew better. The *Indomitable* would be taken in by the Empire to be refitted in its new duty to the Emperor.)

Year 15 of the Separatist Rebellion (Year 3 BBY)

- *Battle of Fresia* (R, Czar's Separatists are able to steal the X-wing and ARC-180 and their respective designs for the Rebellion, just beating an Imperial task force by seconds. Czar's Separatists begin testing out the designs immediately against the Empire, with limited production following.)

Year 16 of the Separatist Rebellion/Year 0 of the Galactic Civil War (Year 2 BBY)

- *Battle of Mon Calamari* (R, The Quarren and Mon Calamari are able to free themselves from Imperial rule. They immediately begin building new MC-80a Star Cruisers to defend themselves.)
- *Raid at Kuat* (N, the new Regno Star Destroyer Legacy is stolen by Czar's Separatists, but Admiral Thrawn is able to recapture the ship. Instead of returning the vessel to the Empire, he keeps it.)
- *Formation of the Rebel Alliance* (R, After the raid at Kuat, the four founders of the rebel movement: General Kehaiji Wei'Lasu (General Czar), Bail Organa, Mon Mothma and Garm Bel Iblis form the Rebel Alliance. They make a formal declaration of the Rebel Alliance to the Galaxy a day later. The Empire moves to crush the riots and celebrations that erupt after news of the formation of the Rebel Alliance is made.)

Year 1 of the Galactic Civil War (Year 1 BBY)

- *Battle of Ton Flak* (R, Taking advantage of the Nebulon-B Frigate's and Dreadnaught's need to release Ties close, the Rebel Alliance ambushes the slower capital ships before they can release their fighters. Commander Narra leads the Rebels to victory. The Empire begins to develop the Escort Carriers to fix the flaws of the Nebulon B Frigates and Dreadnaughts.)
- *Battle of Vnas* (E, The Rebel Alliance makes a risky attack to liberate the world of Vnas from Imperial rule. Though helped

by the local Duro resistance cell and using the Y-wing to great effect, the Alliance is defeated. The Empire reinforces the forces at Vnas and Duro in response to this attack.)

- *Siege of Ank Ki'Shor* (R, Having found a Rebel base on Ank Ki'Shor, the Empire moves in to carpet bomb the planet to wipe out the Rebel base and the inhabitants who support them. The Rebel Y-wings fought desperately to hold off the Tie Bombers until General Garm Bel Iblis could come with reinforcements. The Rebels were successful, though many Rebel pilots died that day. The Empire retreated.)
- *Battle of Turkana* (R, Rumors of Rebel forces leads the Empire to search the Hadar Sector. At Turkana, General Kehaiji Wei'Lasu and Commander Ackbar lead a fleet of seven Mon Calamari Star Cruisers, six Nebulon-B Frigates and numerous other Corellian Corvettes and GR-75 transports. The Empire arrives with a fleet of ten Imperial Star Destroyers, led by Captain Lennox of the *Tyrant*. Both the Empire and the Rebel Alliance are sporting new experimental fighters for testing: The Tie Interceptor and the X-wing/ARC-180. While the Empire was able to catch the Rebels by surprise, in the end the Imperials were routed by Wei'Lasu's and Ackbar's greater tactics. All three new fighters performed well.)

Year 2 of the Galactic Civil War (Year 0 BBY/ABY)

- *Nimbus Sector Campaign* (E, a known hot bed for Rebel activity, the Empire did an intense 2 month pacification effort, with much success. Many civilians were killed during the Campaign)
- *Battle of Telos IV* (E, The last battle in the Kwymar Suppression, the suppression of the Kwymar Sector. The sector had allied with the Rebel Alliance, and thus the Empire responded with brutal force. Telos and the rest of the sector were brutally crushed, with billions of civilians killed.)
- *Battle of Turak IV* (N, A brutal battle where the Empires elite armored unit, *Hell's Hammer*, suffered near total loss of the regiment. The Alliance, while victorious, suffered great losses as well. Both sides abandoned Turak IV afterwards.)
- *Operation Strike Fear* (R, Announced a year ago, the actual operation only began as the launch date of the *Death's Eye* grew near. The operation first struck out at the Tion Hegemony, where many Rebel bases were located. The

Rebel forces quickly caught wind of the operation, and evacuated most of their personal at Brigia, Rudrig and Orion IV. The Empire captured those bases, and then moved on to Sullust to interrupt diplomatic talks going on between SoroSuub government and the Rebel Alliance. In the end the Empire was thwarted and the Imperial Star Destroyer *Invincible* was destroyed. The Rebels suffered some losses, but were able to avoid the worst of Operation Strike Fear.

- *First Battle of Ord Biniir* (R, Rebel Y-wings defeated the local 223rd Imperial Fighter Wing, thus paving the way for Rebel capture of the planet.)
- *Battle of Ylesia* (R, The Red Hand Squadron led by Bria Tharen are able to attack the Hutt facilities on Ylesia. Many smugglers allied with Jabba the Hutt assisted the Rebels, like Han Solo and Lando Calrissian, under the condition of getting some of the spice and credits as payment. In the end the Rebels and smugglers were successful in winning the battle. But the Rebels betrayed their smuggler allies and took all of the spice and money. This would leave a wide rift between the smugglers and Rebel Alliance for many years afterwards.)
- *Subjugation of Ralltiir* (E, With rising sympathy for the Rebel Alliance growing on Ralltiir, the Empire finally assaults and subjugates the worlds. As the days ticked by, the brutality by Lord Tion grew worse and worse. Numerous massacres were committed to bring down Rebel support, but to no avail.)
- *Battle of Yavin* (R, The Rebel Alliance is able to disable, but not destroy, the *Death's Eye*, which was sent to destroy the Rebel Base at Yavin IV. Skirmishes continued for the next six months culminating in the Fifth and Final Battle of Yavin. There the *Executor*, led by Darth Masiciss, moved in to finish the destruction of the Rebel base. General Dodonna's son stalls the *Executor* long enough for the Rebel's to evacuate the last of the personal. General Dodonna, grieving for the loss of his son, stays behind. Firing off concussion bombs, Dodonna wipes out most of the Empire's assault force. He is captured in the end by the Empire, and sent to the dungeon ship *Lusankya* with other notable rebels, including the former crew of the *Indomitable*.)
- *Battle of Maridun* (N, A feint battle to lure away most of the Yavin blockade forces. Once Yavin IV was evacuated, the Rebel forces fled the battle. The battle was led by

Commander Ackbar and General Wei'Lasu, with Ackbar promoted to Admiral after successfully pulling off this feint attack.)

- *Battle of Ord Biniir* (E, Coinciding the first Battle of Yavin, this saw the second squadron of the 181st TIE Fighter Wing successfully defeat the Rebels, even though the TIEs were vastly outnumbered. Soontir Fel, the captain of the squadron, was promoted to Major and given a heroes welcome by the Empire. Considering this was the only victory the Empire had during the time of the Battle of Yavin, the Imperial propaganda machine played up this battle.)

Year 3 of the Galactic Civil War (Year 1 ABY)

- *Battle of Vircono* (R, Druuk and Rebel Alliance forces are able to drive the Empire off of Vircono, the last world they occupied in the Druuk system. The Druuk and Rebels would go on to slowly liberate the Dorig Sector, but that would not be for a few more years.)
- *Battle of Vandhelhelm* (E, The Rebel Alliance attempts to liberate Vandhelhelm, but the Rebels are beaten back by a strong Imperial force. An unusual amount of Imperial ships are gathered at the planet.)
- *Operation Scattershot* (E, In retaliation for the defeat at Yavin IV, the Empire initiates Operation Scattershot. Imperial Star Destroyer Fleets are scattered throughout the galaxy, to wipe out any Rebel presence. Darth Masiciss personally leads this effort with the *Executor* and Death Squadron.)
- *Battle of Dxun* (E & D, Part of Operation Scattershot. Through Imperial Intelligence the Empire was able to find out that the Rebels had established a base on Onderon's dangerous moon of Dxun. Six Imperial Star Destroyers engaged the Rebel base. Once the Rebels were trapped on the moon base, the Star Destroyers committed Base Delta Zero, wiping out everything on the surface of Dxun.)

Year 4 of the Galactic Civil War (Year 2 ABY)

- *Siege of Jabim* (E, the final battle between the Empire and Jabim Rebels. Here the Empire laid waste to the few Jabim Rebels that remained on the world in wave after wave of Stormtroopers. Darth Masiciss personally oversaw the siege

in hopes of capturing Luke Skywalker, who had been on the planet.)

- *Slaughter at Saleucami* (E, Rebels and refugees from Jabiiim are found to have fled to Saleucami. Masiciss and Death Squadron arrive in system and wipe out all of them as a message to the Rebel Alliance.)
- *Battle of Phaeda* (E, The Empire crushes a local base at Phaeda. While Imperial forces setup a stronger Garrison, the Rebel Alliance sets up a new base on Phaeda, well hidden in the mountains.)
- *Battle of Unique* (E, Darth Masiciss and Death Squadron ambush Rogue Squadron, the Millennium Falcon and Rebel transports holding badly needed supplies. The Empire was able to destroy almost all of the Rebel transports, with Rogue Squadron and the Millennium Falcon barely escaping.)

Year 5 of the Galactic Civil War (Year 3 ABY)

- *Battle of Derra IV* (E, The 181st Tie Fighter Group successfully wipes out the Rebel fleet at Derra IV. The Rebels had hoped to run the blockade around the planet and help fellow Rebels on the planet. The assault is lead by Admiral Thrawn and Darth Masiciss for the Empire, and Commander Narra for the Alliance. Commander Narra is killed as the Rebels fled from the battle.)
- *Battle of Ubertica* (E, The Empire is able to successfully stop genocidal forces of Warlord Savax and the "True" Ubese from wiping out the Ubese who had settled on the planet after the wasting of the Uba system. Imperial Intelligence figured out what the Savax was doing and sent a strike force that wiped the "True" Ubese. Admiral Veermoff led the Imperial strike force.
- *Battle of Hoth* (E, probably the most crushing defeat for the Rebel Alliance, many Rebels were killed in the ensuing battle, buying time for the rest of Echo Base to escape. The Rebels scattered to escape Imperial pursuit. Imperial might is at its height.)
- *Battle of Mandalore* (R, In a desperate attempt to stop the Rebel Alliance from negotiating with the Mandalorians, the Empire launches an impromptu assault on the world. Jango Fett leads the combined Rebel/Mandalorian Assault against the Empire.)

- *Battle of Vergesso* (E, Using information from Prince Xizor, Darth Masiciss wipes out a Rebel base and shipyard at Vergesso. Ironically, Vergesso also housed a rival crime lord to Prince Xizor. Darth Masiciss and Death Squadron wipe out everything in Vergesso.

Year 6 of the Galactic Civil War (Year 4 ABY)

- *Battle of Sullust* (R, The Rebel Alliance successfully gains Sullust as an ally, and wipes out the Imperial presence in the system. General Wei'Lasu leads the assault.)
- *Battle of Kashyyyk* (R, The Rebel Alliance does a last ditch battle against the Empire at Kashyyyk to wipe out the Emperor and his Death Stars. The climatic battle has both the Emperor and Tarkin killed, along with the destruction of both Death Stars. The Imperial Fleet is scattered to Boz Pity, the Bendu return to help turn the tide of the battle, and the Rebel Alliance has won a major milestone in the Galactic Civil War.)
- *Battle of Bakura* (R, The Ssi-Ruuk attacked Bakura, and the local Imperial forces sent a request to the Emperor at Kashyyyk to ask for assistance. The Rebel Alliance instead sent a task force under the command of Luke Skywalker to help the Imperials. Though victorious, the Imperial Governor turned against his allies in a last act of betrayal, but is toppled soon after. The Rebel Alliance allows the Empire to evacuate the world, after which Bakura join the Alliance. The Rebels capture the flagship of the Ssi-Ruuk fleet thanks to Luke Skywalker)
- *Battle of Lwhekk* (N, The Rebel Alliance sends a task force to end any threat of the Ssi-Ruuk, either by forcible disarmament for total defeat. In the end, the Alliance finds the Ssi-Ruuk had already been defeated by Grand Admiral Thrawn and his forces. The battle is short, but just as furious. In the end the Rebel Alliance pulls out, having been ordered to help liberate others worlds from the Empire.)

Appendix

Alternate Lightsaber Form Feats

By Admiral Zaarin

Form I (Shii-Cho) Mastery

You are a master at the most basic form of lightsaber combat, allowing you to be adept at defending.

Prerequisites: Force-sensitive, Control, Alter, Lightsaber Defense

Benefit: A character with this feat gains a +3 dodge bonus to his Defense when fighting against lightsabers.

Form II (Makasi) Mastery

You are a master of the ancient and elegant fencing style, giving you a distinctive edge in lightsaber duels.

Prerequisites: Force-sensitive, Control, Weapon Finesse (lightsaber), Jedi level 7th

Benefit: A character with this feat gains a +4 bonus on all attack rolls (including rolls to disarm and avoid being disarmed) when both he and his opponent are wielding lightsabers of any kind. Furthermore, he gains a +2 dodge bonus to his Defense under the same conditions.

Form III (Soresu) Mastery

You are skilled at the defensive Form III, defending but rarely attacking.

Prerequisites: Force-sensitive, Control, Lightsaber Defense, Dodge, Jedi level 7th

Benefit: A character with this feat gains a +1 bonus on attack rolls with Deflect (attack) and his defense bonus from Deflect (defense) improves by +2. Furthermore, if he does not use a full attack in a round, he gains a +2 dodge bonus to Defense.

Form IV (Ataru) Mastery

You are skilled at an acrobatic style of lightsaber combat, using agility to focus your sweeping attacks.

Prerequisites: Force-sensitive, Acrobatic, Control, Dodge, Mobility, Jedi level 7th

Benefit: Once per round, you may take 10 on a single Balance, Jump, or Tumble check even if stress and distractions would normally prevent you from doing so. Furthermore, you may apply your Dexterity modifier to your attack and damage rolls when wielding a lightsaber one-handed, and one-and-a-half times his Dexterity when wielding it two-handed. This is instead of your Strength modifier.

Form V (Djem So) Mastery

You are skilled at an aggressive and powerful form of lightsaber combat, using an enemy's own strength against him.

Prerequisites: Force-sensitive, Control, Dodge, Agile Riposte, Weapon Focus (lightsaber), Jedi level 7th.

Benefit: A character with this feat gains a +2 bonus on Deflect (attack). Furthermore, if the character's Dodge target (see the Dodge feat) fails a melee attack against you, you may immediately make a melee attack of opportunity with twice your normal Strength bonus to attack and damage. This does not grant you more attacks of opportunity per round than you are normally allowed. If the attack succeeds, the character is knocked off balance (and therefore loses his Dexterity bonus to Defense for the rest of the round and the next round) and must make a Reflex save (DC 10) or be knocked prone.

Form VI (Niman) Mastery

You are skilled in the "Diplomat's Form," which is inferior in practice but allows you to focus on other aspects of the Force.

Prerequisites: Force-sensitive, Control, Sense, Jedi level 7th

Benefit: A character with this feat takes a -2 penalty to Defense, but may use the following skills as free actions during combat: Bluff (but not to feint), Diplomacy, Intimidate, and Sense Motive.

Form VII (Vaapad/Juyo) Mastery

You are skilled in a wild and unpredictable form of lightsaber combat, making it so that the enemy never knows what to expect.

Prerequisites: Force-sensitive, Control, Weapon Focus (lightsaber), Combat Expertise, Combat Reflexes, Jedi level 7th

Benefits: You gain a +2 bonus to all attack rolls with a lightsaber (replaces the bonus from Weapon Focus). Furthermore, your critical threat range is increased by one (stacks with Improved Critical). Finally, you may take two additional attacks per round at

your highest attack bonus, but all attacks that round suffer a -4 penalty.

Special: Whenever you kill a living opponent while using this form, you must make a Will save (DC 15 + 1/Dark Side Point you have) or take a Dark Side Point.

NOTE: The lightsaber form called "Niman" in the web enhancement for the *Hero's Guide* is in fact a form called "Jar'Kai". Otherwise, the forms described in that enhancement are still applicable. Note that Sokan is a variant of Form IV and that Shien is a variant of Form V.

It is the darkest time for the galaxy....

.... The Confederation of Independent Systems is defeated. The Galactic Empire is in total control. And yet, the cause of freedom is not dead. A Rebellion against the atrocities of the Empire has flamed into existence. The Jedi are poised to return. Are you one of those who seeks to topple the evil regime of Emperor Vader, or are you an agent of evil.

You make the decision....

