

STAR WARS  
**AGE OF  
REBELLION**  
**THE CLONE WARS**

↓EV 4NDWV OK7N



**RULES SUPPLEMENT**

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**STAR WARS**  
ROLEPLAYING

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# THE CLONE WARS

The Clone Wars (22-19 BBY), occasionally referred to as the Clone War or the Separatist War, was the name given to the three-year war between the Galactic Republic and the Confederacy of Independent Systems. The war is named after the clone troopers, used by the Republic against the Confederacy's battle droids. The Grand Army of the Republic and the Separatist Droid Army were the two of the largest in galactic history, and fighting between them rapidly spread throughout the galaxy.

Prior to the conflict, Darth Sidious, under his alter ego Sheev Palpatine, amassed political power, becoming the Republic's Supreme Chancellor. His Sith apprentice, Count Dooku sparked the Separatist Crisis, thus drawing hundreds of Republic star systems flock to his the newly-formed Confederacy. Dooku, a former Jedi Master, also secretly commissioned an army of clone troopers from Kamino to serve as soldiers for the Jedi and the Republic in the coming war.

Beginning with the First Battle of Geonosis, the conflict quickly spread throughout the galaxy with both sides scoring significant victories over the other. At different times during the war, it seemed that either side was likely to triumph over the other. At the war's outset, both the the two sides struggled for control of major hyperspace lanes to gain a strategic advantage. This struggle ended with a Republic victory when Jedi Knight Anakin Skywalker and his Padawan, Ahsoka Tano, secured an alliance between the Republic and the Hutt Clan.

Skirmishes and raids continued for the next two years, with notable battles on Ryloth, Felucia, Malastare, and Kamino. During this time, the Separatists developed super weapons. These included both traditional weapons, like the ion cannons of the battleship *Malevolence*, as well as biological weapons, such as a weaponized variant of the Blue Shadow Virus. Meanwhile, the Republic launched several key offensives, including the Second Battle of Geonosis, which obliterated Geonosis's battle droid foundries; as well as a futile Jedi-led operation to capture Supreme Commander of the Droid Army General Grievous at Saleucami. Amidst the escalating conflict, many planets—including Mandalore and other members of the Council of Neutral Systems—struggled to maintained their neutrality, but found it difficult to escape from the carnage.

Over a year into the war, Republic Senator Padmé Amidala and Separatist Senator Mina Bonteri collaborated on an initiative to end the fighting. However, their collaboration ended after Dooku and Grievous' bombing the Republic capital of Coruscant. Later, a peace conference on Mandalore also failed to stop the fighting. With no end in sight, the Jedi worked with local militaries, including Mon Cala's military and Naboo's Gungan Grand Army. They even trained a rebel cell to retake Onderon to combat the Separatists. The Confederacy relied upon factions such as the Umbaran Militia and the Zygerrian Slave Empire. Furthermore, a proxy war materialized when Mother Talzin and her son, Darth Maul, strove to exact their revenge on both the Sith and the Jedi.

During the war's third and final year, the Republic drove the Separatists into redoubts within the Outer Rim Territories, initiating a campaign that was termed the Outer Rim Sieges. In an effort to reverse the course of the war, Grievous launched a massive strike on Coruscant through the Deep Core. Much of the Confederate fleet was lost in this assault along with Head of State Count Dooku. The Confederacy would quickly lose its core leadership in quick succession, with Grievous subsequently falling in battle during the Battle of Utapau, and the Separatist Council being massacred on Mustafar. This, coupled with the issuing of Order 66 and the deactivation of the droid army, lead to the capitulation of the Confederacy and with it, an end to the war.

Unbeknownst to most of those involved, the conflict was started, maintained, and eventually ended by Darth Sidious, whose ultimate goal was the transformation of the Republic into the Galactic Empire, with him as Emperor as well as the eradication of the Jedi Order. After evading arrest by Mace Windu and a cadre of Jedi, Sidious would be successful in this endeavor. Seducing Anakin Skywalker to the dark side of the Force and molding him into his new apprentice, Darth Vader. Sidious publicly branded the Jedi as traitors and triggered Order 66, which forced the Republic's clone troopers to execute their Jedi Generals, thereby starting a galaxy-wide Jedi Purge. Palpatine would then declare an end to the Clone Wars to an extraordinary session of the Galactic Senate and proclaim the transformation of the Republic into the first Galactic Empire.

## **CONTENT OF THIS BOOK**

### **Chapter 1: Player Options**

This chapter offer different options that the players can use to create their character.

### **Chapter 2: The Factions**

In this chapter there is a description of each major faction in the galaxy. It's also in this section that you'll be able to find the stats of the different adversaries and vehicles of this faction.

### **Chapter 3: The Galaxy**

This chapter offers info on the state of the galaxy and it's main worlds during the Clone Wars.

# FACTIONS



## **GALACTIC REPUBLIC**

The Galactic Republic, commonly referred to as the Republic and later known as the Old Republic, was the democratic union of sovereign star systems that governed the galaxy for a thousand years prior to the rise of the Galactic Empire. Centered on the Core World of Coruscant, the Galactic Senate—a body of legislators who represented the numerous planets throughout the galaxy—governed the Republic under the leadership of the democratically elected Supreme Chancellor. The Republic was protected throughout its history by an ancient order of Force-sensitive knights known as the Jedi Order. While the Jedi stood as the guardians of peace and justice, the galaxy existed without war or the need for large-scale armies, allowing the Republic to establish and maintain an era of peace that lasted for a millennium. In 22 BBY, approximately one thousand years after the formation of the Republic, an internal crisis escalated into open conflict between the old democracy and the Confederacy of Independent Systems,

an unrecognized state composed of the Separatist worlds that gradually broke away from the Republic in the aftermath of the Invasion of Naboo in 32 BBY.

Throughout the Clone Wars, the Republic underwent a massive military buildup beginning with the mobilization of the Grand Army of the Republic. Under the leadership of the Jedi, millions of Republic clone troopers deployed across the galaxy to defend loyalist worlds and defeat the Separatist rebellion. As the war carried on, the Senate's authority gradually eroded due to the increasing influence of Supreme Chancellor Sheev Palpatine. Unbeknownst to all but a select few, Palpatine's true identity was Darth Sidious, the Dark Lord of the Sith who conspired to gain absolute power by overthrowing the Republic and its Jedi protectors. During the waning days of the Clone Wars, Sidious enacted Order 66—a secret protocol that forced the clones to betray and execute their Jedi generals, effectively purging the Jedi Order in an instant—after the Jedi discovered his true nature as a Sith Lord in 19 BBY. Without the Jedi, the galaxy was brought under the rule of.

galaxy was brought under the rule of the Sith as Sidious proclaimed the dawn of the New Order. Hence, the Republic was reformed into the Galactic Empire

## ADVERSARIES

### Clone Trooper [Minion]



#### Skills:

Athletics (◆◆◆), Discipline (◆◆◆), Ranged - Heavy (◆◆◆), Gunnery (◆◆◆), Brawl (◆◆◆)

#### Weapons:

Frag Grenade - Skill: Ranged - Light (◆◆◆) Range: Short, Damage: 8, Critical: ☹☹☹, Qualities: Blast 6, Limited Ammo 1  
DC-15A - Skill: Ranged - Heavy (◆◆◆), Range: Long, Damage: 10, Critical: ☹☹☹, Qualities: Stun Setting

#### Armor:

Clone Trooper Armor - Soak: 2

#### Gear:

Utility Belt (Gear Features: 1 Increase Encumbrance Threshold by 1 Mod), Extra Reload

Clone troopers were highly trained soldiers in the Grand Army of the Republic, the armed forces of the Galactic Republic in its final years. Bred from the genetic template of the bounty hunter Jango Fett, clone troopers represented the latest evolution in galactic warfare at

the time, largely due to their superiority over battle droids. Their formal introduction as the Republic's new military force coincided with the outbreak of a galaxy-wide civil war; various members of the Republic attempted to secede from the galactic government in order to form the breakaway state known as the Confederacy of Independent Systems. The ensuing conflict gained its name, the Clone Wars, from the clones who made their debut in the first full-scale war since the formation of the millennial Republic.

### Clone Sergeant [Rival]



#### Skills:

Athletics 1 (◆◆◆), Discipline 1 (◆◆◆), Brawl 1 (◆◆◆), Ranged - Heavy 2 (◆◆◆)

#### Weapons:

DC-15A - Skill: Ranged - Heavy (◆◆◆), Range: Long, Damage: 10, Critical: ☹☹☹, Qualities: Stun Setting

#### Armor:

Clone Trooper Armor - Soak: 2

#### Gear:

Utility Belt (Gear Features: 1 Increase Encumbrance Threshold by 1 Mod), Extra Reload

Clone sergeant, also known as clone trooper sergeant was a rank held by clone troopers in the Galactic Republic's Grand Army who commanded squads of nine troopers. The four sergeants of a platoon were in turn led by their respective clone lieutenant. Standard

Phase I sergeants wore armor featuring four pesto colored circles on the left chestplate as well as a stripe of pesto down the length of each arm, vertically up the middle of the helmet and laterally around the visor

**Clone Lieutenant [Rival]**

3	3	3	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
5	15	--	0	0	
			RANGED	MELEE	

**Skills:**

Ranged - Heavy 3 (●●●), Brawl 1 (●◆), Leadership 1 (●◆◆), Athletics 1 (●◆◆)

**Weapons:**

Frag Grenade - Skill: Ranged - Light (◆◆◆) Range: Short, Damage: 8, Critical: ☹☹☹, Qualities: Blast 6, Limited Ammo 1

DC-15A - Skill: Ranged - Heavy (●●●), Range: Long, Damage: 10, Critical: ☹☹, Qualities: Stun Setting

**Armor:**

Clone Trooper Armor - Soak: 2

**Gear:**

Utility Belt (Gear Features: 1 Increase Encumbrance Threshold by 1 Mod), Extra Reload

Clone lieutenant was a rank held by clone troopers in the Galactic Republic's Grand Army who commanded platoons of thirty-six troopers. The four lieutenants of a company were in turn led by their respective clone captain. Standard Phase I lieutenants wore armor featuring four blue colored circles on the left chestplate

as well as a stripe of blue down the length of each arm, vertically up the middle of the helmet and laterally around the visor.

**Clone Captain [Rival]**

3	4	3	3	4	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
5	16	--	0	0	
			RANGED	MELEE	

**Skills:**

Ranged - Heavy 3 (●●●◆), Warfare 1 (●◆◆), Brawl 1 (●◆◆), Athletics 1 (●◆◆)

**Talents:**

Adversary 2 - Please see page 132 of the Edge of the Empire Core Rulebook, or page 142 of the Age of Rebellion Core Rulebook, for details.

**Weapons:**

Thermal Detonator - Skill: Ranged - Light (◆◆◆◆) Range: Short, Damage: 20, Critical: ☹☹, Qualities: Breach 1, Blast 15, Disorient 3, Limited Ammo 1, Vicious 4

DC-15s - Skill: Ranged - Heavy (●●●◆), Range: Medium, Damage: 9, Critical: ☹☹☹, Qualities: Stun Setting

**Armor:**

Clone Trooper Armor - Soak: 2

**Gear:**

Utility Belt (Gear Features: 1 Increase Encumbrance Threshold by 1 Mod), Extra Reload

Clone captain, also known as clone trooper captain, was a rank held by clone troopers in the Galactic Republic's Grand Army who commanded companies of 144

troopers. The sixteen captains of a regiment were in turn led by their respective clone commander, or in some cases, a Jedi General. Standard Phase I captains wore armor featuring four maroon circles on the left chestplate as well as a stripe of maroon down the length of each arm, vertically up the middle of the helmet and laterally around the visor.



### Clone Commander [Nemesis]

3 BRAWN	4 AGILITY	4 INTELLECT	3 CUNNING	4 WILLPOWER	3 PRESENCE
5 SOAK	17 WOUND	14 STRAIN	0 RANGED	0 MELEE	DEFENSE

#### Skills:

Ranged - Heavy 3 (●●●●●◆), Cool 2 (●●◆◆), Vigilance 2 (●●●◆◆), Athletics 2 (●●●◆◆), Leadership 2 (●●●◆◆), Brawl 3 (●●●●●), Warfare 2 (●●●◆◆)

#### Talents:

Adversary 1 - Please see page 132 of the Edge of the Empire Core Rulebook, or page 142 of the Age of Rebellion Core Rulebook, for details.

Calm Commander - See page 33 of the Lead by Example Sourcebook for details.

#### Weapons:

Thermal Detonator - Skill: Ranged - Light (◆◆◆◆) Range: Short, Damage: 20, Critical: ☹☹, Qualities: Breach 1, Blast 15, Disorient 3, Limited Ammo 1, Vicious 4

Lightning 22 Ion Grenade - Skill: Ranged - Light (◆◆◆◆) Range: Short, Damage: 10, Critical: ☹☹☹☹☹, Qualities: Blast 7, Disorient 5, Limited Ammo 1, Stun Damage (Droid Only)

DC-15s - Skill: Ranged - Heavy (●●●●◆), Range: Medium, Damage: 9, Critical: ☹☹☹, Qualities: Stun Setting

DC-17 - Skill: Ranged - Light (◆◆◆◆), Range: Medium, Damage: 7, Critical: ☹☹☹, Qualities: Stun Setting

#### Armor:

Clone Trooper Armor - Soak: 2

#### Gear:

Macrobinoculars, Utility Belt (Gear Features: 1 Increase Encumbrance Threshold by 1 Mod), Holo-messenger, Extra Reload



Clone Commander, also known as clone trooper commander, was a rank in the Grand Army of the Republic held by clone troopers who led regiments of 2,304 troopers. The sixteen clone commanders in each corps were in turn commanded by their respective Jedi General. Standard Phase I commanders wore clone trooper armor featuring four yellow circles on the left chestplate as well as a stripe of yellow down the length of each arm, vertically up the middle of the helmet and laterally around the visor.

**Armor:**

Clone Trooper Armor - Soak: 2

**Gear:**

Macrobinoculars, Breath Mask

Advanced Recon Commandos, also known as ARC troopers, were an elite variant of the Republic clone troopers. Chosen from the ranks of the Grand Army of the Republic, the status of ARC trooper was bestowed on clones who served with distinction on the battlefield, such as CT-1409 and CT-5555. The training of clone cadets also served as a means for identifying particular cadets who demonstrated the potential to become future ARC troopers.

**ARC Trooper [Nemesis]**

<b>4</b> BRAWN	<b>4</b> AGILITY	<b>3</b> INTELLECT	<b>4</b> CUNNING	<b>3</b> WILLPOWER	<b>3</b> PRESENCE
<b>SOAK</b> <b>6</b>	<b>WOUND</b> <b>19</b>	<b>STRAIN</b> <b>13</b>	<b>DEFENSE</b> <b>0</b> <b>0</b>		
			<b>RANGED</b>	<b>MELEE</b>	

**Skills:**

Ranged - Heavy 3 (♦♦♦♦), Ranged - Light 3 (♦♦♦♦), Brawl 2 (♦♦♦♦), Athletics 2 (♦♦♦♦), Discipline 2 (♦♦♦♦), Vigilance 2 (♦♦♦♦)

**Weapons:**

Thermal Detonator - Skill: Ranged - Light (♦♦♦♦) Range: Short, Damage: 20, Critical: ☹☹, Qualities: Breach 1, Blast 15, Disorient 3, Limited Ammo 1, Vicious 4

Lightning 22 Ion Grenade - Skill: Ranged - Light (♦♦♦♦) Range: Short, Damage: 10, Critical: ☹☹☹☹☹, Qualities: Blast 7, Disorient 5, Limited Ammo 1, Stun Damage (Droid Only)

Grappling Hook Gun - Skill: Ranged - Light (♦♦♦♦), Range: Medium, Damage: 0, Critical: --

DC-15A - Skill: Ranged - Heavy (♦♦♦♦♦), Range: Long, Damage: 10, Critical: ☹☹, Qualities: Stun Setting

DC-17 - Skill: Ranged - Light (♦♦♦♦♦), Range: Medium, Damage: 7, Critical: ☹☹☹, Qualities: Stun Setting

ARC troopers such as CT-7567 were trained to serve in positions of command in the Grand Army, and could also be sent on challenging assignments less suitable for standard clones. They were given their own unique armor set, which differed greatly from the standard issue kit given to the rank-and-file clone soldiers, being equipped with more components. During the early days of the Clone Wars, ARC trooper armor served as an experimental version of the Phase II clone trooper armor.



## ARF Trooper [Minion]

3	3	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
4	5	--	0	0	
			RANGED	MELEE	

### Skills:

Athletics (◆◆◆), Discipline (◆◆◆),  
Ranged - Heavy (◆◆◆), Gunnery (◆◆◆),  
Survival (◆◆)

### Weapons:

Thermal Detonator - Skill: Ranged - Light (◆◆◆) Range: Short, Damage: 20, Critical: ☹☹, Qualities: Breach 1, Blast 15, Disorient 3, Limited Ammo 1, Vicious 4

Missile Tube - Skill: Gunnery (◆◆◆) Range: Extreme, Damage: 20, Critical: ☹☹, Qualities: Breach 1, Blast 10, Cumbersome 3, Guided 3, Limited Ammo 6, Prepare 1

DC-15s - Skill: Ranged - Heavy (◆◆◆) Range: Medium, Damage: 9, Critical: ☹☹, Qualities: Stun Setting

### Armor:

Advance Recon Force Trooper Armor - Soak: 1

### Gear:

Utility Belt (Gear Features: 1 Increase Encumbrance Threshold by 1 Mod), Extra Reload, Wilderness Survival Kit, Macrobinoculars, Military Medpac (Gear Features: Counts as having 1 rank in Medicine if user has none.)

Advanced Recon Force (ARF) troopers, also known as AT-RT drivers, were clone troopers who wore lighter armor for stealth and speed and often rode All Terrain Recon Transports into battle. They were more intelligent and

better trained in survival skills in comparison to other clones.





deadliest soldiers in the Clone Army. Often working in Squads of four, clone commandos were assigned to carry out special operations that the average clone trooper couldn't handle. These missions included covert infiltration, sabotage, demolition and assassination, all of which were standard tasks for the clone commandos.



### Republic Navy Admiral [Nemesis]

2 BRAWN	2 AGILITY	3 INTELLECT	3 CUNNING	3 WILLPOWER	4 PRESENCE
SOAK 3	WOUND 15	STRAIN 13	DEFENSE 0 0		RANGED MELEE

#### Skills:

Astrogation 2 (●●●◆), Cool 2 (●●●◆◆), Discipline 2 (●●●◆), Education 2 (●●●◆◆), Leadership 3 (●●●●◆□), Perception 2 (●●●◆), Vigilance 2 (●●●◆◆), Warfare 3 (●●●●), Computers 2 (●●●◆◆), Gunnery 2 (●●●◆)

#### Talents:

Adversary 1 - Please see page 132 of the Edge of the Empire Core Rulebook, or page 142 of the Age of Rebellion Core Rulebook, for details.

Command 1 - Please see page 133 of the Edge of the Empire Core Rulebook, page 144 of the Age of Rebellion Core Rulebook, or page 140 of the Force and Destiny Core Rulebook, for details.

#### Armor:

Republic Navy Admiral Uniform - Soak: 1


#### Gear:

Datapad

# VEHICLES




## All Terrain Tactical Enforcer

4	1	-2	DEFENSE	FORE/PORT	STARBOARD/AFT	ARMOR	
SILHOUETTE	SPEED	HANDLING	0	--	--	0	4
			HULL TRAUMA			SYSTEM STRAIN	
			40			35	

Hull Type: Heavy Assault Walker  
 Categories: Land Vehicle, Walker  
 Sensor Range: Short  
 Crew: One pilot, one co-pilot/spotter, one vehicle commander, up to 5 gunners  
 Encumbrance Capacity: 40  
 Passenger Capacity: 20  
 Cost: 100 000  
 Rarity: 4   
 Customization Hard Points: 2 (2 Remaining)  
 Features:

- **Dynamic Actuator Pistons:** Reduce any Critical Hits an AT-TE would suffer due to collisions by 30, to a minimum of 1.

### Weapons:

- (1) **Turret Mounted Mass-Driver Cannon** (Fire Arc: All; Damage: 7; Critical: ; Range: Short; Qualities: Breach 2, Slow Firing 1)
- (2) **Forward Mounted Twin Light Blaster Cannon** (Fire Arc: Forward; Damage: 4; Critical: ; Range: Close; Qualities: Linked 1)
- (2) **Aft Mounted Light Blaster Cannon** (Fire Arc: Aft; Damage: 4; Critical: ; Range: Close)

The All Terrain Tactical Enforcer was a low-built vehicle that featured six articulated legs for propulsion. Its body consisted of two armored halves that were connected by a flexible concertina section, which increased the walker's mobility on the field. Because its legs were low to the ground, the walker had a relatively low top speed, but it also enjoyed greater stability. As its name suggests, the AT-TE was suitable for all terrains; not only was it able to climb sheer surfaces, but it could also survive in the vacuum of realspace. The AT-TE measured 22.02 meters in length and 9.57 meters in height.



The AT-TE's most powerful weapon was a single mass-driver cannon located on the vehicle's dorsal surface. Four smaller ball-turret laser cannons were mounted at the front, and two others at the rear. The hexapod's armor could easily deflect small arms fire. The AT-TE could be pierced by tanksmasher rockets, which could result in the destruction of the vehicle's complex propulsion mechanisms.

The walker's pilot sat in a forward compartment, while a gunner sat exposed atop the walker to operate the mass-driver cannon. The standard version of the AT-TE carried 20 troops, and some variants carried smaller All Terrain Recon Transports in their rear hold. Their crews were filled out by an IM-6 medic droid, who attended to any injured clone troopers.

### LAAT/i Infantry Transport

4	4	-1	DEFENSE	FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1	-- -- 1	3
			HULL TRAUMA	SYSTEM STRAIN	
			20	15	

Hull Type: Heavy Assault Airspeeder

Categories: Air Vehicle

Maximum Altitude: 100 kilometers

Starfighters: Four speeder bikes

Sensor Range: Medium

Crew: One pilot, one co-pilot/gunner, two to four additional gunners

Encumbrance Capacity: 30

Passenger Capacity: 30

Cost: 85 000

Rarity: 4

Customization Hard Points: 2 (2 Remaining)

Weapons:

(4) Turret Mounted Light Laser Cannon (Fire Arc:

Forward; Damage: 5; Critical: ; Range: Close)

(1) Forward Mounted Twin Mass Driver Missile Launchers

(Fire Arc: Forward; Damage: 14; Critical: ;

Range: Extreme; Qualities: Blast 4, Breach 4, Inaccurate 1, Limited Ammo 10, Slow Firing 2, Linked 1, Guided 3)

(1) Forward Mounted Anti-Air Rockets (Fire Arc:

Forward; Damage: 4; Critical: ; Range: Close;

Qualities: Blast 2, Breach 1, Limited Ammo 4, Linked 3)

(1) Starboard Turret Mounted Anti-Personnel Laser (Fire

Arc: Starboard; Damage: 1; Critical: ; Range:

Close; Qualities: Auto Fire, Blast 1)

(1) Port Turret Mounted Anti-Personnel Laser (Fire Arc:

Port; Damage: 1; Critical: ; Range: Close;

Qualities: Auto Fire, Blast 1)

(1) Aft Turret Mounted Anti-Personnel Laser (Fire Arc:

Aft; Damage: 1; Critical: ; Range: Close;

Qualities: Auto Fire, Blast 1)



### LAAT/c Carrier Transport

3	4	-1	DEFENSE	FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1	-- -- 1	3
			HULL TRAUMA	SYSTEM STRAIN	
			20	15	

Hull Type: Heavy Assault Airspeeder

Categories: Air Vehicle

Maximum Altitude: 100 kilometers

Starfighters: One AT-TE

Sensor Range: Medium

Crew: One pilot

Encumbrance Capacity: 15

Passenger Capacity: 2

Cost: 75 000

Rarity: 4

Customization Hard Points: 2 (2 Remaining)

Features:

- **Rapid Walker Deployment:** As an action, pilot may make a Hard () Piloting Planetary check upgraded a number of times equal to the LAAT/c's current speed. If successful, walker deploys safely. If failed, walker deploys, but suffers a Critical Hit as if it had suffered a collision.

Weapons:

(2) Turret Mounted Light Laser Cannon (Fire Arc:

Forward; Damage: 5; Critical: ; Range: Close)

The Low Altitude Assault Transport/infantry (LAAT/i), also known as the Low Altitude Assault Transport, Republic attack gunship or Assault Gunship, was a gunship used by the Grand Army of the Republic during the Clone Wars. Its role was to transport troopers as well as offering air-to-ground and air-to-air support for the Republic against the Separatists. A variant of this gunship, the Low Altitude Assault Transport carrier, was often used to transport a single All Terrain Tactical Enforcer. Another version was modified to function within the vacuum of space. After the First Battle of Geonosis several LAAT/i gunships were modified by removing the side-mounted turrets in order to make more room for the sliding doors.

### All-Terrain Reconnaissance Transport



Hull Type: Walker  
 Sensor Range: No Sensors  
 Crew: One pilot  
 Encumbrance Capacity: 7  
 Passenger Capacity: 0  
 Cost: 8 000  
 Rarity: 8 -  
 Customization Hard Points: 2 (2 Remaining)  
**Weapons:**  
 (1) Forward Mounted Heavy Repeating Blaster (Fire Arc: Forward; Damage: 15; Critical: ; Range: Long; Qualities: Auto Fire, Cumbersome 5, Pierce 2, Vicious 1)

The All Terrain Recon Transport (AT-RT), also known as the Republic scout walker, was a model of recon walker used mainly during the Clone Wars by Advanced Recon Force troopers.

The V-19 Torrent starfighter, also known as the V-19 Torrent Interceptor, was a model of starfighter manufactured by Slayn & Korpil. They were used by the Republic Navy during the Clone Wars.



## STARSHIPS

### V-19 Torrent Starfighter



Hull Type: Starfighter  
 Categories: Starship  
 Hyperdrive: Primary Class 1  
 Navicomputer: Yes  
 Sensor Range: Short  
 Ship's Complement: One pilot  
 Encumbrance Capacity: 6  
 Passenger Capacity: 0  
 Consumables: One week  
 Cost: 75 000  
 Rarity: 4  
 Customization Hard Points: 1 (1 Remaining)  
**Weapons:**  
 (2) Forward Mounted Twin Laser Cannon (Fire Arc: Forward; Damage: 9; Critical: ; Range: Extreme; Qualities: Inaccurate 1, Linked 1)  
 (1) Forward Mounted Concussion Missile Launcher (Fire Arc: Forward; Damage: 6; Critical: ; Range: Short; Qualities: Blast 4, Breach 4, Guided 3, Limited Ammo 3, Slow Firing 1)

### ARC-170



Hull Type: Starfighter  
 Categories: Starship  
 Hyperdrive: Primary Class 2  
 Navicomputer: Yes  
 Sensor Range: Short  
 Ship's Complement: Pilot, Co-Pilot, Gunner  
 Encumbrance Capacity: 10  
 Passenger Capacity: 0  
 Consumables: Five Days  
 Cost: 150 000  
 Rarity: 5 -  
 Customization Hard Points: 2 (2 Remaining)  
**Weapons:**  
 (2) Twin Medium Laser Cannon (Fire Arc: Forward; Damage: 6; Critical: ; Range: Close; Qualities: Linked 1)  
 (2) Twin Light Laser Cannon (Fire Arc: Aft; Damage: 5; Critical: ; Range: Close; Qualities: Linked 1)  
 (1) Proton Torpedo Launcher (Fire Arc: Forward; Damage: 8; Critical: ; Range: Short; Qualities: Blast 6, Breach 6, Guided 2, Limited Ammo 3, Slow Firing 1)

The Aggressive ReConnaissance-170 starfighter was a multipurpose starship designed for both intense battle and longer deep-space missions. It measured 12.71 meters in length, contained a hyperdrive, and propelled itself in realspace utilizing two powerful engine systems. It was piloted by a crew of three—a pilot, co-pilot, and tail gunner, along with an astromech droid. Long-range scanners and sensors were contained in the vessel's nose. During battle, the craft's S-foils opened to expose heat sinks and radiators to help cool the ship, and the two main forward medium laser cannons located on the underside of its outer wings were uncommonly large and powerful. Its laser cannons could punch through a capital ship's armor, and its twin blaster cannons provided a rear firing arc manned by its tail gunner. Furthermore, proton torpedo launchers increased the craft's usefulness in ship-to-ship combat, and added to its already extensive repertoire in its ability to serve as a bomber.

- (2) Forward Mounted Twin Concussion Missile Launcher (Fire Arc: Forward; Damage: 6; Critical: ; Range: Short; Qualities: Blast 4, Breach 4, Guided 3, Limited Ammo 3, Slow Firing 1, Linked 1)
- (1) Aft Turret Mounted Twin Light Blaster Cannon (Fire Arc: Aft, Port, Starboard; Damage: 4; Critical: ; Range: Close; Qualities: Linked 1)

Designed to be an escort for the impressive ARC-170, it is packed with an assortment of weapons.



### ARC-40b Scout-Reconnaissance Fighter

SILHOUETTE	SPEED	HANDLING	DEFENSE	FORE	PORT	STARBOARD	AFT	ARMOR
3	4	-1	1	--	--	1	1	3
			HULL TRAUMA					SYSTEM STRAIN
			14					8

Hull Type: Starfighter  
 Categories: Starship  
 Hyperdrive: Primary Class 2, Backup Class 8  
 Navicomputer: No  
 Sensor Range: Medium  
 Ship's Complement: One pilot, one co-pilot/sensor operator, one gunner  
 Encumbrance Capacity: 10  
 Passenger Capacity: 0  
 Consumables: Two months  
 Cost: 85 000  
 Rarity: 7  
 Customization Hard Points: 2 (2 Remaining)  
 Weapons:  
 (2) Forward Mounted Twin Light Laser Cannon (Fire Arc: Forward; Damage: 5; Critical: ; Range: Close; Qualities: Linked 1)

### Z-95-AF4 Headhunter

SILHOUETTE	SPEED	HANDLING	DEFENSE	FORE	PORT	STARBOARD	AFT	ARMOR
3	4	+1	1	--	--	0	0	3
			HULL TRAUMA					SYSTEM STRAIN
			9					8

Hull Type: Starfighter  
 Categories: Starship  
 Navicomputer: No  
 Sensor Range: Close  
 Ship's Complement: One Pilot  
 Encumbrance Capacity: 8  
 Passenger Capacity: 0  
 Consumables: One Day  
 Cost: 55 000  
 Rarity: 4  
 Customization Hard Points: 2 (2 Remaining)  
 Weapons:  
 (1) Wing Tip Mounted Twin Light Laser Cannon (Fire Arc: Forward; Damage: 5; Critical: ; Range: Close; Qualities: Linked 1)  
 (1) Forward Mounted Twin Concussion Missile Launcher (Fire Arc: Forward; Damage: 6; Critical: ; Range: Short; Qualities: Blast 4, Breach 4, Guided 3, Limited Ammo 6, Slow Firing 1, Linked 1)



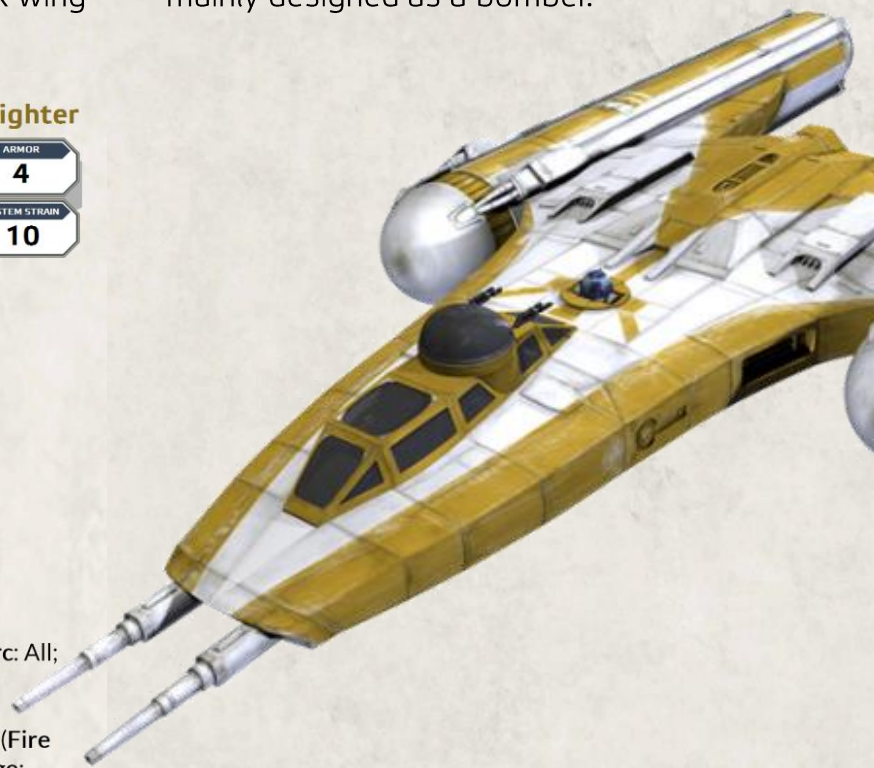
The Z-95 Headhunter was a multi-purpose starfighter jointly manufactured by Incom Corporation and Subpro. Despite being considered outdated, the Z-95 was durable and adaptable to a variety of different roles, which led many to recognize it as a versatile and respectable snubfighter of its era. Countless variants of the Headhunter were produced, including one model designed specifically for the Grand Army of the Republic's clone pilots during the Clone Wars. The Z-95 was the forerunner of Incom's popular T-65B X-wing starfighter.

The BTL Y-wing starfighter, also referred to simply as the Y-wing fighter or Y-wing, was a series of multi-role starfighter-bombers manufactured by Koensayr Manufacturing. Notable models included original two-seat BTL-B Y-wing; its successor, the BTL-S3; and the single-seat BTL-A4 Y-wing assault starfighter/bomber. BTL Y-wing starfighters entered service as the model BTL-B Y-wing in the Republic Navy as early as 22 BBY. This model had a transparent bubble turret for the onboard gunner, and was mainly designed as a bomber.

### BTL-B Y-Wing Attack Starfighter

3	4	0	1	--	--	1	4
SILHOUETTE	SPEED	HANDLING	DEFENSE FORE/PORT/STARBOARD/AFT			ARMOR	
			HULL TRAUMA			SYSTEM STRAIN	
			12			10	

Hull Type: Starfighter  
 Categories: Starship  
 Hyperdrive: Primary Class 1  
 Navicomputer: No  
 Sensor Range: Close  
 Ship's Complement: One Pilot, One Gunner  
 Encumbrance Capacity: 10  
 Passenger Capacity: 0  
 Consumables: One Week  
 Cost: 80 000  
 Rarity: 4  
 Customization Hard Points: 1 (1 Remaining)  
**Weapons:**  
 (1) Turret Mounted Twin Light Ion Cannon (Fire Arc: All; Damage: 5; Critical: ☹☹☹☹; Range: Close; Qualities: Ion, Linked 1)  
 (1) Forward Mounted Twin Medium Laser Cannon (Fire Arc: Forward; Damage: 6; Critical: ☹☹☹; Range: Close; Qualities: Linked 1)  
 (1) Forward Mounted Twin Proton Torpedo Launcher (Fire Arc: Forward; Damage: 8; Critical: ☹☹; Range: Short; Qualities: Blast 6, Breach 6, Guided 2, Limited Ammo 3, Slow Firing 1, Linked 1)





### Alpha-3 Nimbus "V-Wing" Interceptor

SILHOUETTE	SPEED	HANDLING	DEFENSE	FORE/PORT	STARBOARD/AFT	ARMOR	
3	4	+2	1	--	--	0	2
			HULL TRAUMA			SYSTEM STRAIN	
			10			8	

**Hull Type:** Starfighter  
**Categories:** Starship  
**Navicomputer:** No  
**Sensor Range:** Close  
**Ship's Complement:** One pilot, one astromech droid  
**Encumbrance Capacity:** 5  
**Passenger Capacity:** 0  
**Consumables:** One day  
**Cost:** 70 000  
**Rarity:** 7  
**Customization Hard Points:** 2 (2 Remaining)

#### Weapons:

(1) **Wing Tip Mounted Quad Light Laser Cannon** (Fire Arc: Forward; **Damage:** 5; **Critical:** ⓪⓪⓪⓪; **Range:** Close; **Qualities:** Linked 3)

(1) **Forward Mounted Concussion Missile Launcher** (Fire Arc: Forward; **Damage:** 6; **Critical:** ⓪⓪⓪⓪; **Range:** Short; **Qualities:** Blast 4, Breach 4, Guided 3, Limited Ammo 4, Slow Firing 1)

The Alpha-3 Nimbus-class V-wing starfighter, also known as the Alpha-3 Nimbus or V-wing starfighter, was a starfighter model manufactured by Kuat Systems Engineering. They were first deployed by the Galactic Republic in the final days of the Clone Wars—serving in the Battle of Coruscant against the Confederacy of Independent Systems—and continued to see use under the Galactic Empire.

### Eta-Class Shuttle

SILHOUETTE	SPEED	HANDLING	DEFENSE	FORE/PORT	STARBOARD/AFT	ARMOR	
4	3	0	2	--	--	1	3
			HULL TRAUMA			SYSTEM STRAIN	
			17			12	

**Hull Type:** Shuttle  
**Categories:** Non-Fighter Starship  
**Hyperdrive:** Primary Class 2, Backup Class 12  
**Navicomputer:** Yes  
**Sensor Range:** Short  
**Ship's Complement:** One pilot, one co-pilot  
**Encumbrance Capacity:** 100  
**Passenger Capacity:** 10  
**Consumables:** Two months  
**Cost:** 100 000  
**Rarity:** 6  
**Customization Hard Points:** 2 (2 Remaining)  
**Features:**

- **Undicurs Aboard:** Two Undicur Jumpspeeders are included with purchase. *Eta*-class shuttles can carry up to four.

#### Weapons:

(1) **Forward Mounted Triple Light Laser Cannon** (Fire Arc: Forward; **Damage:** 5; **Critical:** ⓪⓪⓪; **Range:** Close; **Qualities:** Linked 2)

Developed decades before the Clone Wars, the Eta-class shuttle was a combination of utility and performance. Their narrow hull was rectangular and had surprisingly spacious interior hold. In addition to passengers and their belongings, the shuttle could carry a pair of stowable emergency Undicur-class jumpspeeders. The flight deck was small and spherical, and was transparisteel on nearly all sides and allowed the pilot high-visibility. A tall vertical stabilizer was attached to the hull's dorsal side; two variable-pitch S-foils were mounted port and starboard. Its four engines were turned for long-range efficiency.

The Z-95 Headhunter was a multi-purpose starfighter jointly manufactured by Incom Corporation and Subpro. Despite being considered outdated, the Z-95 was durable and adaptable to a variety of different roles, which led many to recognize it as a versatile and respectable snub-fighter of its era. Countless variants of the Headhunter were produced, including one model designed specifically for the Grand Army of the Republic's clone pilots during the Clone Wars. The Z-95 was the forerunner of Incom's popular T-65B X-wing starfighter.

The Arquitens-class light cruiser, also known as the Jedi light cruiser or Republic light cruiser and later the Imperial light cruiser, was a line of light cruisers designed by Kuat Drive Yards. A later variant was the Arquitens-class command cruiser.



### Arquitens



**Hull Type:** Light Cruiser  
**Categories:** Capital Ship  
**Hyperdrive:** Primary Class 2, Backup Class 12  
**Navicomputer:** Yes  
**Sensor Range:** Medium  
**Ship's Complement:** 750 Officers, enlisted crew, and pilots.  
**Encumbrance Capacity:** 1 200  
**Passenger Capacity:** 100  
**Consumables:** Three monts.  
**Cost:** 5 000 000  
**Rarity:** 5

**Customization Hard Points:** 2 (2 Remaining)

#### Weapons:

- (4) Quad Laser Cannon (Fire Arc: Port, Starboard; Damage: 5; Critical: ; Range: Close; Qualities: Accurate 1, Linked 3)
- (2) Turret Mounted Light Turbolaser (Fire Arc: Damage: 9; Critical: ; Range: Medium; Qualities: Breach 2, Slow Firing 1)
- (4) Concussion Missile Launcher (Fire Arc: Forward; Damage: 6; Critical: ; Range: Short; Qualities: Blast 4, Breach 4, Guided 3, Limited Ammo 3, Slow Firing 1)
- (1) Medium Tractor Beam (Fire Arc: Forward; Damage: --; Critical: --; Range: Short; Qualities: Tractor 4)

### Venator-class Star Destroyer



**Hull Type:** Star Destroyer  
**Categories:** Capital Ship  
**Hyperdrive:** Primary Class 1, Backup Class 15  
**Starfighters:** 400 Starfighters  
**Sensor Range:** Long  
**Crew:** 7,400  
**Encumbrance Capacity:** 8 000  
**Passenger Capacity:** 2 000  
**Consumables:** Two Years  
**Cost:** 59 000 000  
**Rarity:** 5

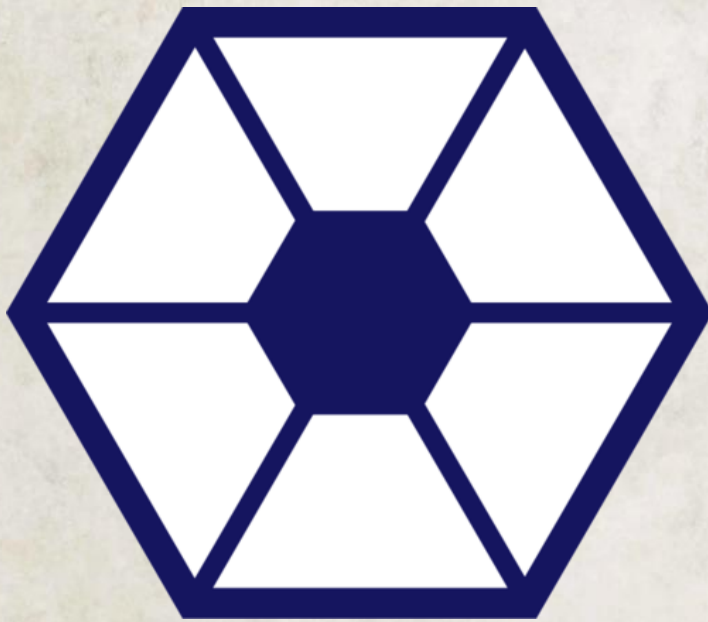
**Customization Hard Points:** 3 (3 Remaining)

#### Weapons:

- (4) Turret Mounted Heavy Turbolaser (Fire Arc: Forward, Port; Damage: 11; Critical: ; Range: Long; Qualities: Breach 4, Slow Firing 2)
- (4) Turret Mounted Heavy Turbolaser (Fire Arc: Forward, Starboard; Damage: 11; Critical: ; Range: Long; Qualities: Breach 4, Slow Firing 2)
- (2) Twin Medium Turbolaser (Fire Arc: Port, Starboard; Damage: 10; Critical: ; Range: Long; Qualities: Breach 3, Slow Firing 1, Linked 1)
- (16) Laser Cannon (Fire Arc: Forward; Damage: 9; Critical: ; Range: Extreme; Qualities: Inaccurate 1)

- (18) Laser Cannon (Fire Arc: Port; Damage: 9; Critical: ☹☹☹; Range: Extreme; Qualities: Inaccurate 1)
- (18) Laser Cannon (Fire Arc: Starboard; Damage: 9; Critical: ☹☹☹; Range: Extreme; Qualities: Inaccurate 1)
- (4) Proton Torpedo Launcher (Fire Arc: Forward; Damage: 8; Critical: ☹☹; Range: Short; Qualities: Blast 6, Breach 6, Guided 2, Slow Firing 1)
- (6) Medium Tractor Beam (Fire Arc: --; Critical: --; Range: Short; Qualities: Tractor 4)

The Venator-class Star Destroyer, also known as a Republic attack cruiser or Jedi Cruiser, was a dagger-shaped capital ship used by the Galactic Republic Navy for ship-to-ship combat, capital ship escort, and fighter carrying against the Confederacy of Independent Systems during the Clone Wars. Having eclipsed the Republic's diplomatic frigate, the attack cruiser faced the Separatist dreadnoughts in some of the most well-known battles of the Clone Wars, including those of Sullust, Christophsis and Coruscant.



## CONFEDERACY OF INDEPENDENT SYSTEMS

The Confederacy of Independent Systems (CIS), also known as the Separatist Alliance, the Separatist State, and commonly referred to as the Separatists, was an unrecognized, galactic, democratic, and confederate government that existed during the Clone Wars. In addition to the secret support of several mega-corporations, including the Trade Federation, Techno Union, Retail Caucus, InterGalactic Banking Clan, the Commerce Guild, and the Corporate Alliance, the Confederacy was formed by thousands of secessionist star systems on the grounds of excessive taxation and corruption within the Galactic Senate. The secessionist movement that began in 24 BBY would lead to a political crisis in which tensions escalated between the newly-formed alliance and the reigning Galactic Republic. In 22 BBY, the Separatists and the Republic went to war using their respective military forces—the Separatist Droid Army and the Republic clone army—resulting in a pan-galactic conflict for the first time in a millennium.

## ADVERSARIES

### Baktoid B1 Battle Droids [Minion]

2	2	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
4	4	--	0 0	RANGED MELEE	

#### Skills:

Ranged - Heavy (◆◆)

#### Abilities:

Droid - Does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins.

#### Weapons:

E5 Blaster Carbine - Skill: Ranged - Heavy (◆◆) Range: Medium, Damage: 9, Critical: 🌀🌀🌀🌀, Qualities: Stun Setting, Inaccurate 1

B1 battle droids, also referred to as standard battle droids, were the most widely-used battle droids manufactured by Baktoid Combat Automata and Baktoid Armor Workshop. The B1 battle droid saw extensive service as the mainline soldier of the Trade Federation's mechanized armies during the Clone Wars, where it served in the Separatist Droid Army of the Confederacy of Independent Systems. Following the defeat of the Confederacy, B1 battle droids were deactivated by the Galactic Empire along with the rest of the droid army, although they continued to see use on through Separatist holdouts and the black market during the Imperial Era.



### B2 Super Battle Droid [Minion]

3	3	1	1	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
6	7	--	0	0	
			RANGED	MELEE	

#### Skills:

Ranged - Heavy (◆◆◆), Brawl (◆◆◆◆)

#### Abilities:

Droid - Does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins.

#### Weapons:

Wrist Mounted Blaster Rifle - Skill: Ranged - Heavy (◆◆◆) Range: Long, Damage: 9, Critical: ☹☹☹, Qualities: Stun Setting

Wrist Rocket Launcher - Skill: Ranged - Heavy (◆◆◆), Range: Short, Damage: 7, Critical: ☹☹, Qualities: Blast 6, Limited Ammo 3

#### Gear:

Extra Reload

B2 super battle droids were an advanced battle droid used by the Confederacy of Independent Systems during the Clone Wars. Super battle droids were much stronger than their predecessors, and like the updated B1's used by the Confederacy, they did not require a command system to operate, which gave the droids limited independence. Another improvement was their thick armor casing, which contained their fragile sensors. However, B2s were designed with simple processors, limiting their ability to formulate strategies. As a result, they relied on organic commanders or tactical droids in order to effectively operate. The B2 was much stronger than the B1s, with enough strength to lift a clone trooper off the ground as seen at the Battle of Teth.



### Droideka (Destroyer Droid) [Rival]

5	3	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
8	18	--	0	0	
			RANGED	MELEE	

### Skills:

Gunnery 2 (🟡🟡🟢), Perception 3 (🟡🟢🟢), Resilience 3 (🟡🟡🟡🟢🟢)

### Abilities:

Droid - Does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins.

Fire Sweep - As an action, can make a Hard (🟢🟢🟢) ranged combat check to inflict one hit that deals base damage with its built-in twin blasters on up to two targets within Medium range, plus one additional target per 🌀 on the check; it can only hit each target once this way.

Shield Projector - Maneuver to activate or deactivate; while active, gains Defence 2 and upgrades the difficulty of all combat attacks targeting the droideka once, but droideka cannot use the move maneuver.

### Weapons:

Stomp - Skill: Brawl (🟢🟢🟢🟢🟢), Range: Engaged, Damage: 5, Critical: 🌀🌀🌀, Qualities: Knockdown

Twin Heavy Blasters - Skill: Gunnery (🟡🟢), Range: Long, Damage: 12, Critical: 🌀🌀🌀, Qualities: Auto Fire, Linked 1, Pierce 1, Vicious 1

Droidekas, also known as destroyer droids, were a type of droid used by the Trade Federation during the Invasion of Naboo and, later, by the Confederacy of Independent Systems during the Clone Wars. Manufactured by the Colicoids on Colla IV, droidekas were dangerous and deadly, designed to exterminate their adversaries with extreme prejudice. They could transform their shape by curling into a ball and moving up to 75 kilometers per hour across a surface, or stand on three legs and utilize a shield

generator while firing at a target. Before the Invasion of Naboo, Obi-Wan Kenobi and Qui-Gon Jinn had to face droidekas on a Droid Control Ship.

### BX Commando Droid [Minion]



### Skills:

Cool (🟢), Melee (🟢🟢🟢), Ranged - Heavy (🟢🟢🟢), Ranged - Light (🟢🟢🟢), Stealth (🟢🟢🟢)

### Abilities:

Droid - Does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins.

### Weapons:

E5 Blaster Carbine - Skill: Ranged - Heavy (🟢🟢🟢) Range: Medium, Damage: 9, Critical: 🌀🌀🌀, Qualities: Stun Setting, Inaccurate 1

Frag Grenade - Skill: Ranged - Light (🟢🟢🟢) Range: Short, Damage: 8, Critical: 🌀🌀🌀, Qualities: Blast 6, Limited Ammo 1

Stun Grenade - Skill: Ranged - Light (🟢🟢🟢) Range: Short, Damage: 8, Critical: --, Qualities: Blast 8, Disorient 3, Limited Ammo 1, Stun Damage

Vibrosword - Skill: Melee (🟢🟢🟢) Range: Engaged, Damage: 5, Critical: 🌀🌀, Qualities: Defensive 1, Pierce 2, Vicious 1

BX-series commando droids were advanced, sturdier versions of B1 battle droids. They were programmed with improved combat tactics and battlefield awareness and equipped with glowing white photoreceptors. Captains and other high-ranking commando droids bore white identifiers on their heads and chests.

### T-Series Tactical Droid [Rival]



#### Skills:

Cool 3 (●●●), Discipline 2 (●●), Leadership 3 (●●●), Perception 2 (●●), Vigilance 2 (●●), Warfare 3 (●●●)

#### Talents:

Field Commander - Please see page 135 of the Edge of the Empire Core Rulebook, page 146 of the Age of Rebellion Core Rulebook, or page 101 of the Force and Destiny Core Rulebook, for details.

#### Abilities:

CDE-T Tactical Computer - T-series tactical droids add ■■ when making Leadership and Knowledge: Warfare checks

Droid - Does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins.

The T-series tactical droid was a model of tactical droid manufactured by Baktoid Combat Automata. They were used by the Confederacy of Independent Systems to coordinate their droid army during the Clone Wars.

The T-series tactical droid played the role of war advisor as well as war general. The T-series was designed to create winning battle strategies throughout the earlier parts of the Clone Wars, later being replaced by the more advanced super tactical droid. They were very time-oriented, saying things like "...we have a schedule to keep" and "This is taking too long!". These droids were known to be arrogant and disrespectful, belittling those below themselves, and were even known to sacrifice a large number of their own troops for a victory. They also possessed a sense of self-preservation that was so strong that one T-series droid even left Separatist Council member Wat Tambor on Ryloth after the Republic Military captured the Lessu.





### Super Tactical Droid [Nemesis]

1 BRAWN	1 AGILITY	4 INTELLECT	3 CUNNING	3 WILLPOWER	2 PRESENCE
SOAK 4	WOUND 16	STRAIN 13	DEFENSE 0 0		RANGED MELEE

#### Skills:

Cool 2 (⬢⬢), Discipline 3 (⬢⬢⬢), Leadership 2 (⬢⬢), Perception 3 (⬢⬢⬢), Vigilance 3 (⬢⬢⬢), Warfare 4 (⬢⬢⬢⬢), Ranged - Heavy 1 (⬢)

#### Talents:

Clever Commander - See page 33 of the Lead by Example Sourcebook for details.  
Field Commander - Please see page 135 of the Edge of the Empire Core Rulebook, page 146 of the Age of Rebellion Core Rulebook, or page 101 of the Force and Destiny Core Rulebook, for details.

#### Abilities:

CDE-T Tactical Computer - T-series tactical droids add ■■ when making Leadership and Knowledge: Warfare checks

Droid - Does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins.

#### Weapons:

E5 Blaster Carbine - Skill: Ranged - Heavy (⬢) Range: Medium, Damage: 9, Critical: ⚡⚡⚡, Qualities: Stun Setting, Inaccurate 1

Super tactical droids were advanced tactical droids that had command capabilities during the Clone Wars, acting as generals of the Separatist Droid Army. One such droid was Kalani, who was in command of the Confederacy of Independent Systems forces during their occupation of Onderon.

They would often resort to threats and torture as interrogation routes. These droids were created to analyze a battle, calculate a possible battle-winning solution, and a time frame to carry out their plan. Being programmed with Separatist beliefs, they ruled through fear and through the lack of courage and hope in their victims and specifically "freedom from the tyranny of the republic." Although Super Tactical Droids were not directly involved in combat, they were able to effectively use self-defense and an E-5 blaster rifle. Being programmed for success, they are willing to kill or be killed for the advancement of the Confederacy of Independent Systems.

### Buzz Droid [Minion]

2 BRAWN	2 AGILITY	2 INTELLECT	1 CUNNING	1 WILLPOWER	1 PRESENCE
SOAK 2	WOUND 3	STRAIN --	DEFENSE 0 0		RANGED MELEE

#### Skills:

Mechanics (⬢⬢), Melee (⬢⬢)

#### Abilities:

Silhouette - 0

Sabotage Weapons - Weapons do the same damage on personal and planetary scale.

**Weapons:**

Sabotage Tools - Skill: Melee (◆◆), Range: Engaged, Damage: 4, Critical: ☹, Qualities: Stun Setting, Sunder

The Pistoeka sabotage droid, also known as the buzz droid, was a model of sabotage droid manufactured by Colicoid Creation Nest. They were used by the Confederacy of Independent Systems during the later stages of the Clone Wars for purpose of disabling enemy craft and were the successor to the Mark One Pistoeka sabotage droid. They were transferred to enemy fighters via specialized discord missiles, and popped open to reveal their insect-looking body. They operated quickly, using their tools of vandalism, such thing as cutters. While their tools were effective, the central eye was a weak spot which could take the buzz droid out of commission when hit. The Mark 1 version is rare because of its expensive doonium shell.

**DSD1 Dwarf Spider Droid [Rival]**

2	4	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
7	14	--	0	0	
			RANGED	MELEE	

**Skills:**

Perception 1 (◆), Gunnery 3 (◆◆◆)

**Abilities:**

Droid - Does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins.

**Weapons:**

Laser Cannon - Skill: Gunnery (◆◆◆◆), Range: Long, Damage: 13, Critical: ☹☹☹, Qualities: Inaccurate 1

The DSD1 dwarf spider droid, or simply the dwarf spider droid, was a model of battle droid manufactured by Baktoid Armor Workshop. Favored by the Commerce Guild, it became a mainstay in the droid army of the Confederacy of Independent Systems during the Clone Wars. Also known as the burrowing spider droid for its ability to invade narrow spaces, it was armed with a powerful laser cannon capable of both rapid-fire and high-intensity burst. Its underbelly was vulnerable to explosives, as demonstrated when Clone Captain CT-7567 destroyed a dwarf spider droid by planting a thermal detonator on its stomach during the Battle of Teth.

**IG-100 Magnaguard [Nemesis]**

4	4	2	3	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
8	20	14	1	1	
			RANGED	MELEE	

**Skills:**

Athletics 3 (◆◆◆◆◆), Brawl 3 (◆◆◆◆◆), Coordination 4 (◆◆◆◆◆◆), Melee 3 (◆◆◆◆◆◆), Perception 3 (◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆)

**Talents:**

Adversary 1 - Please see page 132 of the Edge of the Empire Core Rulebook, or page 142 of the Age of Rebellion Core Rulebook, for details.

Parry 4 - Please see page 149 of the Force and Destiny Core Rulebook, or page 35 of the No Disintegrations Sourcebook, for details.

Pin - Please see page 30 of Enter the Unknown for details.

**Abilities:**

Droid - Does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins.

### Weapons:

Electrostaff - Skill: Melee (♦♦♦♦)   
**Range:** Engaged, **Damage:** 8, **Critical:** ☹☹☹☹   
 ☹☹☹☹, **Qualities:** Cortosis, Cumbersome 3, Linked 1, Stun Setting, Unwieldy 3

### Armor:

Built-In Armor Plating - **Soak:** 2, **Defense:** 1

IG-100 MagnaGuards, or Magna Guard, were a type of battle droid created by Holowan Mechanicals. They were a favorite of General Grievous, who used them as his bodyguards during the Clone Wars, though they were also known to accompany other high-ranking Separatist personnel. MagnaGuards were equipped with electrostaves that could be used against Jedi lightsabers and were capable of continuing a fight even with the loss of one or multiple limbs or even their heads.

The IG-227 Hailfire-class droid tank, also known simply as the hailfire droid or wheel droid, was a model of droid tank manufactured by Haor Chall Engineering that was used by the InterGalactic Banking Clan and Confederacy of Independent Systems during the Clone Wars as well as the Alliance to Restore the Republic during the Galactic Civil War.



## VEHICLES

### IG-227 Hailfire-class droid tank



**Hull Type:** Groundcar   
**Categories:** Land Vehicle   
**Sensor Range:** Short   
**Crew:** Droid Brain   
**Encumbrance Capacity:** 0   
**Passenger Capacity:** 0   
**Cost:** 60 000   
**Rarity:** 6 ⚠   
**Customization Hard Points:** 0 (0 Remaining)   
**Features:**

- Gunnery: ♦♦♦♦♦, Piloting - Planetary: ♦♦♦♦♦, Cool: ♦, Vigilance: ♦♦

### Weapons:

(1) Twin Light Blaster Cannon (Fire Arc: Forward; **Damage:** 4; **Critical:** ☹☹☹☹; **Range:** Close; **Qualities:** Linked 1)   
 (1) Two Missile Launchers (Fire Arc: Forward; **Damage:** 7; **Critical:** ☹☹☹☹; **Range:** Short; **Qualities:** Blast 4, Breach 1, Guided 3, Limited Ammo 30, Linked 1)

### AAT



**Hull Type:** Heavy Landspeeder   
**Categories:** Land Vehicle   
**Maximum Altitude:** Three meters   
**Sensor Range:** Short   
**Crew:** One Pilot, Two Gunners and One Commander   
**Encumbrance Capacity:** 30   
**Passenger Capacity:** 6   
**Consumables:** One week   
**Cost:** 80 000   
**Rarity:** 5 ⚠   
**Customization Hard Points:** 2 (2 Remaining)

### Weapons:

(1) Turret Mounted Heavy Laser Cannon (Fire Arc: Damage: 6; **Critical:** ☹☹☹☹; **Range:** Short; **Qualities:** Slow Firing 1)   
 (2) Auto-Blaster (Fire Arc: Forward; **Damage:** 3; **Critical:** ☹☹☹☹☹☹; **Range:** Close; **Qualities:** Auto Fire)   
 (2) Light Laser Cannon (Fire Arc: Forward; **Damage:** 5; **Critical:** ☹☹☹☹; **Range:** Close)   
 (1) Mini-Missile Pack (Fire Arc: **Damage:** --; **Critical:** --; **Range:** --; **Qualities:** Limited Ammo 2 **Features:** 2 Add  to all attack checks when using this weapon **Mods, Each** ☆ on attack check adds 2 damage.)

The Armored Assault Tank, also known as the AAT battle tank or the AAT-1 Hover Tank, was an artillery vehicle used by the Trade Federation and later donated to the Confederacy of Independent Systems where it served as one of its backbone infantry defenses and backbone vehicles during the Clone Wars. Many of the AATs used by the Confederacy were painted in Confederate colors, such as blue, however there were still tanks used by the CIS in the previous tan used by the Trade Federation. The tanks were also donated to Death Watch during their alliance with the Confederacy.



**STAP**

<b>2</b> SILHOUETTE	<b>4</b> SPEED	<b>+4</b> HANDLING	DEFENSE FORE/PORT/STARBOARD/AFT <b>0</b> -- -- <b>0</b>	ARMOR <b>0</b>
			HULL TRAUMA <b>4</b>	SYSTEM STRAIN <b>2</b>

Hull Type: Airspeeder  
 Categories: Air Vehicle  
 Maximum Altitude: 500 meters.  
 Sensor Range: Close  
 Encumbrance Capacity: 0  
 Passenger Capacity: 0  
 Cost: 2 500  
 Rarity: 4  
 Customization Hard Points: 0 (0 Remaining)  
 Features:

- The Twin Blaster Cannons do personal scale damage.

**Weapons:**

(1) Twin Blaster Cannons (Fire Arc: Damage: 12; Critical: ; Range: Close; Qualities: Linked 1)

The Single Trooper Aerial Platform, or simply STAP, was a repulsorcraft used by the Trade Federation and later the Confederacy of Independent Systems. It was piloted by a single B1 battle droid as a reconnaissance and patrol vehicle.



**HMP droid gunship**

<b>3</b> SILHOUETTE	<b>4</b> SPEED	<b>+1</b> HANDLING	DEFENSE FORE/PORT/STARBOARD/AFT <b>1</b> -- -- <b>0</b>	ARMOR <b>3</b>
			HULL TRAUMA <b>18</b>	SYSTEM STRAIN <b>13</b>

Hull Type: Heavy Assault Airspeeder  
 Categories: Air Vehicle  
 Navicomputer: No  
 Sensor Range: Short  
 Ship's Complement: Droid Brain  
 Encumbrance Capacity: 0  
 Passenger Capacity: 12  
 Cost: 60 000  
 Rarity: 6   
 Customization Hard Points: 0 (0 Remaining)  
 Features:

- Gunnery: , Piloting: Space: ,  
 Piloting: Planetary: , Vigilance: , Cool:

**Weapons:**

(1) Twin Concussion Missile Launcher (Fire Arc: Forward; Damage: 6; Critical: ; Range: Short; Qualities: Blast 4, Breach 4, Limited Ammo 14, Slow Firing 1, Linked 1, Auto Fire)

(1) Twin Laser Cannon (Fire Arc: Forward; Damage: 9; Critical: ; Range: Extreme; Qualities: Inaccurate 1, Linked 1)

(2) Turret Mounted Twin Laser Cannon (Fire Arc: Damage : 9; Critical: ; Range: Extreme; Qualities: Inaccurate 1, Linked 1)

(1) Laser Cannon (Fire Arc: Forward; Damage: 9; Critical: ; Range: Extreme; Qualities: Inaccurate 1)

The HMP (Heavy Missile Platform) droid gunship, also known as the HMP Predator or droid gunship, was a model of repulsorlift airspeeder created by Geonosians and manufactured by Baktoid Fleet Ordnance. Operated by an advanced droid brain, they were used by the Confederacy of Independent Systems during the Clone Wars. They were heavily armed with missile pods, and seven laser cannons. Droid gunships were also used to transport B1 battle droids, B2 super battle droids, and BX-series droid commandos by use of racks and could deploy them into battle.



OG-9 Homing Spider Droid

3	1	0	DEFENSE FORE/PORT/STARBOARD/AFT				ARMOR	
SILHOUETTE	SPEED	HANDLING	0	--	--	0	2	
			HULL TRAUMA			SYSTEM STRAIN		
			9			4		

Hull Type: Walker  
 Categories: Walker  
 Sensor Range: Close  
 Crew: Droid Brain  
 Encumbrance Capacity: 0  
 Passenger Capacity: 0  
 Cost: 70 000  
 Rarity: 6 -  
 Customization Hard Points: 0 (0 Remaining)  
 Features:

- Gunnery: ♦♦♦, Piloting: Planetary: ♦♦♦, Cool: ♦, Vigilance: ♦

**Weapons:**

- (1) Turret Mounted Retractable Light Ion Cannon (Fire Arc: Damage: 5; Critical: ☹☹☹☹; Range: Close; Qualities: Ion)
- (1) Turret Mounted Anti-Personnel Laser (Fire Arc: Damage: 1; Critical: ☹☹☹☹; Range: Close; Qualities: Auto Fire, Blast 1)
- (1) Turret Mounted Homing Laser (Fire Arc: Damage: 9; Critical: ☹☹☹☹; Range: Short; Qualities: Accurate 1, Blast 3, Breach 1, Slow Firing 1)

The OG-9 homing spider droid, sometimes referred to as the spider walker or the Separatist spider droid, was a droid walker manufactured for anti-vehicular combat by the Commerce Guild before and during the Clone Wars.



Octuptarra magna tri-droid

3	1	0	DEFENSE FORE/PORT/STARBOARD/AFT				ARMOR	
SILHOUETTE	SPEED	HANDLING	0	--	--	0	4	
			HULL TRAUMA			SYSTEM STRAIN		
			13			6		

Hull Type: Walker  
 Categories: Walker  
 Sensor Range: Short  
 Crew: Droid Brain  
 Encumbrance Capacity: 0  
 Passenger Capacity: 0  
 Cost: 100 000  
 Rarity: 6 -  
 Customization Hard Points: 0 (0 Remaining)  
 Features:

- Gunnery: ♦♦♦, Piloting: Planetary: ♦♦♦, Cool: ♦, Vigilance: ♦

**Weapons:**

- (3) Concussion Missile Launcher (Fire Arc: All; Damage: 6; Critical: ☹☹☹; Range: Short; Qualities: Blast 4, Breach 4, Limited Ammo 16, Slow Firing 1)
- (3) Heavy Laser Cannon (Fire Arc: All; Damage: 6; Critical: ☹☹☹; Range: Short)

The octuptarra magna tri-droid, also simply known as the tri-droid, was an extremely sized-up version of the octuptarra combat tri-droid used by the Techno Union and the Confederacy of Independent Systems during the Clone Wars.

The Variable Geometry Self-Propelled Battle Droid, Mark I, also known as the Vulture-class starfighter or more simply as the vulture droid, was an unmanned model of droid starfighter utilized by the Trade Federation and later the Confederacy of Independent Systems. Constructed in the cathedral factories of Xi Char, their creation through precision manufacturing was considered an act of religious worship.

## STARSHIPS

### Vulture-class droid starfighter

<b>3</b> SILHOUETTE	<b>5</b> SPEED	<b>+4</b> HANDLING	DEFENSE FORE/PORT/STARBOARD/AFT <b>0 -- -- 0</b>	ARMOR <b>2</b>
			HULL TRAUMA <b>6</b>	SYSTEM STRAIN <b>8</b>

Hull Type: Starfighter

Categories: Starship

Navicomputer: No

Sensor Range: Short

Ship's Complement: Droid Brain

Encumbrance Capacity: 0









Passenger Capacity: 0

Cost: 45 000


Rarity: 5


Customization Hard Points: 0 (0 Remaining)

Features:

- Buzz Droids: Should an attack with a discord missile be successful, the target ship is covered with a group of buzz droids.
- Walker Mode: A Vulture-class droid starfighter can switch between fighter and walker modes as a maneuver. Use the above statistics for fighter mode. When in walker mode, reduce Speed to 2, Handling to +1.
- Piloting: Planetary:  , Piloting: Space:  ,
- Gunnery:  , Cool: , Vigilance: 

Weapons:

(2) Torpedo Launcher (Fire Arc: Forward; Damage: 6; Critical: ; Range: Medium; Qualities: Blast 4, Breach 4, Guided 2, Limited Ammo 2, Slow Firing 1)

(1) Wing Mounted Quad Heavy Blaster Cannon (Fire Arc: Damage: 5; Critical: ; Range: Close; Qualities: Linked 3)

(1) Discord Missile Rack (Fire Arc: Forward; Damage: --; Critical: --; Range: Short; Qualities: Guided 3, Limited Ammo 4, Linked 3, Slow Firing 1)



### Hyena-class bomber

<b>3</b> SILHOUETTE	<b>4</b> SPEED	<b>+3</b> HANDLING	DEFENSE FORE/PORT/STARBOARD/AFT <b>0 -- -- 0</b>	ARMOR <b>2</b>
			HULL TRAUMA <b>6</b>	SYSTEM STRAIN <b>8</b>

Hull Type: Starfighter

Categories: Starship

Navicomputer: No

Sensor Range: Short

Ship's Complement: Droid Brain

Encumbrance Capacity: 0

Passenger Capacity: 0

Cost: 23 000

Rarity: 5

Customization Hard Points: 0 (0 Remaining)

Features:

- **Walker Mode:** A Hyena-class droid starfighter can switch between bomber and walker modes as a maneuver. Use the above statistics for fighter mode. When in walker mode, reduce Speed to 2, Handling to +1, and only the twin laser cannons may be used.
- **Piloting:** Planetary: ◆◆, Piloting: Space: ◆◆, Gunnery: ◆◆, Cool: ◆, Vigilance: ◆

Weapons:

- (1) **Twin Light Laser Cannon** (Fire Arc: Forward; Damage: 5; Critical: ⓄⓄⓄ; Range: Close; Qualities: Linked 1)
- (1) **Proton Bomb Bay** (Fire Arc: Damage: 7; Critical: ⓄⓄ; Range: Close; Qualities: Breach 8, Blast 7, Limited Ammo 4)
- (1) **Proton Torpedo Launcher** (Fire Arc: Damage: 8; Critical: ⓄⓄ; Range: Short; Qualities: Blast 6, Breach 6, Guided 2, Limited Ammo 6, Slow Firing 1)
- (1) **Concussion Missile Launcher** (Fire Arc: Damage: 6; Critical: ⓄⓄⓄ; Range: Short; Qualities: Blast 4, Breach 4, Guided 3, Limited Ammo 6, Slow Firing 1)



The Hyena-class bomber, also known simply as the Hyena droid bomber, Hyena Droid or Hyena bomber, was a droid bomber used by the Confederacy of Independent Systems as a heavy ordnance craft during the Clone Wars. The Hyena bomber also was used as a fighter, but only when needed. Due to its restricted availability, the Hyena-class bomber was missing in many key battles. The bomber saw service in different campaigns on planets such as Christophisis, Falleen and Ryloth.

Munificent-Class star frigate

7	2	0	3	2	2	2	5
SILHOUETTE	SPEED	HANDLING	DEFENSE FORE/PORT/STARBOARD/AFT			ARMOR	
			60			55	
			HULL TRAUMA			SYSTEM STRAIN	

**Hull Type:** Frigate  
**Categories:** Capital Ship, Non-Fighter Starship, Starship  
**Hyperdrive:** Primary Class 1, Backup Class 10  
**Starfighters:** Twelve to thirty-six starfighters  
**Navicomputer:** Yes  
**Sensor Range:** Long  
**Ship's Complement:** 1,100 officers, pilots, enlisted crew. 150 000 deactivated battle droids were also carried.  
**Encumbrance Capacity:** 10 000  
**Passenger Capacity:** 850  
**Consumables:** Two years  
**Massive 1:** Add Ⓞ to enemy Critical Rating  
**Cost:** 12 300 000  
**Rarity:** 9  
**Customization Hard Points:** 1 (1 Remaining)

- Weapons:**
- (2) **Forward Mounted Heavy Turbolaser** (Fire Arc: Forward; Damage: 11; Critical: ⓄⓄⓄ; Range: Long; Qualities: Breach 4, Slow Firing 2)
  - (2) **Forward Mounted Long-Barrelled Ion Cannon** (Fire Arc: Forward; Damage: 9; Critical: ⓄⓄⓄⓄ; Range: Long; Qualities: Breach 3, Ion, Slow Firing 1)
  - (13) **Port Mounted Twin Light Turbolaser** (Fire Arc: Port; Damage: 9; Critical: ⓄⓄⓄ; Range: Medium; Qualities: Breach 2, Slow Firing 1, Linked 1)
  - (13) **Starboard Mounted Twin Light Turbolaser** (Fire Arc: Starboard; Damage: 9; Critical: ⓄⓄⓄ; Range: Medium; Qualities: Breach 2, Slow Firing 1, Linked 1)

- (10) Port Turret Mounted Light Turbolaser (Fire Arc: Forward, Aft, Port; Damage: 9; Critical: ☹☹☹; Range: Medium; Qualities: Breach 2, Slow Firing 1)
- (10) Starboard Turret Mounted Light Turbolaser (Fire Arc : Forward, Aft, Starboard; Damage: 9; Critical: ☹☹☹; Range: Medium; Qualities: Breach 2, Slow Firing 1)
- (4) Port Mounted Medium Flak Cannon (Fire Arc: Port; Damage: 5; Critical: ☹☹☹; Range: Short; Qualities: Blast 4, Slow Firing 1, Vicious 4)
- (4) Starboard Mounted Medium Flak Cannon (Fire Arc: Starboard; Damage: 5; Critical: ☹☹☹; Range: Short; Qualities: Blast 4, Slow Firing 1, Vicious 4)
- (10) Dorsal Turret Mounted Retractable Light Laser Cannon (Fire Arc: All; Damage: 5; Critical: ☹☹☹; Range: Close)
- (10) Ventral Turret Mounted Retractable Light Laser Cannon (Fire Arc: All; Damage: 5; Critical: ☹☹☹; Range: Close)
- (10) Port Turret Mounted Retractable Light Laser Cannon (Fire Arc: All; Damage: 5; Critical: ☹☹☹; Range: Close)
- (10) Starboard Turret Mounted Retractable Light Laser Cannon (Fire Arc: All; Damage: 5; Critical: ☹☹☹; Range: Close)



### Recusant-class Light Destroyer

7	2	0	3	2	2	2	6
SILHOUETTE	SPEED	HANDLING	DEFENSE FORE/PORT/STARBOARD/AFT			ARMOR	
			75			65	
			HULL TRAUMA			SYSTEM STRAIN	

The Munificent-class star frigate, also known as the Separatist frigate or Banking Clan frigate, was a warship used by the Confederacy of Independent Systems during the Clone Wars. The Munificent-class was 825 meters in length and had a skeletal look, owing to the fact that these ships required a small crew to operate and were not designed to be carriers. Along the longitudinal spines of the ship ran tensor fields and the inertial compensator that helped maintain the structural integrity of the vessel.

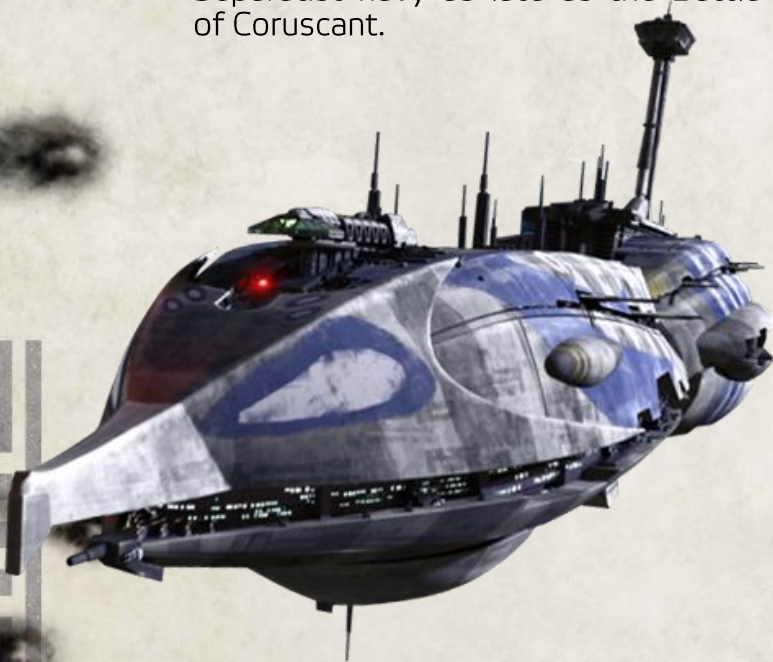
- Hull Type:** Heavy Cruiser
- Categories:** Starship
- Hyperdrive:** Primary Class 2, Backup Class 12
- Starfighters:** 240 droid starfighters.
- Navicomputer:** Yes
- Sensor Range:** Medium
- Ship's Complement:** 300, and 40 000 deactivated battle droids
- Encumbrance Capacity:** 2 500
- Passenger Capacity:** 0
- Consumables:** Two years
- Cost:** 61 000 000
- Rarity:** 5
- Customization Hard Points:** 0 (0 Remaining)
- Weapons:**
  - (1) Heavy Turbolaser (Fire Arc: Forward; Damage: 11; Critical: ☹☹☹; Range: Long; Qualities: Breach 4, Slow Firing 2)
  - (4) Heavy Turbolaser (Fire Arc: Damage: 11; Critical: ☹☹☹; Range: Long; Qualities: Breach 4, Slow Firing 2)
  - (6) Turret Mounted Heavy Turbolaser (Fire Arc: Damage: 11; Critical: ☹☹☹; Range: Long; Qualities: Breach 4, Slow Firing 2)
  - (5) Medium Turbolaser (Fire Arc: Damage: 10; Critical: ☹☹☹; Range: Long; Qualities: Breach 3, Slow Firing 1)
  - (30) Twin Laser Cannon (Fire Arc: Damage: 9; Critical: ☹☹☹; Range: Extreme; Qualities: Inaccurate 1, Linked 1)
  - (12) Twin Light Laser Cannon (Fire Arc: Damage: 5; Critical: ☹☹☹; Range: Close; Qualities: Linked 1)
  - (60) Light Blaster Cannon (Fire Arc: Damage: 4; Critical: ☹☹☹☹; Range: Close)



The Recusant-class warship, also known as the Commerce Guild destroyer, Commerce Guild warship, Separatist destroyer, or Separatist Support Ship, was a model of destroyer that saw service with the Commerce Guild, and later, with the Confederacy of Independent Systems during the Clone Wars. Separatist naval commanders such as General Grievous often employed Recusant-class starships as their flagship. They saw extensive service in numerous battles of the Clone Wars, such as Saleucami, Kamino, and Coruscant. Despite being slower and less maneuverable than similar Republic vessels, they continued to see service with the Separatist navy as late as the Battle of Coruscant.

**Ship's Complement:** 600 officers and crew. 1.5 million deactivated battle droids.  
**Encumbrance Capacity:** 12 500  
**Passenger Capacity:** 48 247  
**Consumables:** Four years  
**Cost:** 125 000 000  
**Rarity:** 7  
**Customization Hard Points:** 0 (0 Remaining)  
**Weapons:**  
 (14) Quad Medium Turbolaser (Fire Arc: Damage: 10; Critical: ☹☹☹☹; Range: Long; Qualities: Breach 3, Slow Firing 1, Linked 3)  
 (34) Twin Laser Cannon (Fire Arc: Damage: 9; Critical: ☹☹☹; Range: Extreme; Qualities: Inaccurate 1, Linked 1)  
 (2) Heavy Ion Cannon (Fire Arc: Damage: 7; Critical: ☹☹☹☹; Range: Medium; Qualities: Ion, Slow Firing 1)  
 (12) Light Ion Cannon (Fire Arc: Damage: 5; Critical: ☹☹☹☹; Range: Close; Qualities: Ion)  
 (6) Proton Torpedo Launcher (Fire Arc: Damage: 8; Critical: ☹☹; Range: Short; Qualities: Blast 6, Breach 6, Guided 2, Limited Ammo 17, Slow Firing 1)  
 (10) Medium Flak Cannon (Fire Arc: Damage: 5; Critical: ☹☹☹☹; Range: Short; Qualities: Blast 4, Slow Firing 1, Vicious 4)  
 (8) Medium Tractor Beam (Fire Arc: Damage: --; Critical: --; Range: Short; Qualities: Tractor 4)

The Providence-class dreadnought, also known as the Providence-class cruiser-carrier or the Providence-class cruiser-carrier/destroyer, and more commonly known as the Separatist dreadnought, was a capital ship that the Confederacy of Independent Systems utilized during the Clone Wars. High-ranking Separatist commanders like Count Dooku, Admiral Trench and General Grievous used Providence-class dreadnoughts as their flagships throughout the Clone Wars, with Grievous eventually transferring his flag to the dreadnought known as the Invisible Hand. At the Battle of Christophsis, Admiral Trench commanded Separatist forces from the dreadnought Invincible. Other dreadnoughts in the Separatist navy included the Lucid Voice.



### Providence-class dreadnought

7	1	-1	DEFENSE FORE/PORT/STARBOARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	3	3	3	2	5
			HULL TRAUMA		SYSTEM STRAIN		
			125		65		

**Hull Type:** Heavy Star Cruiser  
**Categories:** Capital Ship  
**Hyperdrive:** Primary Class 1,5, Backup Class 10  
**Starfighters:** 240  
**Navicomputer:** Yes  
**Sensor Range:** Long



### Lucrehulk-class Battleship

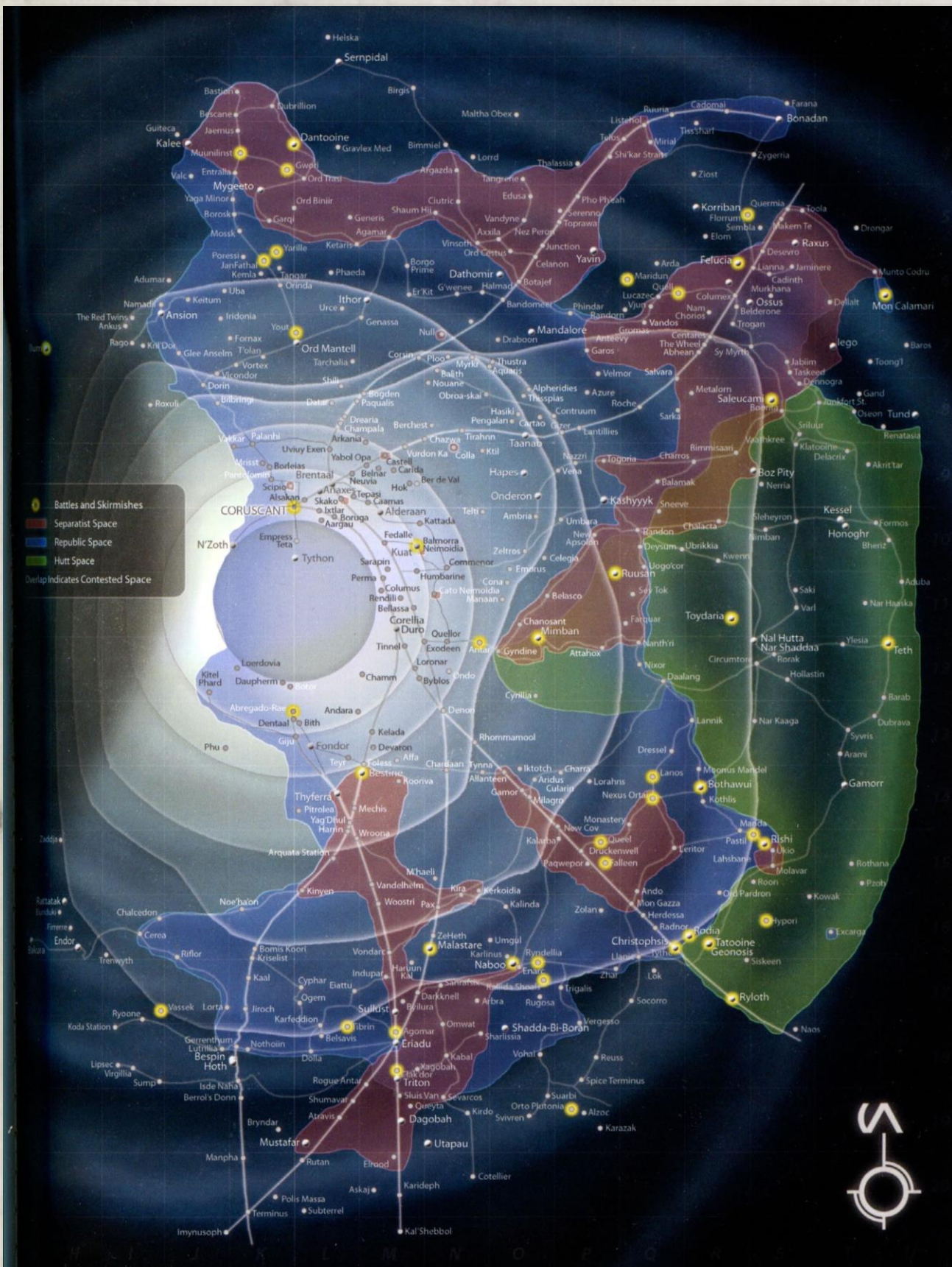
9 SILENCE	1 SPEED	-4 HANDLING	DEFENSE FORE/PORT/STARBOARD/AFT 3 3 3 3	ARMOR 8
			HULL TRAUMA 180	SYSTEM STRAIN 75

**Hull Type:** Battleship  
**Categories:** Capital Ship  
**Hyperdrive:** Primary Class 2, Backup Class 10  
**Starfighters:** 1 500 Vulture-class starfighters, 6,520 AATs, 550 MTTs and 50 C-9979 landing craft  
**Sensor Range:** No Sensors  
**Crew:** 10 sentients, 139 000 battle droids  
**Encumbrance Capacity:** 1 000 000  
**Passenger Capacity:** 0  
**Consumables:** 500 days  
**Massive 2:** Add ☹☹ to enemy Critical Rating  
**Cost:** 200 000 000  
**Rarity:** 6  
**Customization Hard Points:** 0 (0 Remaining)  
**Weapons:**  
 (46) Quad Light Laser Cannon (Fire Arc: Forward; Damage: 5; Critical: ☹☹☹; Range: Close; Qualities: Linked 3, Accurate 1)  
 (46) Quad Light Laser Cannon (Fire Arc: Starboard; Damage: 5; Critical: ☹☹☹; Range: Close; Qualities: Linked 3, Accurate 1)  
 (46) Quad Light Laser Cannon (Fire Arc: Port; Damage: 5; Critical: ☹☹☹; Range: Close; Qualities: Linked 3, Accurate 1)  
 (46) Quad Light Laser Cannon (Fire Arc: Aft; Damage: 5; Critical: ☹☹☹; Range: Close; Qualities: Linked 3, Accurate 1)  
 (90) Medium Laser Cannon (Fire Arc: Forward; Damage: 6; Critical: ☹☹☹; Range: Close)  
 (90) Medium Laser Cannon (Fire Arc: Aft; Damage: 6; Critical: ☹☹☹; Range: Close)  
 (90) Medium Laser Cannon (Fire Arc: Port; Damage: 6; Critical: ☹☹☹; Range: Close)  
 (90) Medium Laser Cannon (Fire Arc: Starboard; Damage: 6; Critical: ☹☹☹; Range: Close)

(80) Medium Laser Cannon (Fire Arc: Damage: 6; Critical: ☹☹☹; Range: Close)  
 (80) Medium Laser Cannon (Fire Arc: Damage: 6; Critical: ☹☹☹; Range: Close)  
 (9) Quad Medium Turbolaser (Fire Arc: Forward; Damage: 10; Critical: ☹☹☹; Range: Long; Qualities: Breach 3, Slow Firing 1, Linked 3)  
 (9) Quad Medium Turbolaser (Fire Arc: Aft; Damage: 10; Critical: ☹☹☹; Range: Long; Qualities: Breach 3, Slow Firing 1, Linked 3)  
 (12) Quad Medium Turbolaser (Fire Arc: Port; Damage: 10; Critical: ☹☹☹; Range: Long; Qualities: Breach 3, Slow Firing 1, Linked 3)  
 (12) Quad Medium Turbolaser (Fire Arc: Starboard; Damage: 10; Critical: ☹☹☹; Range: Long; Qualities: Breach 3, Slow Firing 1, Linked 3)  
 (9) Light Turbolaser (Fire Arc: Forward; Damage: 9; Critical: ☹☹☹; Range: Medium; Qualities: Breach 2, Slow Firing 1)  
 (16) Light Turbolaser (Fire Arc: Port; Damage: 9; Critical: ☹☹☹; Range: Medium; Qualities: Breach 2, Slow Firing 1)  
 (16) Light Turbolaser (Fire Arc: Starboard; Damage: 9; Critical: ☹☹☹; Range: Medium; Qualities: Breach 2, Slow Firing 1)  
 (10) Light Turbolaser (Fire Arc: Aft; Damage: 9; Critical: ☹☹☹; Range: Medium; Qualities: Breach 2, Slow Firing 1)

The Lucrehulk-class Battleship, also known as a Droid Control Ship or a Trade Federation battleship, was a modified Lucrehulk-class LH-3210 cargo freighter that was used by the Trade Federation and the Confederacy of Independent Systems and manufactured by Hoersch-Kessel Drive Inc.

# THE GALAXY



The galaxy, as it was commonly referred to, was one of the trillions of galaxies in the universe. The galaxy was a vast composite of over 400 billion estimated stars and over 3.2 million habitable systems orbiting around a super-massive black hole at the heart of the galaxy. The galactic arms rotated around this black hole across a diameter of over 100,000 light years. It was home to countless sentient species and star systems.

The galaxy would serve as the setting for trade, politics, and war throughout galactic history. In historical memory, the galaxy would see the successive eras of the Galactic Republic, Galactic Empire, New Republic, among others, and was home to the Force-using orders of the Jedi and Sith.

The galaxy had at least two companion galaxies, one of which was known as the Rishi Maze.

The galaxy was divided into several regions. The regions were subdivided into sectors, and then star systems.

## **DEEP CORE**

The Deep Core served as the innermost and most brightly lit region of space. It was the most densely-packed with stars, nebulae, and other anomalies. As such, it was dangerous to navigate, leaving it relatively few explorers. It was from here that the ancient, super-massive black hole bound the galaxy together.

## **CORE WORLDS**

The Core Worlds were home to the richest and most important worlds in the galaxy. Densely inhabited and located on the strategic ends of several major trade lanes, its planets were hubs of fashion, education, finance, and technology. It is where the human species arguably began. It was from Coruscant, Corellia, Kuat, Hosnian Prime, and other systems that the fate of the galaxy was often decided.

## **COLONIES**

The Colonies consisted of worlds colonized by the Core. Many of its planets sat along major trade routes, and were extremely wealthy. Notable planets included Abednedo, Cato Neimoidia and Carida.

## **INNER RIM**

When first settled, the Inner Rim served as the frontier of galactic civilization for centuries, known simply as "the Rim." As colonization spread outwards, Inner Rim Worlds prospered. Notable planets included Bestine, Onderon, Thyferra, and Taanab.

## **EXPANSION REGION**

The Expansion Region contained many newer colonies sponsored by their coreward neighbors. Notable planets included Umbara, Mimban, and the mining station known as the Ring of Kafrene.

## MID RIM

The Mid Rim was a tranquil region of space that brimmed with varied galactic worlds that boasted successful governments and thriving economies. Distance from the Core gave these worlds less fame or notoriety than planets closer to the galactic center. The Mid Rim was unofficially considered the lawful extent of the Republic. Spillover piracy from the Outer Rim affected the region. Those headed towards the Outer Rim saw it as the last taste of civilization, while those heading corewards saw it as the last grasp of frontier living. Notable planets included Naboo, Malastare, Bothawui, Kashyyyk, Ruusan, Ringo Vinda, and Ord Mantell.

## OUTER RIM TERRITORIES

The largest region of the known galaxy, the Outer Rim Territories were considered to be lawless, strange, and savage. Criminal organizations, including the Hutt families of Hutt Space, the Black Sun, Pyke Syndicate, and Zygerrian slavers operated in abundance within the region. Notable worlds included Arkanis, Mon Cala, Kessel, Ryloth, Eriadu, Sullust, Geonosis, Mustafar, Crait, Cantonica, Hoth, Lothal, Dagobah, Endor, Florrum, Yavin 4, Saleucami, Scarif, Felucia, Dathomir, and Tatooine.

## UNKNOWN REGIONS

The Unknown Regions was composed of the westward arm of the galaxy that was mapped, but largely unexplored. Hyperspace anomalies, solar storms, rogue magnetospheres, among other handicaps to hyperspace travel left it largely unexplored throughout galactic

history. Notable planets included Csilla, Ilum and Rakata Prime.

## WILD SPACE

Unlike other regions of the galaxy, Wild Space existed along the entire circumference of the galactic disk and on the borderlands of the Unknown Regions. It was inhabited by sentient species but not fully charted, explored, and civilized. Explorers and cartographers sought their fortune here at their peril.

# THE CORE WORLDS



# CORUSCANT



Coruscant was a planetary ecumenopolis in the Coruscant system of the Core Worlds. Arguably one of the galaxy's most influential and important planets, its cosmopolitan culture and location at the end of several major trade routes gave it the unofficial designation as the "center" of the galaxy. It served as the hub of galactic culture, education, fine arts, technology, and finance. It was on Coruscant that the galaxy based its universal dating system. Where humanity had first arisen was a source of debate, but it was generally

accepted that Coruscant was the homeworld of the human species. Regardless, much of its population also consisted of non-native alien races from across the galaxy.

The towering skyscrapers of Galactic City, and its long history as the center of political power from the time of the Galactic Republic to the age of the Galactic Empire, established that whoever controlled Coruscant, controlled the galaxy. In addition to its political affiliations, Coruscant was the location of the Jedi Temple—the home of the monastic Jedi Order.

Located in the Coruscant subsector of the Corusca sector within the Core Worlds region, Coruscant was a planet covered in a dense ecumenopolis. 12,240 kilometers in diameter, Coruscant orbited relatively far from its small sun, varying from 207 to 251 million kilometers, and thus did not have a climate that suited any one particular species (although this inconvenience was rectified by technological means and the vast heat generated by the multi-level cityscape). From space, Coruscant's luminosity was slightly dimmed by the planet's hazy cloud cover. The planet's weather patterns were affected by the troposphere-piercing buildings that covered the planet's surface. Inside the tallest buildings, enormous differences of temperature and air pressure from top to bottom produced unusual and unpredictable microclimates. As such, Coruscant had its own weather-control system. Thousands of years of development destroyed the planet's ancient mountains and seas. Monument Plaza housed the top of Coruscant's last remaining mountain peak.

There were 24 hours in a Coruscant day, and 365 days in a Coruscant year. Owing to its importance in galactic history, the galaxy used a dating system standardized on Coruscant, and the planet's galactic coordinates were 0-0-0 despite it not being the exact geographical center of the galaxy.

Coruscant's surface was defined by its urban sprawl, which collectively was called Galactic City. The dense city blocks were built on top of each other, with lowest being Level 1 and the highest reaching to Level 5127. The lowest known habitable level was Level 5. At its highest level, Galactic City's skyscrapers were built with many reaching 6,000 meters into the atmosphere, with sleek, transparisteel edifices standing next to older duracrete structures. Galactic City was divided into sectors named by designated coordinates. Some sectors also had unofficial names. Sector H-46 was unofficially named Sah'C Town. Sectors were further divided into zones, with zones determined by purpose, such as financial, senatorial, or industrial zones. Under the Galactic Republic, the Federal District, also called the Senate District, was the center of political activity on the planet, as it was home to both the Senate Building, seat of the Galactic Senate, and the Senate Office Building, where the Supreme Chancellor had his or her own set of offices. It served as the main district for government buildings and institutions including the City Municipal Authorities Building and Galactic Courts of Justice. The Federal District was also the location of the Jedi Temple, headquarters of Jedi Order, as well as 500 Republica, a massive residential tower home to the most powerful on Coruscant.



# JEDI TEMPLE



As the galactic capital, Coruscant was also home to the Jedi Order, guardians of peace and justice in the galaxy. An order of Force-sensitives, the Jedi Knights served the Republic for thousands of years as keepers of the peace. Their home was the Jedi Temple. Built on a plain of low lying urban blocks, the Jedi Temple was easily recognizable on the Coruscant cityscape with its distinctive five spires. Part school and part monastery, the Temple was the hub of all Jedi activity throughout the galaxy. In one of the spires sat the Jedi Council, led by the Grand Master of the Order, which directed the actions of the Jedi and served as advisers to the Senate and Chancellor. The Temple held a large lobby and chambers with statues of famous Jedi and also contained numerous facilities including

hanger bays for starships and speeders utilized by the Jedi, sleeping and living quarters, rooms for meetings and instruction, a medical facility,[58] prison cells, and communications and security stations. The Temple also held the famous Jedi Archives, which stored the largest collection of information on the galaxy as well as a vault containing the valuable holocrons containing the Order's Force knowledge and secrets.

During the Clone Wars, the Jedi, serving as generals and commanders of the Grand Army, coordinated their efforts from the Temple. However, as the war began to conclude, the Jedi became more separated from the hierarchy of the military command and establishment.

## MEMBERS OF THE ORDER

### Jedi Youngling [Minion]



#### Skills:

Athletics (◆◆), Discipline (◆◆),  
Lightsaber (◆◆), Perception (◆◆),  
Survival (◆◆), Vigilance (◆◆)

#### Abilities:

Silhouette - 0

#### Force:

Force Rating 1

Move Basic Power (Move) - Please see page 284 of the Edge of the Empire Core Rulebook, page 296 of the Age of Rebellion Core Rulebook, or page 298 of the Force and Destiny Core Rulebook, for details.

#### Weapons:

Training Lightsaber - Skill: Lightsaber (◆◆) Range: Engaged, Damage: 6, Critical: --, Qualities: Stun Damage

Jedi younglings, also known as Jedi initiates, were Force-sensitive children recruited by the Jedi Order from various species across the galaxy. At an early age they began their initial lessons in the Jedi arts at the Jedi Temple on Coruscant, although their training also extended to the planet Ilum where younglings were required to undergo a sacred rite of passage known as the Gathering where the younglings would claim their Kyber crystal to use in their lightsaber. Before

the time came for a youngling to advance to a higher degree of education, Grand Master Yoda served as an instructor in the ways of the Force to all younglings in the course of his long career. In order to qualify for the rank of Padawan, younglings had to complete a series of tests—the Initiate Trials—in order to become apprenticed to more experienced Jedi such as Knights and Masters.

### Padawan [Rival]



#### Skills:

Athletics 1 (◆◆◇), Discipline 1 (◆◆◆),  
Lightsaber 2 (◆◆◆), Lore 1 (◆◆◆),  
Perception 1 (◆◆◆), Survival 1 (◆◆◆),  
Vigilance 1 (◆◆◆)

#### Force:

Force Rating 1

Move Basic Power (Move) - Please see page 284 of the Edge of the Empire Core Rulebook, page 296 of the Age of Rebellion Core Rulebook, or page 298 of the Force and Destiny Core Rulebook, for details.

Enhance Basic Power (Enhance) - Please see page 298 of the Age of Rebellion Core Rulebook, or page 288 of the Force and Destiny Core Rulebook, for details.

Influence Basic Power (Influence) - Please see page 282 of the Edge of the Empire Core Rulebook, or page 294 of the Force and Destiny Core Rulebook, for details.

Sense Basic Power (Sense) - Please see page 280 of the Edge of the Empire Core Rulebook, or page 304 of the Force and Destiny Core Rulebook, for details.

**Weapons:**

Basic Lightsaber - Skill: Lightsaber (⬢⬢)

Range: Engaged, Damage: 6, Critical: Ⓜ

Ⓜ, Qualities: Breach 1, Sunder

**Armor:**

Padawan Robes - Soak: 1

**Gear:**

Comlink (handheld)

A Padawan, also known as a Padawan learner or Apprentice, referred to a Force-sensitive adolescent who trained in the Jedi Order to one day become a full-fledged Jedi. Padawans were known as Jedi younglings at first, and trained in classroom settings with multiple students and a teacher. After reaching a certain age, Padawans were normally apprenticed to a Jedi Knight or Jedi Master, beginning their one-on-one training. Apprentices would often go on missions with their masters as part of this one-on-one training. The Code forbade the Jedi from training more than one Padawan or apprentice at a time. Most of the Padawans were known to grow or wear Padawan braids to symbolize their rank. After completing the Jedi Trials, a Padawan would be promoted to the rank of Jedi Knight.



**Jedi Knight [Nemesis]**

3	3	4	2	4	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
5	16	14	1	1	
			RANGED	MELEE	

**Skills:**

Athletics 1 (⬢⬢⬢⬢⬢⬢), Charm 2 (⬢⬢), Cool 2 (⬢⬢), Coordination 1 (⬢⬢⬢⬢⬢⬢), Deception 2 (⬢⬢), Discipline 4 (⬢⬢⬢⬢), Lightsaber 4 (⬢⬢⬢⬢⬢⬢), Lore 3 (⬢⬢⬢⬢⬢⬢), Perception 4 (⬢⬢⬢⬢⬢⬢), Piloting - Space 2 (⬢⬢⬢⬢⬢⬢), Resilience 2 (⬢⬢⬢⬢⬢⬢⬢⬢), Vigilance 2 (⬢⬢⬢⬢⬢⬢⬢)

### Talents:

Adversary 2 - Please see page 132 of the Edge of the Empire Core Rulebook, or page 142 of the Age of Rebellion Core Rulebook, for details.

Parry 2 - Please see page 149 of the Force and Destiny Core Rulebook, or page 35 of the No Disintegrations Sourcebook, for details.

Reflect 2 - Please see page 150 of the Force and Destiny Core Rulebook for details.

Uncanny Reactions 2 - Please see page 145 of the Edge of the Empire Core Rulebook, page 158 of the Age of Rebellion Core Rulebook, or page 153 of the Force and Destiny Core Rulebook, for details.

Uncanny Senses 1 - Please see page 145 of the Edge of the Empire Core Rulebook, page 158 of the Age of Rebellion Core Rulebook, or page 153 of the Force and Destiny Core Rulebook, for details.

### Force:

#### Force Rating 3

Move Basic Power (Move) - Please see page 284 of the Edge of the Empire Core Rulebook, page 296 of the Age of Rebellion Core Rulebook, or page 298 of the Force and Destiny Core Rulebook, for details.

Enhance Basic Power (Enhance) - Please see page 298 of the Age of Rebellion Core Rulebook, or page 288 of the Force and Destiny Core Rulebook, for details.

Control: Coordination (Enhance) - Please see page 298 of the Age of Rebellion Core Rulebook, or page 288 of the Force and Destiny Core Rulebook, for details.

Control: Resilience (Enhance) - Please see page 298 of the Age of Rebellion Core Rulebook, or page 288 of the Force and Destiny Core Rulebook, for details.

Control: Force Leap (Vertical) (Enhance) - Please see page 298 of the Age of Rebellion Core Rulebook, or page 288 of the Force and Destiny Core Rulebook, for details.

Control: Force Leap (Maneuver) (Enhance) - Please see page 298 of the Age of Rebellion Core Rulebook, or page 288 of the Force and Destiny Core Rulebook, for details.

Control: Force Leap (Horizontal) (Enhance) - Please see page 298 of the Age of Rebellion Core Rulebook, or page 288 of the Force and Destiny Core Rulebook, for details.

Foresee Basic Power (Foresee) - Please see page 300 of the Age of Rebellion Core Rulebook, or page 290 of the Force and Destiny Core Rulebook, for details.

### Weapons:

Basic Lightsaber - Skill: Lightsaber (◊◊◊◊) Range: Engaged, Damage: 6, Critical: 🌀🌀, Qualities: Breach 1, Sunder

### Armor:

Armored Robes - Soak: 2, Melee Def: 1, Ranged Def: 1

### Gear:

Comlink (handheld), Jedi Utility Belt (Gear Features: 1 Increase Encumbrance Threshold by 1 Mod), Jedi Multi-Tool (Gear Features: Adds automatic 🌀 to build, modify, or repair lightsabers.)

Jedi Knight was a rank within the Jedi Order, referring to Jedi who had completed their training and passed the Jedi Trials to become a full member of the Order. Jedi Knights, like the Order they served, were guardians of peace and justice in the Galactic Republic, and served in key military command roles during the Clone Wars.



**Jedi Temple Guardian [Nemesis]**

<b>3</b> BRAWN	<b>2</b> AGILITY	<b>2</b> INTELLECT	<b>3</b> CUNNING	<b>3</b> WILLPOWER	<b>2</b> PRESENCE
<b>SOAK</b> 4	<b>WOUND</b> 15	<b>STRAIN</b> 13	<b>DEFENSE</b> 2 3 RANGED MELEE		

**Skills:**

Discipline 2 (⬢⬢⬢), Lightsaber 2 (⬢⬢⬢), Medicine 2 (⬢⬢), Melee 2 (⬢⬢⬢), Perception 2 (⬢⬢⬢), Vigilance 2 (⬢⬢⬢)

**Talents:**

Adversary 1 - Please see page 132 of the Edge of the Empire Core Rulebook, or page 142 of the Age of Rebellion Core Rulebook, for details.

Parry 4 - Please see page 149 of the Force and Destiny Core Rulebook, or page 35 of the No Disintegrations Sourcebook, for details.

Reflect 4 - Please see page 150 of the Force and Destiny Core Rulebook for details.

**Force:**  
Force Rating 4

Bind Basic Power (Bind) - Please see page 286 of the Force and Destiny Core Rulebook for details.

**Weapons:**

TempleGuard Lightsaber Pike - Skill: Lightsaber (⬢⬢⬢) Range: Engaged, Damage: 6, Critical: ⓄⓄ, Qualities: Breach 1, Defensive 1, Linked 1, Stun 4, Sunder, Unwieldy 3

**Armor:**

Jedi TempleGuard Armor - Soak: 1, Melee Def: 2, Ranged Def: 2, Features: Contains helmet comlink., Contains integrated scanner.

The role of Jedi Temple Guard was an ancient, honored heritage within the hallowed halls of the Jedi Temple. Reporting to Cin Drallig, head of security, the Temple Guards were anonymous sentinels plucked from the ranks of the Jedi as part of a Knight's ongoing commitment to the Order. A Jedi Temple Guard would disappear inside the formal robes and identity-concealing masks, the ultimate expression of emotional detachment required in service to a higher calling. Temple Guards carried imposing lightsaber pikes—thick, double-bladed weapons that produced a rare and distinctive yellow blade.

# VEHICLES OF THE JEDI ORDER

## T-6 Shuttle

4	3	+1	DEFENSE	FORE/PORT	STARBOARD/AFT	ARMOR	
SILHOUETTE	SPEED	HANDLING	1	--	--	0	3
			HULL TRAUMA			SYSTEM STRAIN	
			25			15	

Hull Type: Shuttle  
 Categories: Starship, Non-Fighter Starship  
 Hyperdrive: Primary Class 3  
 Navicomputer: Yes  
 Sensor Range: Medium  
 Ship's Complement: One pilot, one co-pilot  
 Encumbrance Capacity: 80  
 Passenger Capacity: 4  
 Consumables: Three months  
 Cost: 100 000  
 Rarity: 7  
 Customization Hard Points: 2 (2 Remaining)

The T-6 shuttle, also known as the Jedi ambassador shuttle, was a semicircular shuttle manufactured by Slayn & Korpil and in use by the Galactic Republic and the Jedi Order during the Clone Wars. Adorned with a Galactic Roundel and painted in the red-and-white color scheme of the Grand Army of the Republic, T-6 shuttles featured rotating cockpits and engine blocks, and were hyperdrive-equipped. Several craft of this model were utilized by Jedi throughout the Clone Wars on a variety of missions.

The Delta-6, manufactured by Kuat Systems Engineering, was a short-range patrol and reconnaissance interceptor, able to hold one pilot. This model lacked an on-board astromech droid for in-flight navigational assistance. It was armed with twin laser cannons, located on either side of the tapering, delta-shaped nose. These models were painted with a bronze and silver finish.



## Delta-6 System Defense Starfighter

3	4	+1	DEFENSE	FORE/PORT	STARBOARD/AFT	ARMOR	
SILHOUETTE	SPEED	HANDLING	1	--	--	0	2
			HULL TRAUMA			SYSTEM STRAIN	
			6			5	

Hull Type: Starfighter  
 Categories: Starship  
 Navicomputer: No  
 Sensor Range: Close  
 Ship's Complement: One pilot  
 Encumbrance Capacity: 8  
 Passenger Capacity: 0  
 Consumables: One day  
 Cost: 30 000  
 Rarity: 4  
 Customization Hard Points: 2 (2 Remaining)  
 Weapons:  
 (1) Forward Mounted Twin Light Laser Cannon (Fire Arc: Forward; Damage: 5; Critical: ☹☹☹; Range: Close; Qualities: Linked 1)

## Delta-7/7B Aethersprite Light Interceptor

3	5	+2	DEFENSE	FORE/PORT	STARBOARD/AFT	ARMOR	
SILHOUETTE	SPEED	HANDLING	1	--	--	0	2
			HULL TRAUMA			SYSTEM STRAIN	
			7			7	

Hull Type: Starfighter  
 Categories: Starship  
 Navicomputer: No  
 Sensor Range: Close  
 Ship's Complement: One pilot, one astromech droid  
 Encumbrance Capacity: 4  
 Passenger Capacity: 0  
 Consumables: 5 days  
 Cost: 78 000  
 Rarity: 6  
 Customization Hard Points: 2 (2 Remaining)  
 Weapons:  
 (1) Forward Mounted Twin Medium Laser Cannon (Fire Arc: Forward; Damage: 6; Critical: ☹☹☹; Range: Close; Qualities: Linked 1)

The Delta-7B was manufactured by Kuat Systems Engineering, and initially saw use as Delta-7's were lost in battle. The main difference between the Delta-7B and its predecessor the Delta-7, was a relocation of the astromech socket from the port (left) side of the starfighter, to just in front of the cockpit. This, along with a slightly-enlarged center-hull, would allow for a full-size astromech droid to be used instead of the truncated units—such as the R4-P or the R3-D—seen in the earlier-model Delta-7. Also like the Delta-7, the Delta-7B had 4 twin laser-cannons (2 above the "triangular"-shaped hull, and 2 right below the "upper" cannons, on the underside of the hull). It also typically depended on other spacecraft or an external hyperdrive ring for faster-than-light travel.

### Eta-2 Actis-class Starfighter

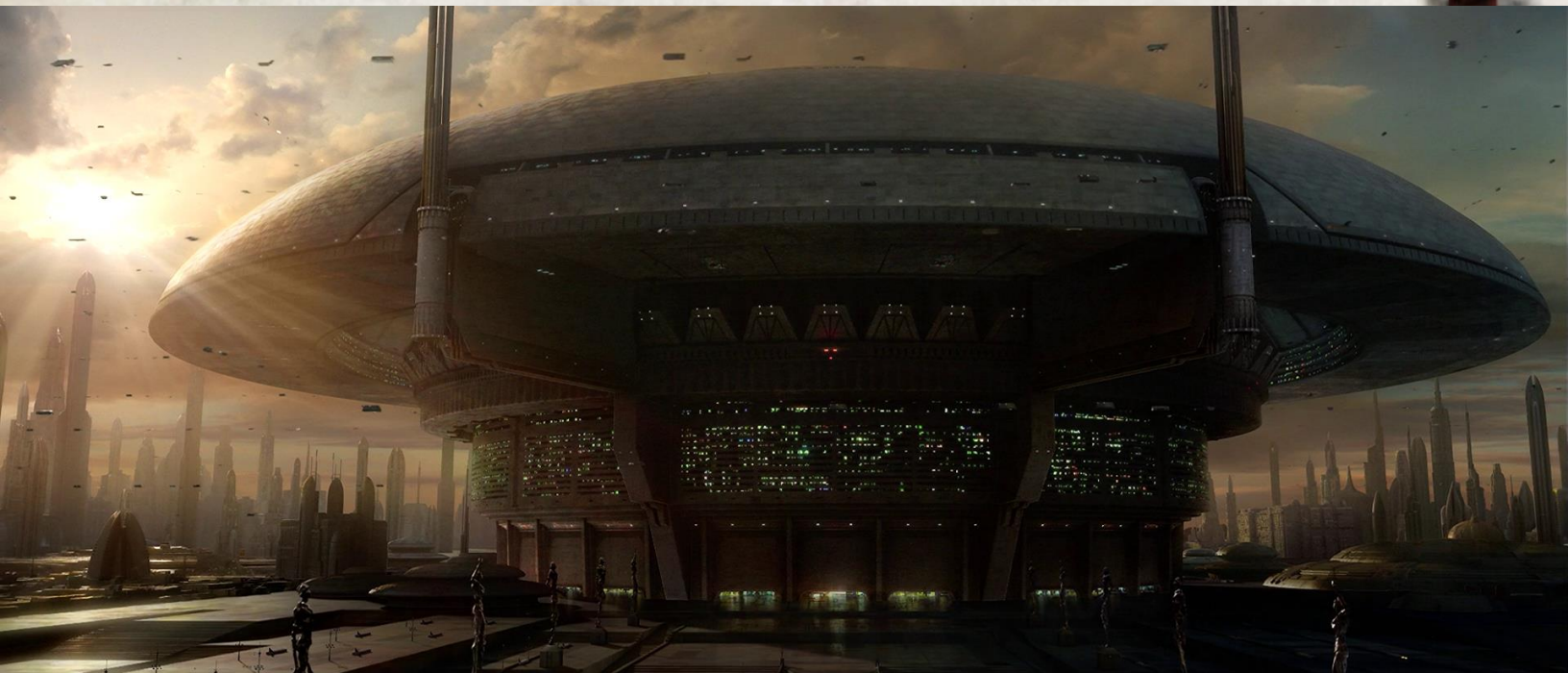
3	5	+3	DEFENSE: FORE/PORT/STARBOARD/AFT				ARMOR	
SILHOUETTE	SPEED	HANDLING	1	--	--	0	2	
			HULL TRAUMA				SYSTEM STRAIN	
			8				7	

Hull Type: Starfighter  
 Categories: Starship  
 Navicomputer: No  
 Sensor Range: Close  
 Ship's Complement: One pilot, one astromech droid.  
 Encumbrance Capacity: 2  
 Passenger Capacity: 0  
 Consumables: Two days.  
 Cost: 120 000  
 Rarity: 6  
 Customization Hard Points: 0 (0 Remaining)  
 Weapons:  
 (1) Twin Medium Laser Cannon (Fire Arc: Forward; Damage: 6; Critical: ; Range: Close; Qualities: Linked 1)  
 (1) Twin Light Ion Cannon (Fire Arc: Forward; Damage: 5; Critical: ; Range: Close; Qualities: Ion, Linked 1)

The Eta-2 Actis-class interceptor, also known as the Jedi interceptor or Jedi starfighter due to its extensive use by Jedi pilots, was a Republic starfighter used late in the Clone Wars that shared design elements with the Republic's Delta-7 and Delta-7B starfighters.



# THE GALACTIC SENATE



The Senate Building, also known as the Senate Rotunda, Senate Dome or the Galactic Senate Building, was an immense building located on the planet Coruscant that served as the seat of the Galactic Republic Senate and later the Imperial Senate of the Galactic Empire.

Located in the heart of Coruscant, the Senate Building was surrounded by the Senate District, including the Senate Office Building where the Supreme Chancellor had his offices. The building and the Senate district were protected by the blue robed Senate Guards who stood watch and blended in with the formal surroundings of the Senate Building. They could also be found at the entrances to many of the delegate platforms and at the entrances to the building itself. Colossal statues outside the building commemorated the Republic's ancient founders.

At the center of the building was the large, rotund Galactic Senate Chamber. It held seats on circular platforms for the hundreds of senators and delegates who would meet to pass laws and discuss legislation. When a member wished to speak, the platform could disconnect from the wall, allowing the member to be seen and heard by all others. In the center was a podium from which the Supreme Chancellor would direct the business of the Senate.



# PEOPLE OF THE SENATE



Senator [Nemesis]

2	2	3	2	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK	WOUND	STRAIN	DEFENSE
2	12	14	0 0
			RANGED MELEE

**Skills:**

Charm 3 (●●●●●◆), Cool 2 (●●●●◆■), Deception 1 (●◆), Negotiation 2 (●●◆◆), Core Worlds 2 (●●●◆), Education 2 (●●●◆)

**Talents:**

Commanding Presence 2 - Please see page 144 of the Age of Rebellion Core Rulebook, or page 140 of the Force and Destiny Core Rulebook, for details.

Works Like a Charm - Please see page 33 of the Fly Casual Sourcebook for details.

**Gear:**

Datapad, Comlink (handheld)

Senators, also referred to as Galactic Senators, were individuals who represented the many planets of the galaxy in the Senate of the Galactic Republic.



Senate Guard [Minion]

3	3	2	2	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK	WOUND	STRAIN	DEFENSE
5	5	--	0 0
			RANGED MELEE

**Skills:**

Athletics (◆◆◆), Brawl (◆◆◆), Discipline (◆), Perception (◆◆), Ranged - Heavy (◆◆◆)

**Weapons:**

DC-15A - Skill: Ranged - Heavy (◆◆◆), Range: Long, Damage: 10, Critical: ☹☹, Qualities: Stun Setting

**Armor:**

Senate Guard Armor - Soak: 2

### Senate Commando [Rival]



#### Skills:

Brawl 1 (🟡🟢🟢), Discipline 1 (🟡🟢),  
Perception 1 (🟡🟢), Ranged - Heavy 2 (🟡  
🟢🟢)

#### Weapons:

DC-15A - Skill: Ranged - Heavy (🟡🟡🟢),  
Range: Long, Damage: 10, Critical: 🎯🎯  
, Qualities: Stun Setting

#### Armor:

Senate Commando Armor - Soak: 2

The Senate Guard, also referred to as the Republic guard or blue guards, was an elite security force of the Galactic Republic. Its duties were to protect the Republic's Galactic Senate and the Supreme Chancellor. The Senate Guard was centered on the galactic capital planet of Coruscant and as it was also responsible for protecting the Senate District, it shared policing jurisdiction with the Coruscant Security Force. Next to the Jedi Order, the Senate Guards were seen as the defenders of democracy and symbols of security, especially during the last centuries of the Republic when there was no standing army. The best of the Senate Guards would be invited to become a part of the elite Senate Commandos division who would carry out secret government missions. The Senate Guards were a frequent sight in the halls of the Senate Building and the Senate Office Building, their ceremonial uniforms and robes helping to blend in with the formal settings.

# THE UPPER LEVELS



On the surface levels of Coruscant, skyscrapers served as homes and businesses for the wealthy, powerful, and politically connected. They were ferried by private speeder or an air taxi from one tower to the next or to the various theaters, clubs, operas, and other entertainment areas of Coruscant. Some journeyed to the surface street levels or Coruscant's surface parks to conduct clandestine meetings or to mingle in the crowds of people that streamed through the walkways of the residential and commercial areas. Among the rich and powerful of the planet were the Supreme Chancellor of the Republic and members of the Galactic Senate. The influential and wealthy of Coruscant thrived in lavish lifestyles, attending meetings and social gatherings in highrise apartments, dining in fine restaurants overlooking the city, partying in the entertainment districts, and viewing large scale shows in theaters and operas. Even as the Republic decayed, the Clone Wars

raged on, and the average citizen became disenfranchised, Coruscant's wealthy continued their lifestyle seemingly oblivious of the rest of the galaxy.

## CORUSCANT SECURITY FORCE

The Coruscant Security Force, also referred to as the Coruscant Police and later as the Imperial police, was the law enforcement service in charge of maintaining order on the galactic capital planet of Coruscant. It was responsible for conducting patrols of the planet-wide city, enforcing the law, protecting citizens, conducting criminal investigations and providing general security. The Coruscant Security Force was staffed by sentient police officers who wore a blue uniform displaying their rank and the Coruscant police symbol on their left arms. To provide patrol coverage in such a vast cityscape the Coruscant Security Force relied heavily on police droids, which

were a much more common presence than sentient police, especially on the upper levels of Coruscant.

### Guardian Police Droid [Rival]

<b>3</b> BRAWN	<b>2</b> AGILITY	<b>2</b> INTELLECT	<b>2</b> CUNNING	<b>3</b> WILLPOWER	<b>2</b> PRESENCE
<b>SOAK</b> <b>3</b>	<b>WOUND</b> <b>10</b>	<b>STRAIN</b> --	<b>DEFENSE</b> <b>0</b> <b>0</b>		<b>RANGED</b> <b>MELEE</b>

#### Skills:

Athletics 2 (⬢⬢⬢), Melee 1 (⬢⬢⬢), Perception 3 (⬢⬢⬢), Piloting - Planetary 2 (⬢⬢), Ranged - Light 2 (⬢⬢), Streetwise 1 (⬢⬢), Vigilance 2 (⬢⬢)

#### Talents:

Nobody's Fool 1 - Please see page 139 of the Edge of the Empire Core Rulebook, page 153 of the Age of Rebellion Core Rulebook, or page 148 of the Force and Destiny Core Rulebook, for details.

#### Abilities:

Droid - Does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins.

#### Weapons:

Blaster Pistol - Skill: Ranged - Light (⬢⬢) Range: Medium, Damage: 6, Critical: ⚡⚡, Qualities: Stun Setting  
Truncheon - Skill: Melee (⬢⬢⬢) Range: Engaged, Damage: 5, Critical: ⚡⚡⚡, Qualities: Disorient 2

The Guardian police droid was a model of police droid utilized by the Coruscant Security Force on the capital planet of Coruscant in the later years of the Galactic Republic. The Guardian police droid was ideally suited to patrol the vast cityscape of Galactic City since it could not be affected by corruption and fatigue and was thereby able to greatly supplement the work of sentient police officers. Programmed for law enforcement tasks, the droid was able to use force against sentients if certain perimeters were met such as the possible harm occurring to citizens or if laws are broken. However, the rather rigid thinking of the droid also meant it could be outsmarted. Painted in a blue-gray color scheme, the police droid had a masculine programming and a humanoid shape; the head formed into a cylindrical helmet with a vocabulator as a mouth and photoreceptors for eyes.



### Coruscant Security Force Detective [Rival]



#### Skills:

Cool 1 (🟡🟢), Discipline 1 (🟡🟢🟢),  
 Piloting - Planetary 1 (🟡🟢), Ranged -  
 Light 1 (🟡🟢), Streetwise 3 (🟡🟡🟢),  
 Vigilance 2 (🟡🟡🟢), Education 2 (🟡🟡🟢  
 🟢), Underworld 2 (🟡🟡🟢🟢)

#### Talents:

Adversary 1 - Please see page 132 of the  
 Edge of the Empire Core Rulebook, or  
 page 142 of the Age of Rebellion Core  
 Rulebook, for details.

Nobody's Fool 1 - Please see page 139 of  
 the Edge of the Empire Core Rulebook,  
 page 153 of the Age of Rebellion Core  
 Rulebook, or page 148 of the Force and  
 Destiny Core Rulebook, for details.

#### Weapons:

Blaster Pistol - Skill: Ranged - Light (🟡🟢  
 ) Range: Medium, Damage: 6, Critical: 🌀  
 🌀🌀, Qualities: Stun Setting

Stun Baton - Skill: Melee (🟢🟢) Range:  
 Engaged, Damage: 2, Critical: 🌀🌀🌀  
 🌀🌀🌀, Qualities: Disorient 2, Stun  
 Damage

#### Gear:

Stun Cuffs (Gear Features: Breaking free  
 requires a Daunting (🟣🟣🟣🟣) Athletics  
 or Coordination check. 🌀🌀🌀 or 🌀  
 suffers 4 strain, ignoring soak.)

### Coruscant Police Probe [Minion]



#### Skills:

Perception (🟢), Vigilance (🟢)

#### Talents:

Flyer - This mount can fly. When on the  
 ground, it's Speed is reduced to 1.

#### Abilities:

Silhouette - 0

Droid - Does not need to breathe, eat, or  
 drink and can survive in vacuum or  
 underwater; immune to poisons and  
 toxins.

A police probe was a type of probe droid  
 utilized by the Coruscant Security  
 Force to assist in policing the Galactic  
 Republic's capital planet of Coruscant.  
 Police probes would monitor the  
 streets of Galactic City to detect crime  
 and identify suspects and would then  
 request assistance from nearby  
 Guardian police droids and police  
 officers.

# VEHICLES

## Panther Police Interceptor



Hull Type: Landspeeder  
 Categories: Land Vehicle  
 Maximum Altitude: 10 meters  
 Sensor Range: Short  
 Crew: One pilot  
 Encumbrance Capacity: 0  
 Passenger Capacity: 3  
 Cost: 11 000  
 Rarity: 4   
 Customization Hard Points: 3 (3 Remaining)

The Coruscant police speeder was utilized by police officers and Guardian police droids of the Coruscant Security Force to assist in patrolling Coruscant during the Clone Wars. It was operated by one pilot and could carry three passengers. The back compartment contained bars for prisoner transport. The side of the vehicle would list the jurisdiction as well as the police emergency contact number of 9-1-1.

The RapidResponse police speeder was a civilian/police variant of the military BARC speeder and was used by the Coruscant Security Force as a police speeder during the Clone Wars.



## BARC Speeder



Hull Type: Speeder Bike  
 Categories: Land Vehicle  
 Maximum Altitude: 25 meters  
 Sensor Range: Close  
 Crew: One Pilot  
 Encumbrance Capacity: 5  
 Passenger Capacity: 1  
 Cost: 8 300  
 Rarity: 4  
 Customization Hard Points: 2 (2 Remaining)  
**Weapons:**  
 (1) Forward Mounted Twin Light Blaster Cannon (Fire Arc : Forward; Damage: 4; Critical: ; Range: Close; Qualities: Linked 1)

## Republic Police Gunship



Hull Type: Airspeeder  
 Categories: Air Vehicle  
 Maximum Altitude: 200 kilometers  
 Sensor Range: Short  
 Crew: One pilot, one co-pilot/gunner  
 Encumbrance Capacity: 12  
 Passenger Capacity: 24  
 Cost: 76 000  
 Rarity: 6   
 Customization Hard Points: 2 (2 Remaining)  
**Weapons:**  
 (1) Forward Mounted Light Blaster Cannon (Fire Arc: Forward, Port; Damage: 4; Critical: ; Range: Close)  
 (1) Forward Mounted Light Blaster Cannon (Fire Arc: Forward, Starboard; Damage: 4; Critical: ; Range: Close)

The Republic police gunship was a model of transport gunship utilized by the Coruscant Security Force and the Coruscant Guard on the planet Coruscant during the waning years of the Galactic Republic. The Republic police gunships possessed a spoked cockpit and solar gatherer panels, which acted as the power generators for the ship. It also possessed a similar drive to the LAAT/i gunships, as evidenced by their sound. They were also equipped with searchlights in the event that they had to conduct searches at night or in areas of Coruscant where visibility was low, such as the underworld.

## CORUSCANT GUARD

The Coruscant Guard was a division of elite clone shock troopers of the Grand Army of the Republic organized to serve as peacekeepers and protect the Galactic Republic capital planet of Coruscant. The Coruscant Guard was initially placed under the command of Commander Fox. Fiercely loyal to the Republic and with a command style of leading from the front, Fox would become one of the most decorated commanders during the war. The Coruscant Guards' patrolled the streets of Coruscant as riot control troopers to assist the Coruscant Security Force, conducted hostage rescue operations, guarded the prisoners at the Republic Judiciary Central Detention Center, fulfilled duties previously held by the Senate Guard such as accompanying Senators, Jedi, and other diplomats on dangerous missions, performed military police functions, and served as bodyguards for Sheev Palpatine, first as Supreme Chancellor, then as Galactic Emperor.



### Coruscant Guard Trooper [Minion]

3 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	2 PRESENCE
SOAK 5	WOUND 5	STRAIN --	DEFENSE 2 2		RANGED MELEE

#### Skills:

Athletics (◆◆◆), Discipline (◆◆◆), Ranged - Heavy (◆◆◆), Gunnery (◆◆◆), Brawl (◆◆◆)

#### Weapons:

**Riot Shield** - Skill: Melee (◆◆◆) Range: Engaged, Damage: 3, Critical: ☹☹☹☹☹, Qualities: Cumbersome 3, Defensive 2, Deflection 2, Disorient 1

**Frag Grenade** - Skill: Ranged - Light (◆◆◆) Range: Short, Damage: 8, Critical: ☹☹☹☹☹, Qualities: Blast 6, Limited Ammo 1

**DC-15S** - Skill: Ranged - Heavy (◆◆◆) Range: Medium, Damage: 9, Critical: ☹☹☹☹☹, Qualities: Stun Setting

**Stun Baton** - Skill: Melee (◆◆◆) Range: Engaged, Damage: 2, Critical: ☹☹☹☹☹, Qualities: Disorient 2, Stun Damage

**DC-17** - Skill: Ranged - Light (◆◆◆), Range: Medium, Damage: 7, Critical: ☹☹☹☹☹, Qualities: Stun Setting

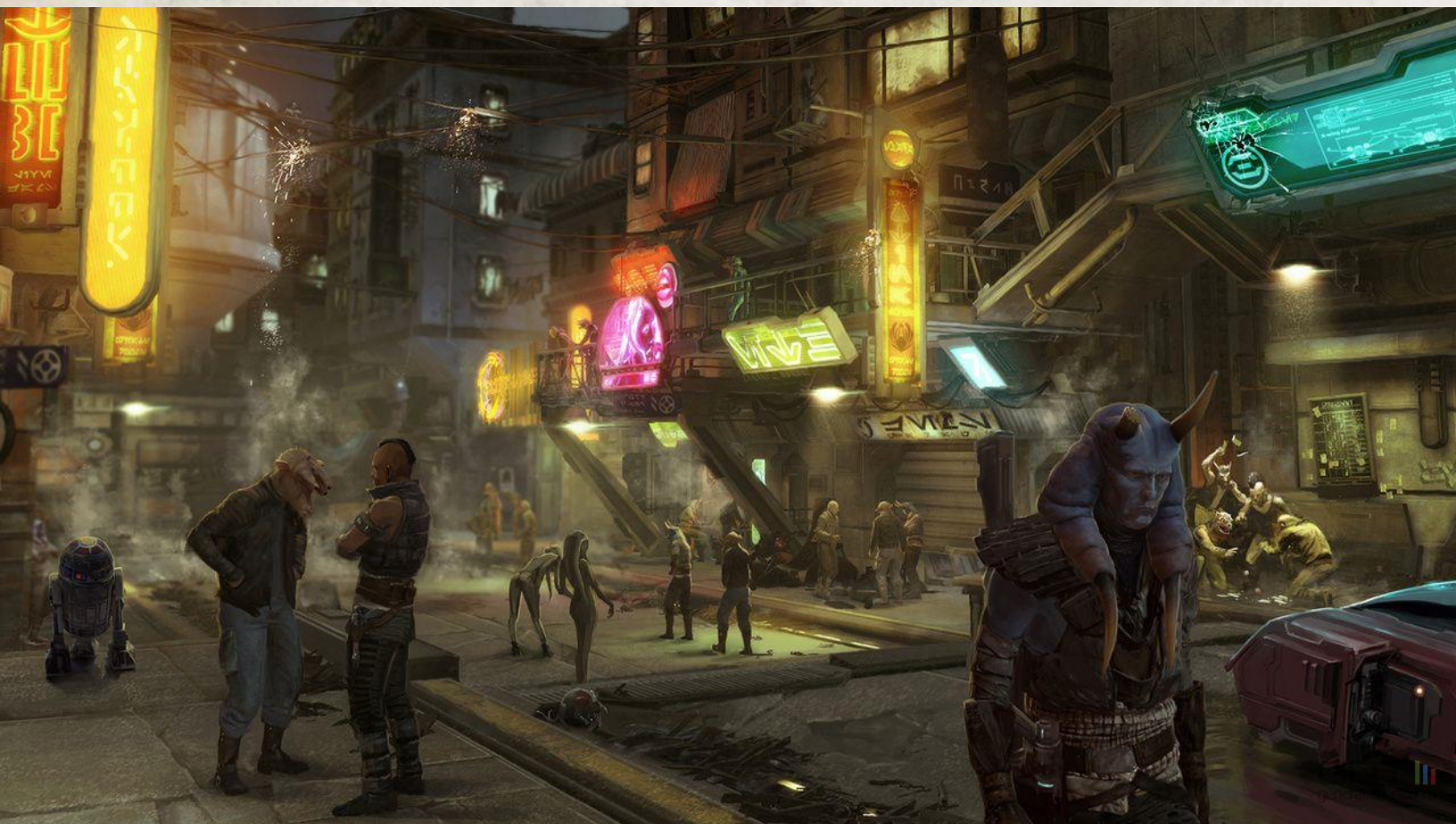
#### Armor:

**Clone Trooper Armor** - Soak: 2

#### Gear:

**Utility Belt** (Gear Features: 1 Increase Encumbrance Threshold by 1 Mod), Extra Reload

# THE UNDERWORLD



The Coruscant underworld, lower levels, undercity, underground, underlevels, or Lower Coruscant, were terms used to describe the lowest regions of the city-planet of Coruscant, laid with a mixture of ancient and forgotten ruins from the planet's prehistory along with modern-looking, crime-ridden venues and clubs. During the Clone Wars, a massive ventilation shaft offered access to the heart of the underworld.

Different regions and levels ranged from the merely seedy (such as the Uscru Entertainment District and 1313), progressively worsening as one descended, ending in areas of unending darkness populated solely by hypertrophied vermin and zombie-like devolved humanoids. The underworld's

streets were riddled with thugs and the walls and streets were home to all manner of strange creatures.

Most of the underworld rested more than a kilometer below the urban surface and city platforms. It was beneath some of the greatest skyscrapers in the galaxy and other closely-spaced spectacular buildings of Coruscant where few rays of light filtered through to the gloomy section known as the Underworld.





Lying hundreds of stories below the skyscraper pinnacles, Coruscant's urban canyon floors never saw the light of day. Due to its enclosure by larger buildings, air was trapped in the lower levels, creating a micro-climate of which there were at least three layers. Trapped moisture contributed to rainstorms and convective wind patterns within the canyon floors. A realm of artificial illumination, the lower levels of the galaxy's largest city were the only affordable areas for many of the planet's citizens. Rumbling with machines that served the elite above, its streets haunted by exploiters and thugs, and its walls riddled with vermin, Coruscant's underworld toughened the strong and consumed the weak. Coruscant's underlevels harbored a larger population than do many entire star sectors, leaving millions beyond the protection of the world's security force. Local neighborhoods were at the mercy of hired thugs and extortionists.

But the toughest faces sometimes belonged to vigilantes, who chose to defend the people on their own land from criminals

Garbage was compressed into thick blocks and stored in the deeper levels of the Underworld. Much machinery that satisfied the needs to the well-to-do surface-dwellers, were also kept in the depths of the Underlevels and so there was a constant sense of motion and unrest. Artificial lighting barely brightened the dark and sorrowful levels. The Underlevels were home to various mutant species including the cthon, Coruscanti ogre, duracrete slugs, hive rats, shadow barnacles, taozin, and granite slugs, which often posed a threat to sentient beings.

# CORUSCANT UNDERWORLD POLICE

Coruscant underworld police were police officers of the Coruscant Security Force who were responsible for patrolling the lower levels of the Galactic Republic capital planet Coruscant. Underworld cops were notoriously hardened and burly in comparison with the sleek Guardian police droids that maintained law and order in the upper reaches of Galactic City. The underworld police were also known for their heavy leather and metal armor with mechanical eye coverings, which gave them extra protection and anonymity, while denoting an authoritative presence. Coruscant cops patrolled both on foot and in police speeders and with the advent of the Clone Wars between the Republic and the Separatist Alliance, the underworld police also utilized the Republic Police Gunship when needed.



## Coruscant Underworld Police [Rival]

3 BRAWN	2 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	1 PRESENCE
SOAK 4	WOUND 4	STRAIN --	DEFENSE 0 0 RANGED MELEE		

### Skills:

Brawl 1 (♦♦♦), Coercion 1 (♦♦♦), Discipline 1 (♦♦♦), Melee 1 (♦♦♦), Ranged - Light 2 (♦♦), Vigilance 1 (♦♦♦)

### Weapons:

Heavy Blaster Pistol - Skill: Ranged - Light (♦♦) Range: Medium, Damage: 7, Critical: ☹☹☹, Qualities: Stun Setting  
Stun Club - Skill: Melee (♦♦♦) Range: Engaged, Damage: 6, Critical: ☹☹, Qualities: Disorient 2

### Armor:

Heavy Armoured Coat - Soak: 1

## CRIMINALS

## Arms Dealer [Rival]

2 BRAWN	2 AGILITY	3 INTELLECT	4 CUNNING	1 WILLPOWER	3 PRESENCE
SOAK 3	WOUND 12	STRAIN --	DEFENSE 0 0 RANGED MELEE		

### Skills:

Negotiation 1 (♦♦♦), Ranged - Heavy 2 (♦♦), Ranged - Light 2 (♦♦), Vigilance 1 (♦)

### Weapons:

Heavy Blaster Pistol - Skill: Ranged - Light (♦♦) Range: Medium, Damage: 7, Critical: ☹☹☹, Qualities: Stun Setting  
Vibroknife - Skill: Melee (♦♦) Range: Engaged, Damage: 3, Critical: ☹☹, Qualities: Pierce 2, Vicious 1

### Armor:

Heavy Clothing - Soak: 1



### Bounty Hunter [Rival]

2 BRAWN	3 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK 3	WOUND 12	STRAIN --	DEFENSE 1 1 RANGED MELEE		

#### Skills:

Cool 2 (🟡🟡), Melee 1 (🟡🟢), Perception 2 (🟡🟡🟢), Ranged - Light 2 (🟡🟡🟢), Stealth 1 (🟡🟢🟢), Streetwise 2 (🟡🟡🟢), Survival 2 (🟡🟡🟢)

#### Talents:

Expert Tracker 1 - Please see page 135 of the Edge of the Empire Core Rulebook, page 146 of the Age of Rebellion Core Rulebook, or page 142 of the Force and Destiny Core Rulebook, for details.

Quick Draw - Please see page 141 of the Edge of the Empire Core Rulebook, page 154 of the Age of Rebellion Core Rulebook, or page 149 of the Force and Destiny Core Rulebook, for details.

#### Weapons:

Bola/Net - Skill: Ranged - Light (🟡🟡🟢)  
Range: Short, Damage: 2, Critical: --,  
Qualities: Knockdown, Limited Ammo 1, Ensnare 3

Disruptor Pistol - Skill: Ranged - Light (🟡🟡🟢)  
Range: Short, Damage: 10, Critical: 🌀🌀, Qualities: Vicious 4

Stun Grenade (2) - Skill: Ranged - Light (🟡🟡🟢)  
Range: Short, Damage: 8, Critical: --, Qualities: Blast 8, Disorient 3, Limited Ammo 1, Stun Damage

#### Armor:

Armored Clothing - Soak: 1, Melee Def: 1, Ranged Def: 1

#### Gear:

Jet Pack, Utility Belt (Gear Features: 1 Increase Encumbrance Threshold by 1 Mod)

### Death Sticks Dealer [Rival]

2 BRAWN	2 AGILITY	1 INTELLECT	3 CUNNING	1 WILLPOWER	3 PRESENCE
SOAK 2	WOUND 12	STRAIN --	DEFENSE 0 0 RANGED MELEE		

#### Skills:

Brawl 2 (🟡🟡), Negotiation 1 (🟡🟢🟢), Underworld 1 (🟡), Vigilance 1 (🟡)

#### Weapons:

Vibroknife - Skill: Melee (🟢🟢) Range: Engaged, Damage: 3, Critical: 🌀🌀, Qualities: Pierce 2, Vicious 1

### Black Sun Thug [Minion]

<b>3</b> BRAWN	<b>2</b> AGILITY	<b>2</b> INTELLECT	<b>2</b> CUNNING	<b>1</b> WILLPOWER	<b>1</b> PRESENCE
SOAK <b>3</b>	WOUND <b>6</b>	STRAIN --	DEFENSE <b>0</b> <b>0</b> RANGED MELEE		

#### Skills:

Brawl (◆◆◆), Coercion (◆), Ranged - Light (◆◆)

#### Weapons:

Blaster Pistol - Skill: Ranged - Light (◆◆)  
Range: Medium, Damage: 6, Critical: ☹☹  
☹☹, Qualities: Stun Setting

Black Sun was a criminal syndicate that came into prominence during the Clone Wars as the Jedi Order focused more on military affairs and less on law enforcement. Black Sun was allied with the Shadow Collective and its leader Darth Maul. The syndicate maintained bases on Mustafar and Ord Mantell and had many of the Falleen species as members.

### Black Sun Vigo [Nemesis]

<b>3</b> BRAWN	<b>3</b> AGILITY	<b>3</b> INTELLECT	<b>4</b> CUNNING	<b>3</b> WILLPOWER	<b>4</b> PRESENCE
SOAK <b>4</b>	WOUND <b>16</b>	STRAIN <b>16</b>	DEFENSE <b>0</b> <b>0</b> RANGED MELEE		

#### Skills:

Coercion 4 (●●●●◆), Cool 3 (●●●●◆),  
Melee 3 (●●●), Negotiation 3 (●●●◆),  
Perception 4 (●●●●), Ranged - Heavy 3 (●●●),  
Ranged - Light 3 (●●●), Streetwise 4 (●●●●),  
Survival 4 (●●●●), Vigilance 2 (●●◆)

#### Talents:

Adversary 3 - Please see page 132 of the Edge of the Empire Core Rulebook, or page 142 of the Age of Rebellion Core Rulebook, for details.

Crippling Blow - Please see page 133 of the Edge of the Empire Core Rulebook, page 145 of the Age of Rebellion Core Rulebook, or page 141 of the Force and Destiny Core Rulebook, for details.

Nobody's Fool 2 - Please see page 139 of the Edge of the Empire Core Rulebook, page 153 of the Age of Rebellion Core Rulebook, or page 148 of the Force and Destiny Core Rulebook, for details.

#### Abilities:

Leader - All subordinates within Medium range add ■ to all Discipline checks.

#### Weapons:

Heavy Blaster Pistol - Skill: Ranged - Light (●●●) Range: Medium, Damage: 7, Critical: ☹☹☹, Qualities: Stun Setting

Force Pike - Skill: Melee (●●●) Range: Engaged, Damage: 6, Critical: ☹☹, Qualities: Pierce 2, Stun Setting

#### Armor:

Expansive Robes - Soak: 1





A Vigo was a title used by the Black Sun crime syndicate to denote the organization's leadership. At any given time, nine of these lieutenants each oversaw a different region of the galaxy and reported directly to the organization's head, the Black Sun Underlord. The word Vigo meant "nephew" in Old Tionese, which created the semblance of a familial bond between the leadership, making them appear stronger and indivisible to outsiders.

Selected from the ranks of Black Sun's membership, the Vigos only numbered nine and were independently wealthy and possessed of great influence. Assigned to oversee the organization's

operations in one of nine sectors of the galaxy, the Vigos reported directly to Black Sun's leader, the Underlord; when the Underlord died or was deposed, one of the sitting Vigos would replace him or her.

## Pyke Spice Dealer [Rival]

2 BRAWN	2 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK 3	WOUND 15	STRAIN --	DEFENSE 0 0 RANGED MELEE		

### Skills:

Coercion 1 (◊♦), Deception 2 (◊◊♦), Negotiation 2 (◊◊), Outer Rim 1 (◊♦), Perception 2 (◊◊♦), Streetwise 2 (◊◊♦), Underworld 2 (◊◊), Ranged - Light 1 (◊♦)

### Talents:

Nobody's Fool 1 - Please see page 139 of the Edge of the Empire Core Rulebook, page 153 of the Age of Rebellion Core Rulebook, or page 148 of the Force and Destiny Core Rulebook, for details.

### Weapons:

Heavy Blaster Pistol - Skill: Ranged - Light (◊♦) Range: Medium, Damage: 7, Critical: ☹☹☹, Qualities: Stun Setting

### Armor:

Pyke Armor - Soak: 1



## Pyke Syndicate Thug [Minion]

2 BRAWN	2 AGILITY	1 INTELLECT	1 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK 3	WOUND 4	STRAIN --	DEFENSE 0 0 RANGED MELEE		

### Skills:

Athletics (♦♦), Brawl (♦♦), Coercion (♦♦), Ranged - Light (♦♦)

### Weapons:

Heavy Blaster Pistol - Skill: Ranged - Light (♦♦) Range: Medium, Damage: 7, Critical: ☹☹☹, Qualities: Stun Setting

### Armor:

Pyke Armor - Soak: 1

The Pyke Syndicate, also known as the Pyke Family, was a spice dealership within the Spice Cartel that operated in the criminal underworld from their homeworld of Oba Diah. They also participated in the crime raids on Mandalore to start the Death Watch rule on said planet.

Drugs	Price	Encumbrance	Rarity	Index
Avabush Spice (1 dose)	(R) 35	0	6	E-CRB:183
Booster Blue (1 dose)	(R) 10	0	5	E-CRB:184
Death Sticks (1 dose)	(R) 5	0	1	E-CRB:185
Frangawl Force Powder (1 dose)	(R) 2,000	0	10	NoP:105
Glitterstim (1 dose)	(R) 100	0	7	E-CRB:184
Gunjack Spice (1 dose)	(R) 75	1	5	LoNH:110
Impact (1 dose)	(R) 125	0	6	FC:50
Karrak Spice (1 dose)	(R) 80	0	7	EV:48
Lesai (1 dose)	(R) 500	0	9	E-CRB:184
Longsight (1 dose)	(R) 650	0	8	NoP:105
Muon Gold (1 dose)	(R) 50	0	6	FC:51
Neutron Pixie (1 dose)	(R) 100	1	6	LoNH:111
Ryll (1 dose)	(R) 50	1	4	LoNH:110
Yaladai Spice (1 dose)	(R) 1,000	0	7	EV:48
Yarrock (1 dose)	(R) 350	0	8	E-CRB:185

# ALDERAAN



Alderaan was a terrestrial planet covered with mountains. During the waning decades of the Galactic Republic, it was ruled by Queen Breha Organa and represented in the Galactic Senate by her husband, Senator Bail Organa.

From space, the planet of Alderaan, located in the star system of the same name, appeared as a blue-green orb enveloped in a white web of clouds. Its surface had vast bodies of water and was covered in snow-capped mountains, with patches of green grassy hills. Alderaan was known to the galaxy as "the planet of beauty." Famous natural landmarks of Alderaan included the Cloudshape Falls and the Isatabith rain forest.

A variety of grapevines grew on Alderaan, which notably allowed to produce Toniray and emerald wine. The local

fauna included the Alderaanian wolf-cat and a species of white-winged bird.

The cities on Alderaan were carefully designed to respect the natural beauty of their environment. For example, the palace of the royal family and the city around it blended into the local snow-capped peaks. Alderaanian architecture made use of white synthstone, which inspired the architecture of certain mining economies of the Outer Rim Territories, like the floating colony of Cloud City, and the planets Lothal and Garel.

Alderaan hosted a population of humans, known as Alderaanians, who were known for their philosophy of pacifism. Even in time of galactic conflicts, the Alderaanians shunned weapons.





Their society was ruled by the House of Organa, in conjunction with an individual bearing the titles of Viceroy and First Chairman. The female child of the royal couple was referred to as a princess. For diplomatic missions, the Royal Family used streamlined cruisers.

As a whole, Alderaan strongly opposed the Military Creation Act; they had their own security forces, but remained loyal to the Republic during the Clone Wars. Alderaan allowed Refugee Relief Movement settlement by displaced exiles from Ando and other Separatist worlds who wished to remain Republic citizens. Due to its assistance of these exiles, Alderaan was attacked personally—nearly "being destroyed"—by General Grievous.

Alderaanian culture valued education, the performing and fine arts, and peaceful resolutions to conflicts. The Alderaanians constantly sought a harmonious existence with their surroundings, evident in their integration of their society into the natural terrain of Alderaan. Alderaanians were known for love of philosophy.

The average Alderaanian was very educated and cultured. Poets and artists thrived on Alderaan. The beauty moved the pens of poets, while the vast grasslands served as a canvas for grass paintings. Alderaan was also famous for its cuisine. The large variety of spices and herbs allowed chefs to experiment and create some of the finest dishes in the galaxy. Steamed Alderaanian spiced wine was a favored beverage among many.

Some of the planet's major exports included wine, art, and luxury goods.

# PEOPLE OF ALDERAAN

## Artist [Rival]

1 BRAWN	2 AGILITY	4 INTELLECT	3 CUNNING	2 WILLPOWER	3 PRESENCE
SOAK 1	WOUND 11	STRAIN --	DEFENSE 0 0 RANGED MELEE		

### Skills:

Charm 1 (◆◆◆), Core Worlds 1 (◆◆◆◆), Education 3 (◆◆◆◆◆), Lore 1 (◆◆◆◆), Perception 1 (◆◆◆◆)

### Gear:

Comlink (handheld), Art Kit



## Nerf Herder [Minion]

2 BRAWN	2 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK 2	WOUND 3	STRAIN --	DEFENSE 0 0 RANGED MELEE		

### Skills:

Survival (◆◆)

### Weapons:

Shepherd's crook - Skill: Melee (◆◆◆), Range: Engaged, Damage: 3, Critical: ☹☹☹, Qualities: Disorient 2

A nerf herder, also spelled "nerf-herder" or "nerfherder," was someone who herded nerfs on various planets throughout the galaxy. As it was perceived as an occupation for lower-class beings, the term "nerf herder" became an insult used throughout the galaxy. Nerf herders were often somewhat simple, but as a result of living outdoors and fighting off anything that interfered with their herds, they became quite capable. They were well known for being as scruffy-looking and surly as their livestock. They would take the females and young out in the field to graze for weeks at a time, while the males ate harvested grasses back on the ranch. Although nerf herders were looked upon as lesser beings, their role in society was vital. Nerf-hide and fur was treated with chemicals and carded into sheets of wool for use in clothing, foot-wear, and furniture. Nerf meat was among the most profitable in the galaxy, and nerf steak restaurants were commonly found in the Core Worlds.

# FAUNA

## Nerf [Minion]

3 BRAWN	2 AGILITY	1 INTELLECT	1 CUNNING	1 WILLPOWER	1 PRESENCE
SOAK 5	WOUND 12	STRAIN --	DEFENSE 0 0 RANGED MELEE		

### Skills:

Athletics (◆◆◆◆), Brawl (◆◆◆◆), Perception (◆)

### Abilities:

Nightvision - Remove all ■ added to checks due to low-light conditions or darkness.

Ornery - Add ■■ to all checks made to handle, domesticate, or otherwise work with a nerf.

### Weapons:

Horns - Skill: Brawl (◆◆◆◆), Range: Engaged, Damage: 4, Critical: ☹☹☹☹, Qualities: Disorient 1

Nerfs were quadrupeds characterized by their four, curved horns and shaggy coats of fur. The common nerf stood about 1.3 meters at the shoulder. Their mass of hair tangled easily, creating a perfect web for insects and foreign objects to cling to. Thus, they carried around a pungent odor.

Nerfs often chewed their cud, creating excessive spittle that further added to their disgusting image. The spit was sticky, black in color, and near-impossible to remove from clothing. Their saliva also had acidic qualities, and could cause burns if it landed on exposed skin.

Male nerfs were generally larger and more aggressive than their female counterparts, with more pronounced horns. They were known to trample the young and batter the females. Because of this, males were kept separated from the rest of the herd.

In the wild, nerfs were common prey for predators. Nerfs had unusually keen night-vision, helping them to spot nocturnal predators with ease.

Nerf meat was prepared and served in a variety of ways such as:

- Braised nerf
- Nerfburger
- Nerfloaf
- Nerf ribs
- Nerf sausage
- Nerf steak
- Nerf tenderloin
- Smoked nerf
- Nerf cubes
- Nerf strips
- Nerfspread

### Manka Cat [Rival]

3 BRAWN	4 AGILITY	1 INTELLECT	3 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK 3	WOUND 16	STRAIN --	DEFENSE 0 0		
			RANGED	MELEE	

#### Skills:

Athletics 3 (🟡🟡🟡), Brawl 1 (🟡🟢🟢), Cool 2 (🟡🟢), Stealth 2 (🟡🟡🟢🟢)

#### Abilities:

Pack Instincts - When performing the assist maneuver, grant 🟡🟡 instead of 🟡.

#### Weapons:

Tusks and teeth - Skill: Brawl (🟡🟢🟢), Range: Engaged, Damage: 5, Critical: 🟡🟡🟡, Qualities: Pierce 2, Vicious 1

Manka cats were a non-sentient feline species native to Alderaan. Fur-covered quadrupeds, manka cats were considered dangerous by most sentients who encountered them, and were often hunted for safety reasons as well as for food gathering. While hunted primarily for their meat, manka talons and teeth were also prized for their medicinal use to cure illnesses. Carnivores with gnashing teeth and strong forelegs with sharp claws, the manka hunted in packs and alone, capable of bringing down nerfs and other large animals. Manka cats saw some exportation during the history of the Galactic Republic to other worlds.

### Thranta [Rival]

4 BRAWN	2 AGILITY	1 INTELLECT	1 CUNNING	1 WILLPOWER	1 PRESENCE
SOAK 5	WOUND 15	STRAIN --	DEFENSE 0 0		
			RANGED	MELEE	

#### Skills:

Cool 1 (🟡), Coordination 1 (🟡🟢)

### Talents:

**Flyer** - This mount can fly. When on the ground, it's Speed is reduced to 1.

### Abilities:

**Hover** - May reduce speed to 0 and remain aloft.

**Unstable 4** - When thrantas suffer a Critical Injury, they add 40 to the Critical Injury roll.

**Domesticated** - Difficulty for training this creature is not upgraded.

### Weapons:

**Beak** - Skill: Brawl(◆◆◆◆), Range: Engaged, Damage: 5, Critical: ☹☹☹☹☹☹☹☹☹☹

Thrantas were a group of flying animals originally found on Alderaan. While there were multiple species and breeds varying in size and functions (some for personal travel, others for massive air ferries), most thrantas served as air transport. The predominant physical features of these creatures were their manta ray-like figures.

Common thrantas and Balana thrantas survived the extinction of most Alderaanian life by the first Death Star, however, due to a few members of their species having been shipped to the tibanna gas-rich planet Bespin. There they enjoyed the open skies under the watchful care of the mysterious Thranta Riders. A large variety known as giant thrantas, larger versions of the common kind, were similarly preserved.

### Thranta

1	2	0	DEFENSE FORE/PORT/STARBOARD/AFT				ARMOR	
SILHOUETTE	SPEED	HANDLING	0	--	--	0	5	
			HULL TRAUMA				SYSTEM STRAIN	
			15				0	

Type: Riding Mount  
Sensor Range: No Sensors  
Crew: One Rider  
Encumbrance Capacity: 9  
Passenger Capacity: Based on encumbrance  
Cost: 0  
Rarity: 0  
Customization Hard Points: 0 (0 Remaining)  
Features:

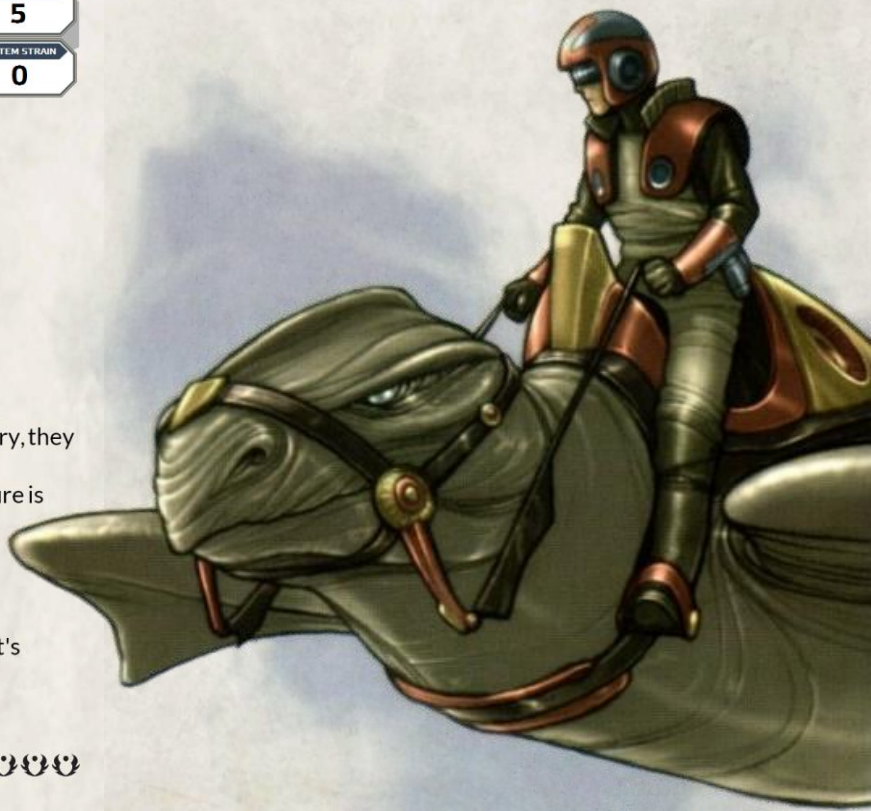
- **Hover**: May reduce speed to 0 and remain aloft.
- **Unstable 4**: When thrantas suffer a Critical Injury, they add 40 to the Critical Injury roll.
- **Domesticated**: Difficulty for training this creature is not upgraded.

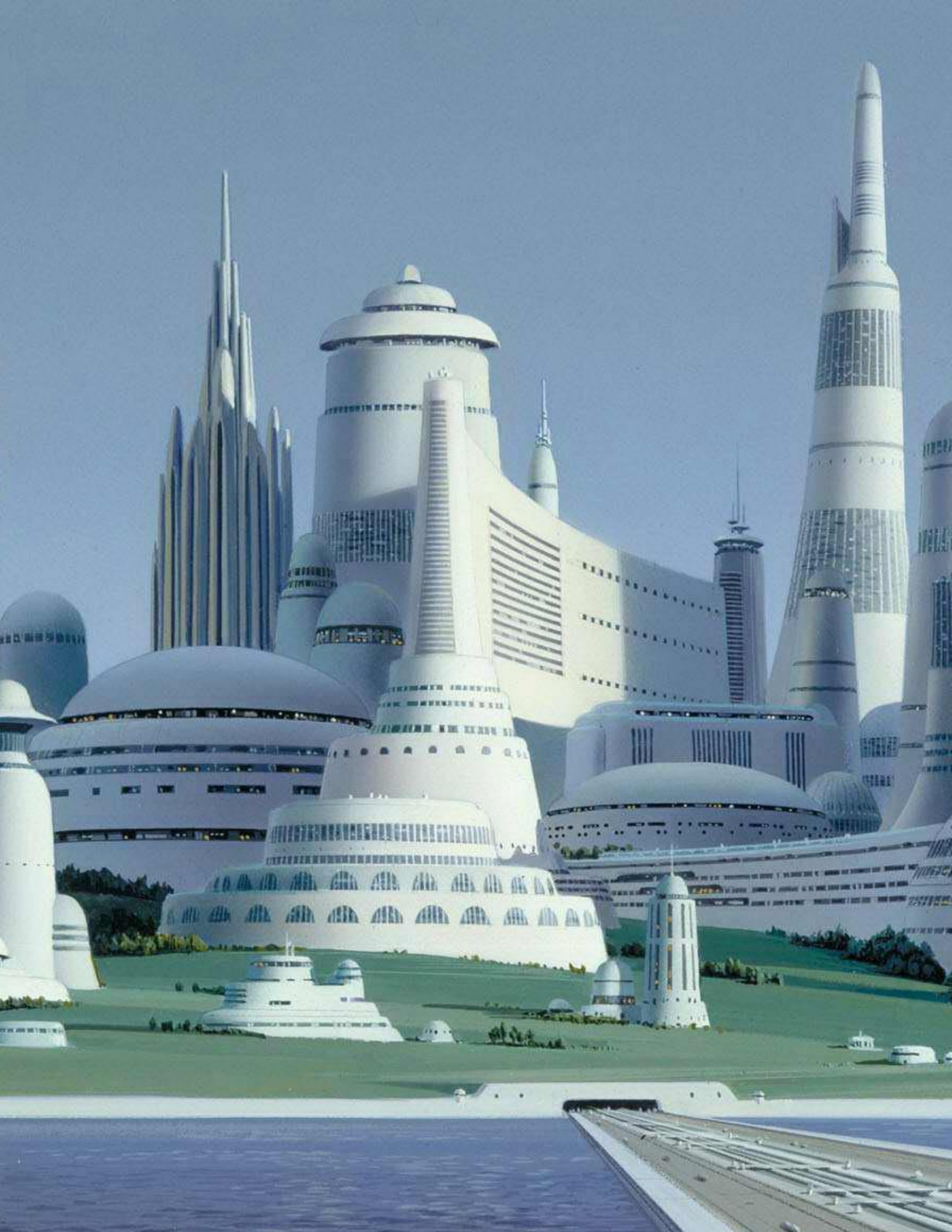
### Talents:

- **Flyer**: This mount can fly. When on the ground, it's Speed is reduced to 1.

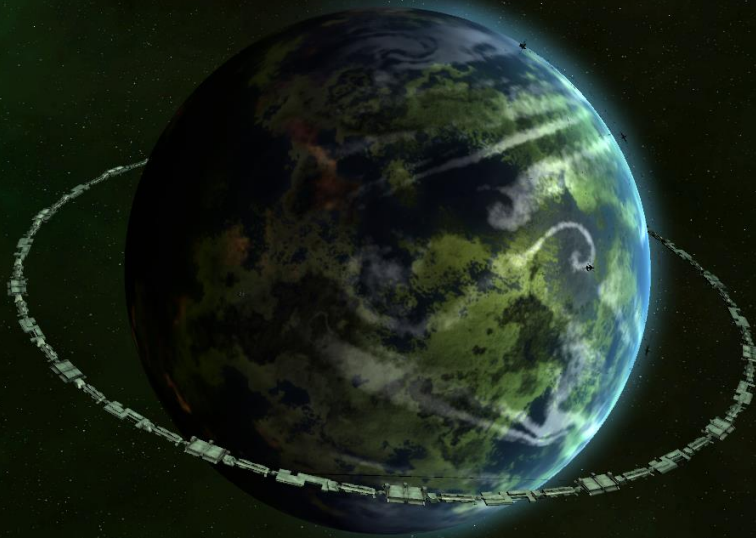
### Weapons:

(1) **Beak** (Fire Arc: Forward; Damage: 5; Critical: ☹☹☹☹☹☹☹☹☹☹; Range: Engaged)





# KUAT



Kuat was a planet located in the Core Worlds and one of the earliest members of the Galactic Republic. It was best known as the home of Kuat Drive Yards. These famous shipyards, used to build ships for both the Galactic Republic and later the Galactic Empire, circled the planet for thousands of kilometers.

Kuat was the fourth planet from the star Kuat, located in the Kuat system of the Kuat sector in the Core Worlds region of the galaxy. Situated on a hyperlane that connected it to Raxxa and Balmorra and less than six parsecs away from Neimoidia, it was a green terrestrial world orbited by two moons named Bador and Ronay. A day on Kuat was 20 standard hours in length, and a year lasted 322 local days. Kuat had standard gravity and a breathable atmosphere, and at 10,000 kilometers

in diameter, it was considered a small planet.

The surface of Kuat featured three continents and scattered islands, and most of the world's terrain consisted of lush forests, rolling green plains, and carefully-groomed gardens. The planet had a temperate climate with a cool, wet winter and a warm, dry summer. Hostile animal life was nonexistent on Kuat, as terraformers had stocked the planet with inoffensive herbivores such as drebin,[2] which provided compost for the world's gardens.[11] The introduced species did not overrun the planet due to short life spans and the presence of predators.

An industrial world and center of manufacturing that played a significant role in galactic shipbuilding, Kuat was the home of Kuat Drive Yards, whose shipyards and construction facilities were the most prominent feature of Kuat, encircling the planet in the shape of a large ring. Kuat was considered one of the most efficient shipyards in the galaxy, and its defenses were formidable, with protection provided by the Kuati Sector Forces and designs used for self-defense by Kuat Drive Yards. Kuat had an aristocratic government and exported luxury goods, alcohol, art, and food while importing electronics, machinery, and raw materials.

Defended by three Star Dreadnoughts by the time of the Clone Wars, Kuat remained loyal to the Galactic Republic during the conflict, producing troopships and other war materiel for the Republic's clone army, and fell within territory defended by the Fourth Outer Rim Army during the war's early campaigns in 22 BBY. Being the site of foundries and shipyards that produced a large portion of the Republic's military hardware, Kuat enjoyed economic and political benefits from the Clone Wars, and many members of Kuat's upper administrative echelons, having won the favor of Supreme Chancellor Palpatine, pursued agendas that encouraged the conflict. Senator Giddean Danu was seemingly alone in opposition to the war, causing the Kuati electorate to nearly recall him from office twice.

An attempt by Onara Kuat to remove Senator Danu from office failed due to the belief of other members of the Kuat family that Danu was an effective advocate for Kuat's independence.[17] When Balmorra seceded from the Republic, Kuat abandoned its assets on the factory world, which consisted

mostly of ground-based walkers and heavy vehicles. By 21 BBY, orbital screens had been erected around Kuat's most heavily-guarded shipyards in an effort to dissuade long-range intelligence gathering, and Kuat had attempted to infiltrate Neimoidia with modified worker droids equipped with concealed spyware. Early in the Confederacy of Independent Systems's assault on Duro later in 21 BBY, Confederacy forces were believed to be positioning to cut off possible Republic reinforcements from Kuat.

Kuat City, which hosted many shops, hotels, restaurants, and places of general merchant business, lacked a groundside spaceport and was accessible by shuttles. The Gardens of Tralala were located on Kuat.

The Kuati were a proud, class-conscious people who considered the ability to trace one's ancestry back to The Ten a trait worthy of pride. Humans comprised 80% of Kuat's population of 3.6 billion sentient beings. Hundreds of millions of workers lived in the Kuat Drive Yards orbital stardocks, and while most Kuati citizens lived in apartment complexes built into the array, upper-class Kuati resided in vast estates on the planet. Kuati beings who did not live on their world's surface could only access the countryside through Kuat City, while non-Kuati were required to obtain numerous costly permits to visit the surface. Furthermore, the Kuati police reserved the right to refuse entry into the lands to anyone, even those who were able to pay the appropriate fees. Many visitors from offworld remained in the orbital array throughout their trip to the planet. Galactic Basic Standard and Kuat were languages spoken on the planet.

# PEOPLE OF KUAT



**Aristocrat [Rival]**

2	2	3	3	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
2	14	--	0 0	RANGED MELEE	

**Skills:**

Charm 1 (◆◆◆), Cool 1 (◆◆◆), Core Worlds 3 (◆◆◆), Education 2 (◆◆◆), Negotiation 1 (◆◆◆), Perception 1 (◆◆)

**Talents:**

Nobody's Fool 1 - Please see page 139 of the Edge of the Empire Core Rulebook, page 153 of the Age of Rebellion Core Rulebook, or page 148 of the Force and Destiny Core Rulebook, for details.



**Kuat Driveyards Engineer [Rival]**

2	2	4	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
2	11	--	0 0	RANGED MELEE	

**Skills:**

Astrogation 1 (◆◆◆◆), Computers 1 (◆◆◆◆), Mechanics 3 (◆◆◆◆)

**Talents:**

Fine Tuning 2 - Please see page 135 of the Edge of the Empire Core Rulebook, page 147 of the Age of Rebellion Core Rulebook, or page 143 of the Force and Destiny Core Rulebook, for details.  
Gearhead 1 - Please see page 136 of the Edge of the Empire Core Rulebook, or page 148 of the Age of Rebellion Core Rulebook, for details.

**Weapons:**

Hydrospanner - Skill: Melee (◆◆), Range: Engaged, Damage: 3, Critical: ☹☹☹, Qualities: Inaccurate 1

**Gear:**

Datapad, ToolKit





# ANAXES



Anaxes was a fortress world located on the Perlemian Trade Route in the Axum system of the Core Worlds. Known as the "Defender of the Core", for millennia it was the site of the Republic Navy's primary fleet base and War College. It was considered the site of naval power, tradition and prestige by both the Galactic Republic and the Galactic Empire. Anaxes shared its sun, Solis Axum, with Selgon, Grastes, Axum, Urfon, Phlors Rex, Phlors Regina, and Ichium.

When the Clone Wars broke out in 22 BBY, Anaxes became a prominent installation of the Grand Army of the Republic in the fight against the Confederacy of Independent Systems. Anaxes was the headquarters of the Republic's First Army, defending the Core against Separatist incursions. In 20 BBY, the Battle of Anaxes was fought between the Galactic Republic's Victory Fleet, led by Captain Jan Dodonna and Captain Terrinald Screed,

and the Separatist Bulwark Fleet, led by Commander Dua Ningo. The Republic was eventually victorious after killing the CIS Commander and utterly destroying the fleet. A pivotal battle in the war, the outcome decided who would control the Core Worlds and as such, the victors were hailed as heroes.

# SKAKO MINOR

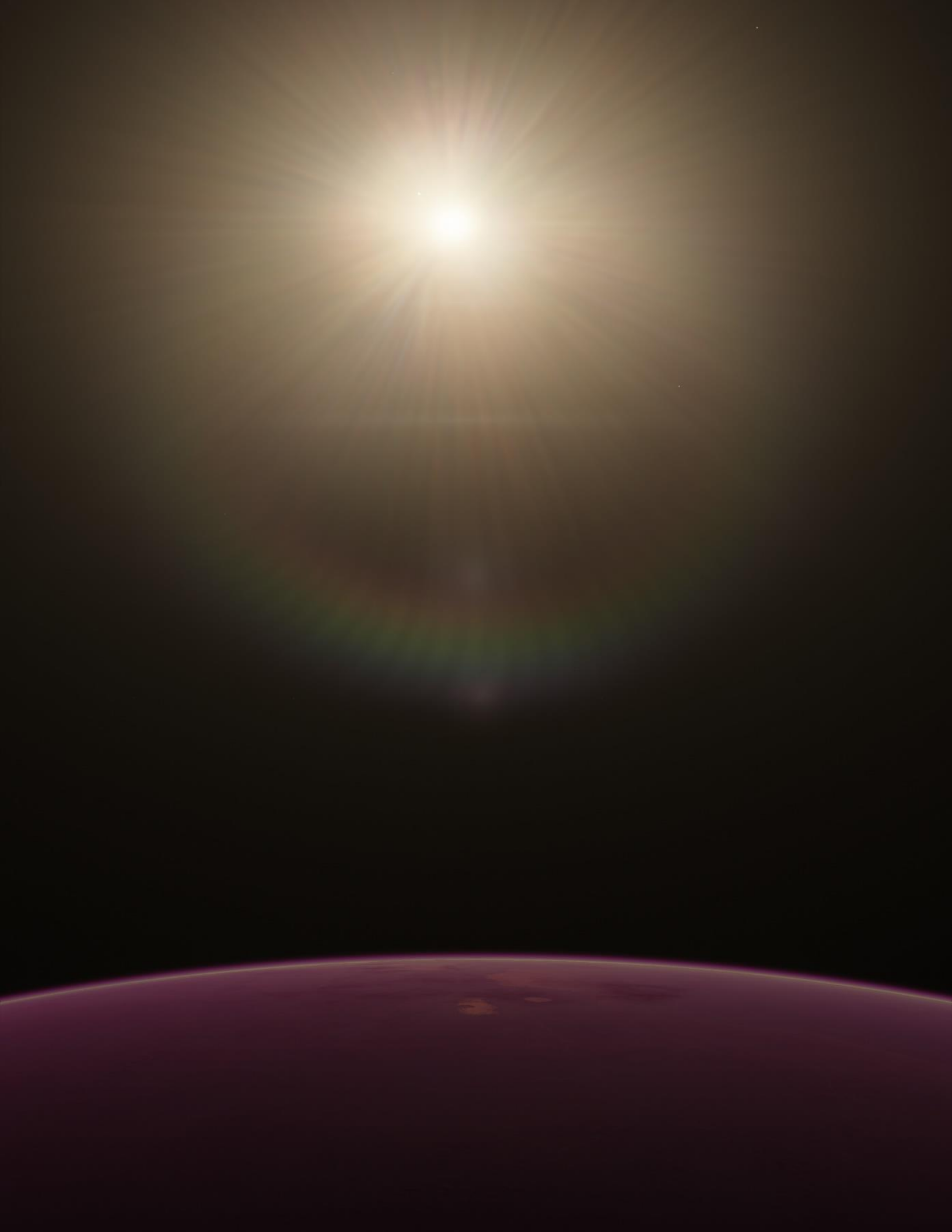


Skako Minor, also referred to simply as Skako, was a planet located in the galaxy's Core Worlds that was the homeworld of the Skakoan and Poletec species. It was controlled by the Techno Union, whose headquarters was the city of Purkell, and homeworld of Wat Tambor, foreman of the aforementioned commerce guild and member of the Separatist Council. Despite the Techno Union's ostensible neutrality, Skako Minor was captured by the Galactic Republic during the Clone Wars, and its successor, the Galactic Empire, maintained the occupation into the Galactic Civil War.

A temperate world, its misty surface featured canyons, mountains, caverns, craters, and fungal forests. It had an atmosphere of hydrogen sulphide, which had a unique pressure.

Skako Minor was the homeworld of eight-eyed, gasbag-headed vine walkers known as octuptarras, as well as large, flying creatures known as keeradaks.

Skako was also the homeworld of the sentient Skakoan species, and its atmospheric pressure required them to wear pressure suits to survive off-world; otherwise, they would explode when exposed to standard oxygen-based atmospheres. Wat Tambor, the foreman of the Techno Union during the final years of the Republic, was a male Skakoan from this world.



# CORE WORLD GENERATOR

Type of World	1d10
Human homeworld	1-5
Nonhuman homeworld	6
Human colony	7-8
Nonhuman colony	9
Uninhabited	10

Biome	1d10
Ecumenopolis	1-2
Mountains	3
Plains	4
Desert	5
Jungle	6
Crystal	7
Swamp	8
Tropical	9
Highlands	10

Temperature	1d10
Frigid	1
Cold	2-3
Temperate	4-7
Warm	8-9
Burning	10

Allegiance	1d10
Republic	1-7
Separatists	8
Neutral	9-10

Government	1d10
Anarchy	1
Monarchy	2-3
Dictatorship	4
Oligarchy	5-6
Democracy	7-10

Living Standards	1d10
Academic Privilege	1
Utopian Abundance	2-3
Decent Living Standards	4-8
Impoverished Conditions	9
Basic Subsistence	10

# CORE WORLDS CANTINA

Meal	Price
Baked dru'un slices in fish sauce	8
Crab rotoven	11
Smapp	7
Flangth	8
Fodu in green fire sauce	12
Fromirian roast queg	9
Godon Frezzes	7
Giju slider	7.7
L'lahsh-marinated nutrient globes	8.5
Lamito	6
Lobster Bisellian	216
Meatlump	9
Mecolar briddlings	11
Nana Bagwa's liver and onion	7.7
Nerf casserole	9
Nerf nugget	7
Palp wafers	5
Pickled Space Worm	9
Proteinloaf	7.7
Shrimpi cup	6
Sufar greens	7
Sushi	9
T'surys	8
Vercupti of agazza boferuuee	9
Quor'sav-fried steak	12.5
Nerfstek sandwich	8.7

Side	Price
Breadroot patty	4
Broth	3
Cracknel	2
Crumpets	3
Fornax ring	3.7
Grayweave	1
Pickled blackbeak egg	4
Styro-taffy	3
Trikaloo	4
Wroonian flycatcher filet	4

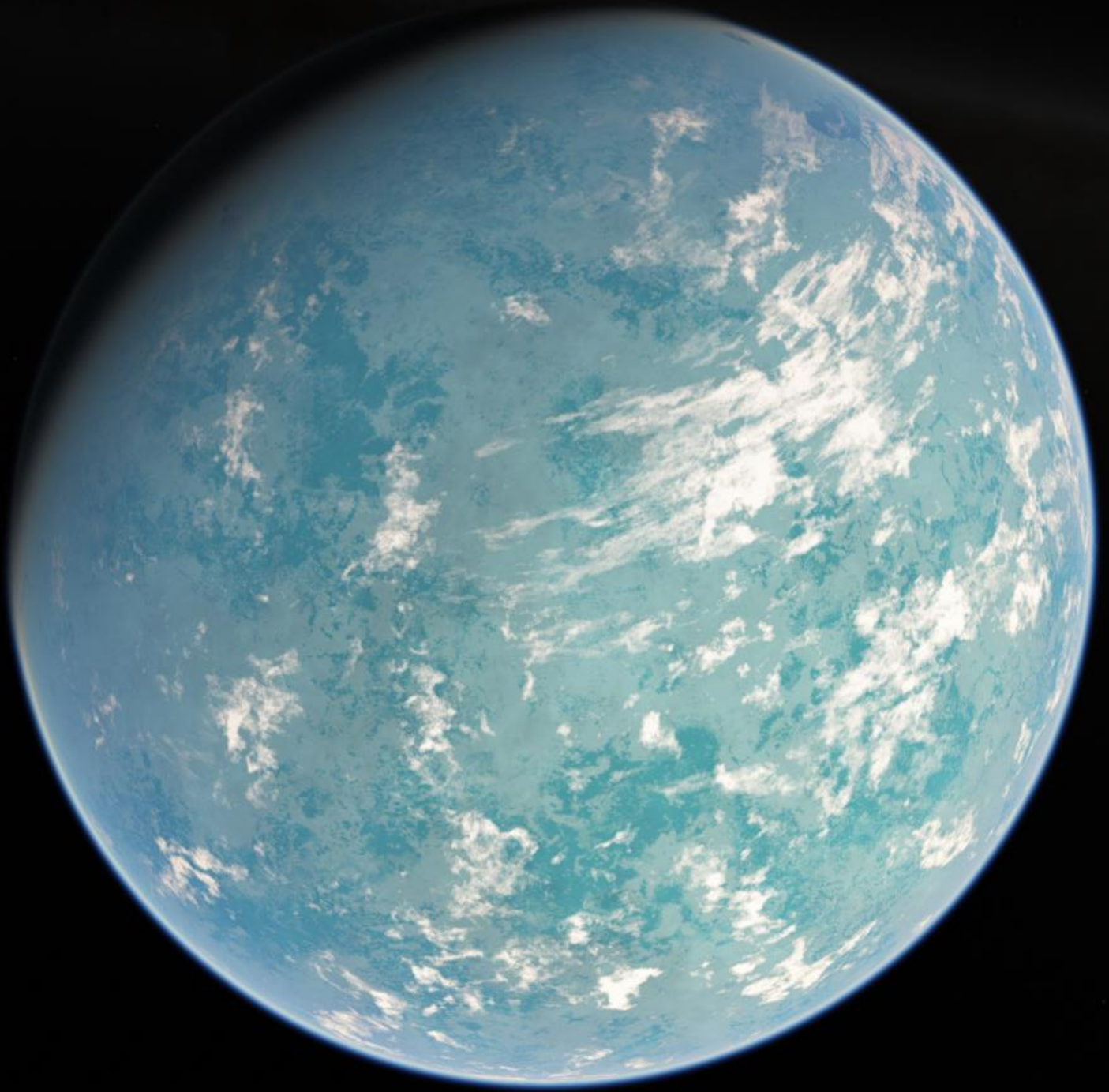
Bar	Price
A Walk in the Phelopean Forest	12.5
Alderaan Ruge Liqueur	11
Arboite Twister	13
Ardees	9
Balmgruyt	11
Bespin Breeze	14
Chandrilan Blue '439	16
Chandrilan raava	10
Corellian nectar	11
Corellian red	12
Corellian Twister	11
Coruscant Cooler	10
Hoth Daiquiri	13
Hull stripper	12
Lachrymead	11

Bar 2	Price
Malt	9
Phattro	11
Ryborean gax	300
Sonic Screwdriver	13
Sonic Servodriver	11

Beverage	Price
Blue milk	2
Blue milkshake	2.7
Chafir	3
Champala-lime spritz	3
Caf	2
Chava chava	3
Crunchy Coruscant Delight	2
Daro root beer	3
Giva jumbo	2.7
Hoi-broth	3
Hot chocolate	2
Jogan juice	2
Protein shake	4
Smoothie	3
Soda	2
Supernova	2.7

Dessert	Price
Ice pop	3
Loovar candies	2
Namana cream pie	3.7
Beebleberry ice cream	3
Blumfruit muffin	3
Bofa treats	2
Cavaellin creams	4
Cerean cone	1.7
Corellian fried ice cream	2
Crackling pudding	4
Deneelian fizz-pudding	2
Bespinian Best Ice cream	2
Neuvian sundae	2.7
Fruit Mountain	4
Kubindian royal jelly rolls	2.7
Sticky sweetmallow squares	1.7
Sweet ice	2
Tibanna split	3.7
Zoochberry cobbler	2.7

# THE COLONIES





# CATO NEIMOIDIA



The oldest of the Neimoidian purse worlds, Cato Neimoidia was the location of Nute Gunray's secret redoubt. The planet was near the Neimoidian homeworld of Neimoidia, also in the Colonies region.

Only the richest of the Neimoidians were allowed to live on the planet. Their treasures were protected in vaults located in difficult landscape and protected by B1 battle droids. The cities of Cato Neimoidia were built on large bridges spanning massive rock arches.

Cato Neimoidia featured vast forests rich in flora and fauna. Notable species included the Neimoidian kreehawk, a dangerous but beautiful avian found in some aviaries.

During the Clone Wars, it was a key member of the Confederacy of Independent Systems and was defended by the Neimoidian Home Defense Legions.

In 19 BBY, the Republic launched an attack on the redoubt, led by Jedi Generals Obi-Wan Kenobi and Anakin Skywalker, as well as Republic Navy Commander Jan Dodonna, to find Viceroy Nute Gunray of the Trade Federation and bring him to justice. Although Gunray escaped, he left behind hoards of valuables, all of which were captured by the Republic. In addition to this, he also left behind the mechno-chair he used to contact the other Separatist leaders, and Darth Sidious.

The bridge cities persisted in resisting the Republic, leading to a fierce aerial battle in which Plo Koon was shot down by his own clone pilots shortly after Order 66 was enacted by Supreme Chancellor Palpatine, who declared himself Emperor soon afterward.

The bridge cities were huge structures hanging between massive rock arches on Cato Neimoidia. They were covered in huge, lavish Neimoidian palaces and factories.

During the Clone Wars, Neimoidians stationed large armies of battle droids and AATs on these cities to protect their valuables in case of a Republic attack.

Zarra was the capital city on Cato Neimoidia, and one of the largest cities on the Neimoidian controlled purse world. Along with the city of Tarko-se, Zarra was one of the largest cities on the planet.

During the Clone Wars, the city was regarded as an important outpost of the Trade Federation and even the Separatist movement. Like the rest of the planet, Zarra experienced the Clone Wars first hand, as the planet was the site of three major battles of the Clone Wars, deciding the fate of the Neimoidian purse worlds and the Trade Federation influence in the Colonies region.

## PEOPLE OF CATO NEIMOIDIA



### Neimoidian Trader [Rival]

1 BRAWN	2 AGILITY	3 INTELLECT	3 CUNNING	1 WILLPOWER	2 PRESENCE
SOAK 1	WOUND 11	STRAIN --	DEFENSE 0 0 RANGED MELEE		

#### Skills:

Computers 1 (◆◆◆), Core Worlds 2 (◆◆), Deception 1 (◆◆◆), Education 1 (◆◆◆), Negotiation 3 (◆◆◆)

#### Weapons:

Holdout Blaster - Skill: Ranged - Light (◆◆) Range: Short, Damage: 5, Critical: (◆◆◆), Qualities: Stun Setting

#### Gear:

Holo-messenger



### Trade Federation Executive [Nemesis]

2	2	4	4	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
2	14	12	0	0	
			RANGED	MELEE	

#### Skills:

Computers 2 (◆◆◆◆), Core Worlds 2 (◆◆◆◆), Deception 2 (◆◆◆◆), Education 2 (◆◆◆◆), Negotiation 4 (◆◆◆◆)

#### Talents:

Adversary 1 - Please see page 132 of the Edge of the Empire Core Rulebook, or page 142 of the Age of Rebellion Core Rulebook, for details.

Nobody's Fool 2 - Please see page 139 of the Edge of the Empire Core Rulebook, page 153 of the Age of Rebellion Core Rulebook, or page 148 of the Force and Destiny Core Rulebook, for details.

#### Weapons:

Holdout Blaster - Skill: Ranged - Light (◆◆) Range: Short, Damage: 5, Critical: ◆◆◆◆, Qualities: Stun Setting

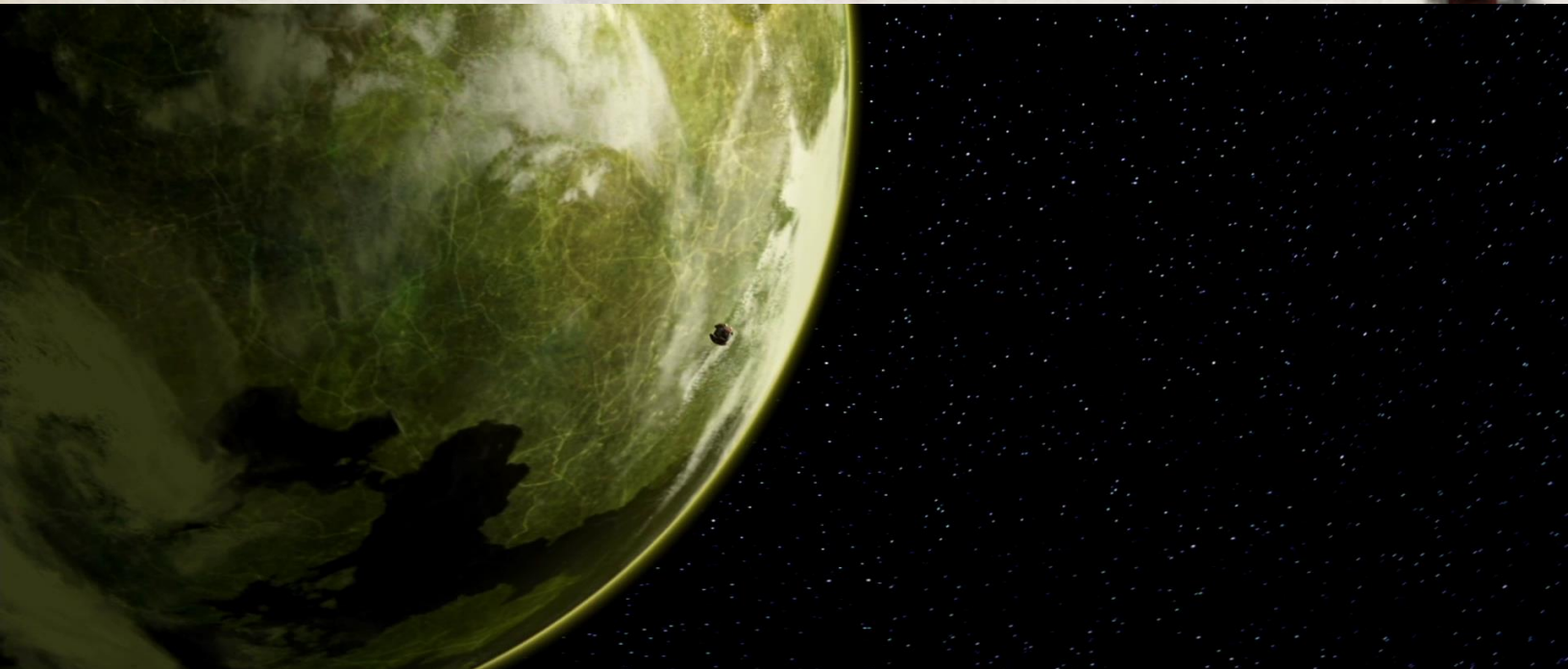
#### Gear:

Holo-messenger

The Trade Federation was an interstellar shipping and trade conglomerate during the waning years of the Galactic Republic, one so powerful that it had its own representatives in the Galactic Senate. Viceroy Nute Gunray secretly allied with the Sith Lord Darth Sidious to invade the peaceful planet of Naboo and cause a crisis in the Republic government, although his occupation was thwarted by Queen Padmé Amidala and her forces. Escaping imprisonment, Gunray pledged his droid forces to the Confederacy of Independent Systems, and the Federation fought Republic and Jedi armies throughout the Clone Wars. The Federation would often force planets into exclusive contracts, which in several circumstances gave them the ability to blockade planets and control system politics.



# DEVARON



Devaron was the home world of the Devaronians. It was located in the Colonies, near the Corellian Trade Spine. It was a planet of low mountains and deep valleys linked by thousands of rivers. The planet had strict capital punishment and a matriarchal government. Devaron was represented in the Galactic Senate jointly by Elshah'sai'Moro and Vien'sai'Mallock during the final days of the ancient democracy. However, in 22 BBY, Elshah was assassinated by Aurra Sing who had been hired by Vien, who was herself arrested (and presumably executed) for both her assassination attempt and her secret sponsoring of a Separatist base in the Blue Mountains. In that same year, bounty hunter Cad Bane attacked a Republic outpost on the planet in order to capture Jedi Master Bolla Ropal, who was the keeper of the Kyber memory crystal, which contained a list of Force-sensitive children in the Galaxy. Later, Jedi Knight Anakin Skywalker and his Padawan Ahsoka Tano arrived in the

Star Destroyer *Resolute* in order to reclaim the holocron. During the battle, the *Resolute* later engaged Bane's Munificent-class star frigates. Bane managed to escape, but the bounty hunter fleet was destroyed. Later in the war, the Temple of Eedit on Devaron was attacked by Separatist forces. This battle was the first appearance of Count Dooku's new apprentice Savage Opress and where Jedi Halsey and his Padawan Knox died. Under President Aven'sai'Ulrahk, the planet continued to support the Republic throughout the rest of the war before falling under the sway of the Galactic Empire following the war's end.



## FAUNA

### Quarra [Minion]

<b>3</b> BRAWN	<b>3</b> AGILITY	<b>1</b> INTELLECT	<b>2</b> CUNNING	<b>1</b> WILLPOWER	<b>1</b> PRESENCE
<b>5</b> SOAK	<b>5</b> WOUND	-- STRAIN	<b>0</b> <b>0</b> DEFENSE RANGED MELEE		

#### Skills:

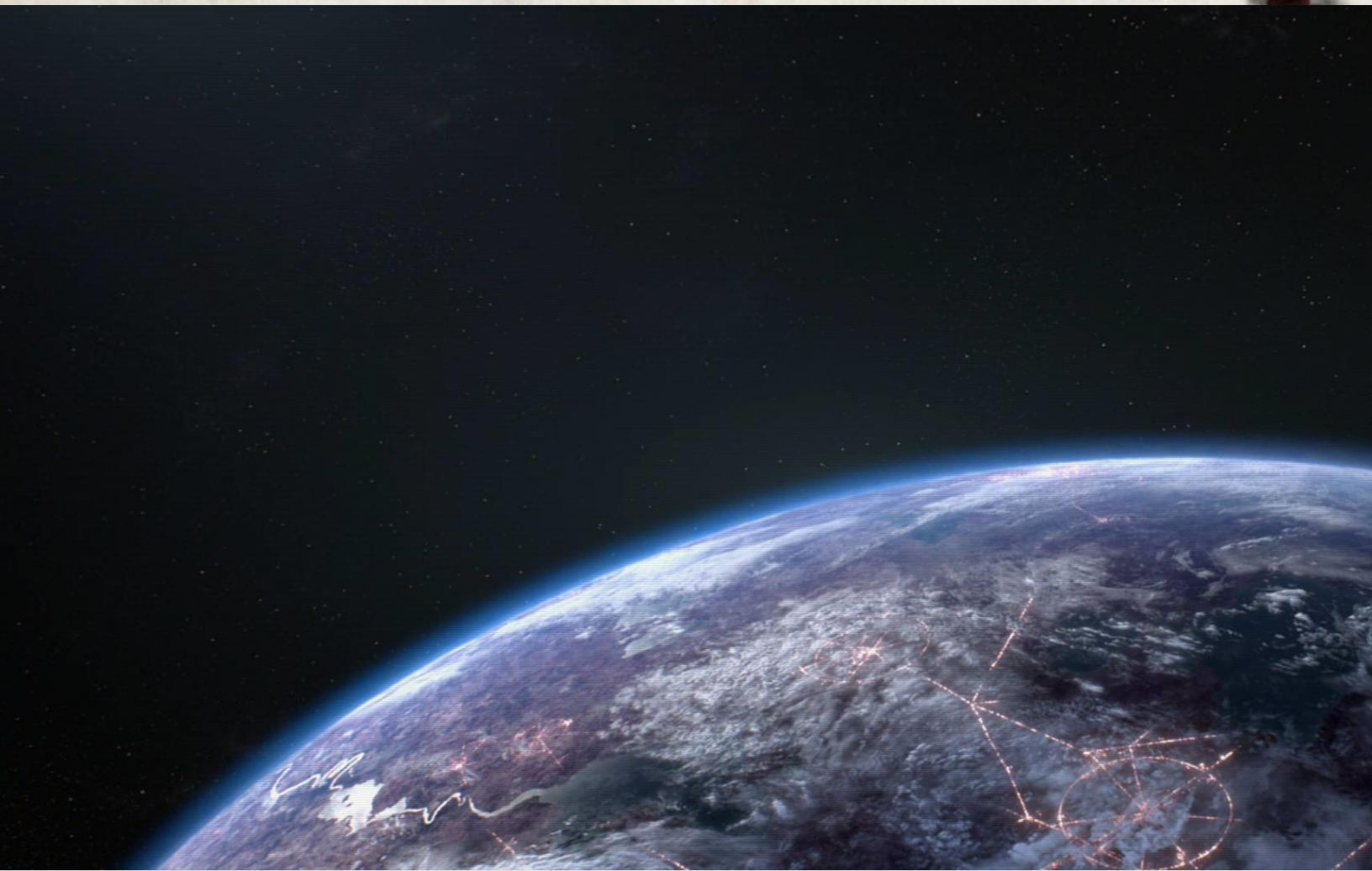
Athletics (◆◆◆), Brawl (◆◆◆),  
Vigilance (◆)

#### Weapons:

Teeth and Claws - Skill: Brawl (◆◆◆),  
Range: Engaged, Damage: 6, Critical: ☹  
☹☹, Qualities: Pierce 1

Quarras were vicious predators native to the world of Devaron. They were large, four-legged reptilian creatures that possessed massive horned snouts filled with immense teeth. They were traditionally used for capital punishment by the Devaronians, especially in cases dealing with mass murderers and traitors to the lawful government.

# FONDOR



Fondor was a planet in the Freeworlds Territory of the Tapani sector, famous throughout the galaxy for its extensive orbital shipyards, outclassed only by those at Corellia and Kuat. The capital city was Fondor City and later Oridin City. Almost entirely industrialized, Fondor was an ecumenopolis world surrounded by orbital shipyards and drydocks. Its surface was almost totally covered with factories, cooling towers, and workers barracks, as well as mine shafts leading deep into the planet's core and office complexes for the planet's ruling Guild of Starshipwrights.

Owing to extensive automation, Fondor had a relatively small population of 5 billion around the time of the Clone Wars. Most of the surface factories were autonomous, controlled by droid brains which oversaw billions of labor droids.

Fondor was a main market for the Besadii Hutts. The Jedi mission to Fondor during the Separatist Crisis foiled a scheme by Groodo the Hutt to destroy the Fondor Shipyards using a counterfeit Sun Runner transport.

During the Clone Wars, Fondor sided with the Confederacy of Independent Systems, but the populace was generally unsupportive of the Separatist cause, and the planet contributed relatively little to the war effort.

The Near-Human Fondorians made up 75% of Fondor's population, and were distinguished by their purple blood and lack of body hair. Fondorian society was caste-organized, with low-caste Fondorians traditionally having only one name. However, they might rise through society by gaining apprenticeships awarded by the Fondor Guild of Starshipwrights for generations of family service.



# CARIDA



Carida, originally known as Ord Carida, was a planet of the Colonies region of the galaxy, near the Perlemian Trade Route, and the homeworld of the Caridan race.

This large, high-gravity world was covered in everything from rocky mountains and frozen ice fields, to rain forests full of carnivorous plants, and deserts. As such, this planet was the perfect training ground for combat in difficult terrain. It was an exporter of food, and was ruled by the Council of Merchants, which later shared power with a military administration.

Carida was the site of a major military training facility, the Academy of Carida. The training facilities were offered to the Galactic Republic for training an army created by the Military Creation Act before the Clone Wars. The planet remained loyal to the Republic during the Clone Wars

In 22 BBY, the first year of war, the planet was the site of a victory for the Confederacy of Independent Systems over the Republic. The Republic's loss at Carida, coupled with other recent defeats, led Jedi Grand Master Yoda to believe that the Republic needed another major victory.

Sometime later in the war's course, Carida was once again under Republic control. The Republic operated a space station, known as the Valor, within orbit of Carida and it was the site of a Republic strategy conference around 20 BBY. The Separatists, under a super tactical droid, unsuccessfully tried to destroy the station during the conference using a derelict bomb-laden Jedi cruiser, the Renown. Near the end of the war, Republic forces seized a Techno Union factory on Tar Morden and acquired many crab droids, which were then sent to Carida.

# BARDOTTA



Bardotta was a remote planet located in the Bardotta system of the Shasos sector of the galaxy's Colonies region. Renowned for the art and music produced by the simple locals, the planet was ruled by a monarch who was guided in their decisions by the Dagoyan Order, a group reputed for their mysticism and attention to spiritual matters.

Located along the Giju Run, Bardotta was a quiet world, home to the Bardottan people. Covered in dramatic landscapes, the planet's mountain ranges, warm seas, and lush forests, drew some visitors to the small world. It possessed a mild climate due to the distance from its sun, and had a slightly lower gravity than average. The planet's laws were few, though punishment for violation of those that do exist is a swift banishment. Those visitors that did seek out the world found its markets filled with art of every type, included textiles and tapestries made of Bardottan silk.

Organized crime was non-existent on Bardotta, with the exception of smugglers of antiquities. Smugglers of these ancient artifacts were dealt with harshly when caught, receiving a facial brand and exiled as enemies of the planet.

Civilization on Bardotta started c. 6000 BBY when the Frangawl reigned over a militant society. Meditating before battle, the Frangawl people used the dark side of the Force to drive themselves in fierce wars, driven by battle rage. Erecting terrifying edifices with animal sculptures and other motifs, the Frangawl were also artisans, building temples and other structures hewn from solid rock across the landscape of the world. War was waged across Bardotta for four millennia, until circa 2000 BBY when the Dagoyan Order took hold on the planet after a series of successful and strategic small-scale wars. Turning to deep meditation during times of peace, the Dagoyan tradition unlocked greater

insight in the studies of the Force and eventually came to a position of power. With the government of Bardotta fully under the control of the Dagoyan Masters, the Frangawl Cult was banned, with practitioners dying out and disappearing through attrition. The remains of the Frangawl temples were covered in prayer flags and converted into Dagoyan sites for meditation and contemplation.

With the theocratic monarchy of the Dagoyan Order fully established, Bardotta reached out into the greater galaxy, avoiding the Galactic Republic and the politics of the civilized galaxy. Remaining neutral in galactic affairs, the Dagoyan Order had short-lived relationship with the Jedi Order, who took Bardottan children from their planet to train as Jedi. The fierce reaction from the Dagoyan Masters, who viewed this as abduction, caused the Jedi to return the children and end recruitment out of Bardotta.

During the Clone Wars, in 20 BBY the Bardottan Queen Julia contacted the Galactic Senate as several of her most trusted spiritual advisers had disappeared, and asked for the help of Representative Jar Jar Binks, to come and investigate the unusual situation. Binks was accompanied by Jedi Master Mace Windu, though Windu was excluded the Master from several important meetings about the matter. During a meeting with Binks, the queen was abducted, causing Master Windu to lead an investigation into the underground caves beneath the Royal Palace. Discovering Frangawl cultists active in the caves, the Jedi rescued the Queen, moments before she was to be sacrificed in order to steal her life force, a power which later would land in the power of Clan Mother Talzin of the Nightsisters. With the relationship between the Jedi Order and the Dagoyan Order mended, the two orders sought to continue on a relationship of mutual respect.

Peaceful and contemplative, Bardottans were aloof and inwardly focused, keeping to their mountain-side monasteries and temples. While every Bardottan trained under a Dagoyan education system, not every Bardottan was a member of the Order. Meditation was an import part of every Bardottan's life, even if they left their homeworld. Despite the majority of Bardottans continuing on the traditions and teachings of the Dagoyan, participation was not a mandatory function of society.



# BALMORRA

Balmorra was a factory world that was located within the Balmorra system, situated in a strategic position between the Colonies and the border of the Core Worlds. Due to its intense industrial manufacturing it was known as one of the most important foundry worlds in the Republic's space, where some of the most advanced weaponry and battle droids were constantly produced throughout most of the planet's history.

Since Balmorra was very rich in iron and other minerals it gradually became one of the most recognizable factory worlds in the Galactic space. Large parts of Balmorra's surface was covered in industrial wastelands, which still contained most of the earliest assembly lines and refineries on the planet. Although manufacturing weaponry was the primary profit for the Balmorrian economy, the planet's atmosphere suffered greatly from the high pollution, which was emitted from the countless industrial plants.

Also a significant part of wide plains and urban areas were located on Balmorra's surface, like the planet's capital Bin Prime. Though it was known that Balmorran metal parasites feasted on metals in these urban areas, which made a longterm problem for the Balmorran government to solve this issue. Apart from the rest the Balmorra flu was also presumably from the world.

The world began as a colony of Humbarine. Due to slow interstellar travel and communications, it was one of several colony worlds that declared their independence.

During the settlement of Balmorra, while the Republic was still in its infancy,

Balmorra quickly established itself as a haven for renowned weapon and battle droid manufacturers. While determined to remain independent of the Republic, they became strong allies supplying the Galactic Republic and the greater galaxy with advanced droids and weapons.

Prior to the Clone Wars, Balmorran corporations were part of the Techno Union which produced B1 battle droids on the planet. The planet initially refused to secede when the conflict erupted. However, when the Republic tried to close the Techno Union droid factories, Balmorra eventually joined the Confederacy of Independent Systems. The planet seceded from the Galactic Republic in 22 BBY and was given a fleet of Lucrehulk-class battleships to defend it. Balmorra was also the headquarters of Balmorran Arms, which manufactured SD-6 Hulk infantry droids.



### SD-6 Hulk infantry droid [Rival]

5 BRAWN	2 AGILITY	1 INTELLECT	2 CUNNING	3 WILLPOWER	1 PRESENCE
SOAK 10	WOUND 31	STRAIN --	DEFENSE 0 0		RANGED MELEE

#### Skills:

Brawl 1 (◆◆◆◆◆), Gunnery 3 (◆◆◆), Perception 2 (◆◆), Ranged - Heavy 2 (◆◆)

#### Abilities:

Silhouette - 2

Droid - Does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins.

#### Weapons:

E-Web repeating blasters - Skill: Gunnery (◆◆◆◆◆), Range: Long, Damage: 15, Critical: ●●, Qualities: Auto Fire, Cumbersome 5, Pierce 2, Vicious 1, Linked 1

Merr-Sonn ion gun rifles - Skill: Ranged - Heavy (◆◆), Range: Medium, Damage: 15, Critical: ●●●●●, Qualities: Disorient 5, Stun Damage (Droid Only), Ion

#### Armor:

Duranium Armor - Soak: 5

The SD-6 was a fourth-degree battle droid manufactured by Balmorran Arms. With a size of 3.5 meters and almost the same width, it was a veritable mountain of a defensive unit. The droid was armed with two E-Web repeating blasters on each arm as well as two Merr-Sonn ion gun rifles on rotating shoulder mounts. It was also equipped with two large arms to defend itself from any enemy that should attempt to overrun or attack it with melee weapons.

The SD-6 functioned as a mobile, intelligent turret, protecting positions or laying down covering fire. The armament allowed the "Hulk" to lay down a barrage of fire, able to fend off both droid and organic infantry assaults. It was most effective against smaller vehicles and large groups of infantry. The droid's low speed, however, made it vulnerable to smaller teams of individuals and mobile infantry units, which could dodge the droid's arcs of fire. The SD-6 also worked well in tandem with regular infantry units in offensive and defensive situations, or as a battle droid commander.



# THE COLONIES WORLD GENERATOR

Type of World	1d10
Human homeworld	1
Nonhuman homeworld	2-3
Human colony	4-6
Nonhuman colony	7-9
Uninhabited	10

Biome	1d10
Islands	1
Mountains	2
Plains	3
Desert	4
Jungle	5
Crystal	6
Swamp	7
Tropical	8
Highlands	9
Caves	10

Temperature	1d10
Frigid	1
Cold	2-3
Temperate	4-7
Warm	8-9
Burning	10

Allegiance	1d10
Republic	1-6
Separatists	7-8
Neutral	9-10

Government	1d10
Anarchy	1-2
Monarchy	3-4
Dictatorship	5-6
Oligarchy	7-8
Democracy	9-10

Living Standards	1d10
Academic Privilege	1
Utopian Abundance	2-3
Decent Living Standards	4-5
Impoverished Conditions	6-9
Basic Subsistence	10

# THE INNER RIM



# ONDERON



Onderon was a jungle world located within the Inner Rim. During the Clone Wars, the planetary government aligned itself with the Confederacy of Independent Systems; in the Separatist Senate, Onderon was represented by Senator Mina Bonteri and later by her son, Lux Bonteri. In response to this political posture, a rebel cell on Onderon, led by siblings Steela and Saw Gerrera, formed with aid from the Jedi. This band of rebels excised the Separatist occupation from the planet, opening the door to joining the Galactic Republic. When Supreme Chancellor Sheev Palpatine transformed the Republic into the Galactic Empire and declared himself Emperor, the planet was taken over by the Imperials. This led to the formation of the Partisans led solely by Saw Gerrera.

In its earliest ages of civilization, Onderon was a world marked with savage jungles that were filled with dangerous creatures. To survive, the primitive human inhabitants of the planet protected themselves behind the walls of fortified settlements. Over time, these settlements grew to become enormous walled cities, including the planet's capital, Iziz.

In the years after the Invasion of Naboo, the political idealist Count Dooku spread political turmoil on the world along with a host of others across the galaxy such as Sullust. During the time of the Clone Wars, the planet's monarch King Sanjay Rash allied Onderon with the Confederacy of Independent Systems. However, many Onderonians refused to recognize the legitimacy of Rash's rule, as they preferred the neutral stance championed by former monarch Ramsis Dendup. This opposition led to the formation of the Onderon rebels, a group of freedom-fighters organized by Jedi Knight Anakin Skywalker.





Onderon had four moons. Dxun, the primary moon, once orbited very close to the planet, allowing some animals to fly between the planet and the moon. The other three moons were Dagri, Evas and Suthre.

## PEOPLE OF ONDERON

### Onderon Rebel [Minion]

2	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
3	5	--	0	0	
			RANGED	MELEE	

#### Skills:

Melee (◆◆), Ranged - Heavy (◆◆◆),  
Vigilance (◆◆)

#### Weapons:

Blaster Rifle - Skill: Ranged - Heavy (◆◆◆)  
) Range: Long, Damage: 9, Critical: ☹☹☹  
☹, Qualities: Stun Setting  
Combat Knife - Skill: Melee (◆◆) Range:  
Engaged, Damage: 3, Critical: ☹☹☹

#### Armor:

Blast Vest - Soak: 1, Features: Armor  
gains +2 soak when wearer suffers  
damage from a slugthrower or other  
physical projectile.

## FAUNA



### Dalgo [Rival]

4	3	1	1	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
7	16	--	0	0	
			RANGED	MELEE	

**Skills:**

Athletics 2 (⬡⬡⬢⬢), Brawl 1 (⬡⬢⬢⬢)

**Abilities:**

TrainedMount 2 - Add ⬢⬢ to a rider's Survival checks while mounted.

**Weapons:**

TramplingHooves - Skill: Brawl (⬡⬢⬢⬢), Range: Engaged, Damage: 7, Critical: ⓪⓪⓪⓪, Qualities: Knockdown

Dalgos were a creature native to the dense jungles of the planet Onderon. Unlike their smaller herbivore cousins, they were carnivorous predators. Despite this, they could still be domesticated, filling many of the same roles.

Along with their cousins, they were also found on the desert moon Zardossa Stix.



**Ruping [Rival]**

3 BRAWN	3 AGILITY	1 INTELLECT	3 CUNNING	1 WILLPOWER	1 PRESENCE
SOAK 6	WOUND 18	STRAIN --	DEFENSE 1 0 RANGED MELEE		

**Skills:**

Coordination 2 (⬡⬡⬢), Survival 3 (⬡⬡⬡), Vigilance 3 (⬡⬢⬢)

**Talents:**

Flyer - This mount can fly. When on the ground, it's Speed is reduced to 1.

**Abilities:**

TrainedMount 1 - Add ⬢ to a rider's Survival checks while mounted.

**Weapons:**

Claws - Skill: Brawl (⬢⬢⬢), Range: Engaged, Damage: 7, Critical: ⓪⓪⓪

Rupings were a reptavian species native to the planet Onderon. The native people used them as mounts and war beasts. Rupings were very well trained flying reptavians who were close to their owners and were very useful to the Onderon rebels. They had orange skin and 4 green eyes.

# QUARZITE



Quarzite was a planet composed of crystalline caves and with a surface that was strained by strong atmospheric pressure, with the ability to crush starships and flatten beings. During the Clone Wars, the planet was ruled by the tyrannical Belugan Otua Blank, who was involved in a battle with the natives on the planet, the Kage Warriors.

The planet was purple in color, and its interior was dotted with crystalline caverns of equalized pressure, allowing for life to be present on the planet.

An immense turbolift shaft allowed access to these interior habitable regions from space, and Subtram was the primary method of planetary travel.

During the Clone Wars the planet maintained its neutrality, but was not without its own problems. It was ruled by the harsh Belugan dictator Otua Blank. His rule was constantly threatened by the Kage Warriors, who were led by Krismo Sodi.

## BELUGANS

The Belugans were a crystalline-aquatic species native to the planet Quarzite. A famous member of these species, Otua Blank, was the corpulent, tyrannical dictator of the planet during the Clone Wars. They disliked the Kage, as they had a raging war against them, and to them, the Kage were considered marauders. The species did show some martial arts, as Major Rigosso was seen giving a butterfly kick to an incoming Kage Warrior.



### Belugan Henchman [Rival]

2 BRAWN	1 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	2 PRESENCE
SOAK 2	WOUND 12	STRAIN --	DEFENSE 0 0 RANGED MELEE		

#### Skills:

Coercion 1 (◆◆◆), Deception 2 (◆◆), Lore 1 (◆◆), Negotiation 1 (◆◆), Ranged - Light 1 (◆)

#### Weapons:

Holdout Blaster - Skill: Ranged - Light (◆)  
) Range: Short, Damage: 5, Critical: ☹☹  
☹☹, Qualities: Stun Setting

### Belugan Guard [Minion]

2 BRAWN	1 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	2 PRESENCE
SOAK 4	WOUND 4	STRAIN --	DEFENSE 0 0 RANGED MELEE		

#### Skills:

Brawl (◆◆), Ranged - Light (◆),  
Vigilance (◆◆◆)

#### Weapons:

Blaster Pistol - Skill: Ranged - Light (◆)  
Range: Medium, Damage: 6, Critical: ☹  
☹☹, Qualities: Stun Setting

#### Armor:

Belugan Armor - Soak: 2

## KAGE WARRIORS

The Kage were a pale-skinned sentient species native to the caverns in the planet of Quarzite. The Kage had a long-time conflict with the Belugans and were opposed to them. During the Clone Wars, Otua Blank ordered the capture of Pluma Sodi to marry her, she was later given back to the Kage Warriors by Asajj Ventress. Krismo Sodi and Pluma Sodi were known members of this species.

The Kage were spirited and dedicated people with physical excellence, tireless, and elite fighters. Their main weapon was an electro sword, but they were also great fighters in unarmed combat. Riding atop of the multi-legged milodon as transport, they could keep pace with the subtram transports that supplied Otua Blank's strongholds, and launch raids that caught the Belugan security forces off-guard. Although they were outnumbered compared to the Belugan, it was their strengths and intelligence that kept them from being defeated by the Belugan's technology.

# FAUNA



## Kage Warrior [Minion]

2	3	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
3	5	--	0	1	
			RANGED	MELEE	

### Skills:

Athletics (◆◆), Brawl (◆◆◆), Melee (◆◆◆), Perception (◆◆◆), Ranged - Light (◆◆◆), Stealth (◆◆◆), Vigilance (◆◆◆)

### Weapons:

Electrosword - Skill: Melee (◆◆), Range: Engaged, Damage: 4, Critical: ☹☹, Qualities: Stun Setting, Defensive 1, Pierce 1

### Armor:

Kage Armor - Soak: 1

## Milodon [Rival]

5	4	1	1	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
8	19	--	0	0	
			RANGED	MELEE	

### Skills:

Athletics 4 (◊◊◊◊◆), Brawl 2 (◊◊◆◆◆), Coordination 2 (◊◊◆◆◆)

### Abilities:

Silhouette - 3

### Weapons:

Mandibles - Skill: Brawl (◊◊◆◆◆), Range: Engaged, Damage: 9, Critical: ☹☹

**Milodon**

3	2	-1	DEFENSE FORE/PORT/STARBOARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	0	--	--	0	8
			HULL TRAUMA				SYSTEM STRAIN
			19				0

Type: Riding Mount  
 Sensor Range: No Sensors  
 Crew: One Rider  
 Encumbrance Capacity: 20  
 Passenger Capacity: Based on encumbrance  
 Cost: 0  
 Rarity: 0  
 Customization Hard Points: 0 (0 Remaining)  
 Weapons:  
 (1) Mandibles (Fire Arc: Forward; Damage: 9; Critical: ; Range: Engaged)

Milodons were non-sentient, centipede-like insects native to the caves of the planet Quarzite, where they were used as mounts by the indigenous Kage. They could also be found on Hissrich, where one attacked Jedi Masters Kit Fisto and Proset Dibs during the Clone Wars. Later, the Kage Warriors used milodons during their rescue of Pluma Sodi.

They could also be found on Hissrich, where one attacked Jedi Masters Kit Fisto and Proset Dibs during the Clone Wars. Later, the Kage Warriors used milodons during their rescue of Pluma Sodi.

Large, swift-footed centipede-like non-sentient insects, milodons had a pair of glowing eyes on either side of their heads. Carnivorous creatures, they had 24 legs that moved at high speeds and could keep pace with subtrams, in addition to four sharp mandibles with pincers, as well as feelers.

Milodons found on Quarzite had mottled purple and brown carapaces with yellow eyes, while those on Hissrich had a green carapace with light green eyes.



# MYRKR

Myrkr was a forested world, located fairly close to the galaxy's major population centers. It was the Neti homeworld, although the Neti established a colony on Ryyk some time prior to 4000 BBY, apparently abandoning Myrkr.

The planet was first discovered between 20,000 BBY to 15,000 BBY, sometime between the Great Manifest Period and the settlement of Trailing Sectors.

In 3963 BBY, Myrkr was the site of fighting during the Mandalorian Wars. Myrkr was settled by Humans circa 300 BBY. During the Clone Wars, many pirates, criminals, and bounty hunters hid on Myrkr because the ysalamiri were avoided by the Jedi and it was a

perfect place for a base of operations because the high metal content of the flora confused most sensor equipment. Despite its relatively central location, Myrkr was generally ignored by galactic society during the time of the Galactic Republic and the Galactic Empire. The guardian of Nomi Sunrider's holocron was known to be from the race that inhabited Myrkr.

## FAUNA



### Vornskr [Rival]

3 BRAWN	3 AGILITY	1 INTELLECT	2 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK 5	WOUND 12	STRAIN --	DEFENSE 0   1		RANGED   MELEE

#### Skills:

Athletics 1 (🟡🟢🟢), Brawl 1 (🟡🟢🟢), Perception 2 (🟡🟡), Resilience 1 (🟡🟢🟢), Survival 1 (🟡🟢), Vigilance 2 (🟡🟡)

#### Abilities:

Detect Force-Sensitivity - The vornskr may make an Average (🟣🟣) Perception check to detect all Force-sensitive creatures or characters with a Force rating within Medium range; this ability functions regardless of intervening terrain or material.

Force Hunter - Gain 🟦 to all combat checks made against Force-sensitive creatures or characters with a Force rating.

#### Weapons:

Tail- Skill: Brawl (🟡🟢🟢), Range: Engaged, Damage: 4, Critical: 🟡🟡🟡🟡, Qualities: Stun 4

Teeth- Skill: Brawl (🟡🟢🟢), Range: Engaged, Damage: 6, Critical: 🟡🟡🟡🟡, Qualities: Vicious 2

The vornskr, native to the planet Myrkr, were a wild, vicious canine species that had the unusual ability to sense the Force. This ability evolved to help them hunt ysalamiri, but a side effect caused them to think that Force-sensitives were their favorite prey, including Jedi in their appetite.

Vornskrs were primarily nocturnal hunters, and used their whip-like, mildly venomous tails to stun prey before finishing it off with their teeth. They were normally sedate during the day, but hunger or other factors would drive them to hunt during daylight hours.



### Ysalamir [Minion]

2	0	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
1	2	--	0	0	
			RANGED	MELEE	

#### Abilities:

**Negate Force Powers** - An adult ysalamir creates a spherical zone extending out to Short range, inside which Force-sensitive characters and creatures cannot exert influence over the Force. Inside this zone, any Force powers, Force talents, or other abilities that the GM decides work via the Force do not function. Likewise, such powers may not affect or detect anything within this zone.

**Sessile** - This creature is unable to perform Move maneuvers.

#### Weapons:

**Teeth** - Skill: Brawl (◆◆), Range: Engaged, Damage: 1, Critical: ☹☹☹☹☹☹

Ysalamiri were furry, lizard-like tree-dwellers about 50 centimeters in length, most known for their ability to repel the Force by creating a Force-neutral bubble. This ability evolved in response to predation by the Force-sensitive vornskrs. Many ysalamiri grouped together would expand their Force-neutral bubble by varying distances – sometimes by kilometers.

Ysalamiri sank their claws into the Olbio trees on which they lived and drew nutrients. It was very difficult to remove a ysalamir from its tree without killing it. Thrawn used ysalamiri for defense by attaching them to a back harness or a nutrient frame which allowed him and his men to remain safely inside the ysalamiri's Force repelling bubble.

Ysalamiri did not actually negate the Force; since all existence was infused with Force energy, this would not be possible. Rather, they projected a bubble inside which users were unable to exert any influence over the Force. A single bubble measured up to 10 meters in diameter; large groups of ysalamiri could extend their collective bubble by kilometers, but only in great numbers.



# YAG'DHUL



Yag'Dhul was the home world of the Givin. Small and barren, Yag'Dhul's three large moons produced tidal forces so extreme that often the planet's water and atmosphere were drawn to different parts of the planet, leaving the rest of the world in vacuum. The planet was at the intersection of the Rimma Trade Route and the Corellian Trade Spine, ensuring a heavy amount of traffic.

the planet and the Givin Domain was represented in the Galactic Senate by Daggibus Scoritoles. In 22 BBY, shortly before the Clone Wars, the Body Calculus developed a model of the Galactic Republic's current political situation, which indicated a bleak future for both the Republic and Yag'Dhul specifically. Consequently, the planet seceded, and the native Givin later served as mathematicians for the Confederacy of Independent Systems, discovering new hyperlanes for the war effort and contributing Wavecrest-class frigates from their well-regarded shipyards. The planet served as the

base for the First Fleet of the Confederate Navy. Its shipbuilding capabilities were apparently destroyed during or after the Clone Wars.

The Givin were the indigenous sentient species of the planet Yag'Dhul. They were best known for their natural mathematical ability which made them expert starship builders and astrogators. Other notable features of the Givin were their skeletal appearance, and their ability to survive in a vacuum.

Givin appeared to be living humanoid skeletons, because of their hard, pale white "skin" and deep sunken black eyes. Though they had four or five fingered hands, they had three-toed feet. They carried their arms and legs "held out" from their bodies, making their appearance even more bizarre. Some likened their stance to Twi'lek string puppets.

Due to a complex system of moons that created atmospheric tidal upheavals on Yag'Dhul, the Givin evolved a hard exoskeleton that could seal all external orifices to protect against sudden depressurization and temperature changes. It also provided protection from physical harm. Thus, Givin had a phobia of exposed skin, and would avoid seeing it in others whenever possible. In order to maintain this sealed system, Givin needed to eat approximately three times more than Humans of the same mass. Givin could easily survive in a total vacuum for a standard day.

Givin were highly intelligent, and had such a propensity for mathematics that their society was ruled over by a mathematical theocracy, or mathematocracy, with the greatest mathematicians serving in the ruling Body Calculus. Their mathematical skills were, like their sealed exoskeletons, adaptations to Yag'Dhul's complex tidal systems—their mathematics were developed to predict Yag'Dhul's randomly shifting oceans and atmosphere. The planetary governor of Yag'Dhul was decided by contests that involved calculations of complex multidimensional differentials, and all political decisions were based on null-modal probability.

They spent as much time designing their starships mathematically as it took to build them, and so created some of the most impressive, complex, and sleek ships in the galaxy. Often, other species would need to modify a purchased Givin starship, installing a navicomputer or pressurization system which would often be left out as unnecessary by the Givin, who could survive in a vacuum and mentally calculated navigational vectors.

While they respected other shipbuilding species such as the Verpine and the Duros, they disliked the Mon Calamari due to differences in design philosophy. They also tended to be subtly arrogant toward other species who could not survive in a vacuum (Duinogwuin being the major exception). Finally, since non-Givin often failed to solve the simple quadratic equations used as introductions in polite Givin society, Givin found most aliens to be rather rude.

## PEOPLE OF YAG'DHUL



Givin Mathematician [Rival]

1 BRAWN	1 AGILITY	4 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK 1	WOUND 11	STRAIN --	DEFENSE 0 0		RANGED MELEE

### Skills:

Astrogation 2 (●●◆◆), Computers 2 (●●◆◆), Education 3 (●●●◆)

### Talents:

Galaxy Mapper 1 - Please see page 136 of the Edge of the Empire Core Rulebook, page 148 of the Age of Rebellion Core Rulebook, or page 144 of the Force and Destiny Core Rulebook, for details.

Stroke of Genius - Please see page 144 of the Edge of the Empire Core Rulebook, or page 157 of the Age of Rebellion Core Rulebook, for details.

### Gear:

Comlink (handheld), Datapad



- (6) Quad Medium Laser Cannon (Fire Arc: Forward; Damage: 6; Critical: ; Range: Close; Qualities: Linked 3)
- (6) Quad Medium Laser Cannon (Fire Arc: Port; Damage: 6; Critical: ; Range: Close; Qualities: Linked 3)
- (6) Quad Medium Laser Cannon (Fire Arc: Starboard; Damage: 6; Critical: ; Range: Close; Qualities: Linked 3)
- (4) Concussion Missile Launcher (Fire Arc: Forward; Damage: 6; Critical: ; Range: Short; Qualities: Blast 4, Breach 4, Guided 3, Limited Ammo 3, Slow Firing 1)
- (2) Concussion Missile Launcher (Fire Arc: Port; Damage: 6; Critical: ; Range: Short; Qualities: Blast 4, Breach 4, Guided 3, Limited Ammo 3, Slow Firing 1)
- (2) Concussion Missile Launcher (Fire Arc: Starboard; Damage: 6; Critical: ; Range: Short; Qualities: Blast 4, Breach 4, Guided 3, Limited Ammo 3, Slow Firing 1)

### Wavecrest-class Frigate

<b>6</b> SILHOUETTE	<b>3</b> SPEED	<b>-2</b> HANDLING	<b>2</b> DEFENSE	<b>2</b> FORE/PORT	<b>2</b> STARBOARD	<b>2</b> AFT	<b>7</b> ARMOR	
			<b>80</b> HULL TRAUMA				<b>54</b> SYSTEM STRAIN	

**Hull Type:** Frigate  
**Categories:** Capital Ship  
**Hyperdrive:** Primary Class 1, Backup Class 8  
**Starfighters:** 60 droid starfighters (or 24 manned starfighters)  
**Sensor Range:** Long  
**Crew:** 2,455  
**Encumbrance Capacity:** 1 875  
**Passenger Capacity:** 500  
**Consumables:** One year  
**Cost:** 9 000 000  
**Rarity:** 8   
**Customization Hard Points:** 0 (0 Remaining)  
**Weapons:**  
 (4) Heavy Turbolaser (Fire Arc: Forward, Port; Damage: 11; Critical: ; Range: Long; Qualities: Breach 4, Slow Firing 2)  
 (4) Heavy Turbolaser (Fire Arc: Forward, Starboard; Damage: 11; Critical: ; Range: Long; Qualities: Breach 4, Slow Firing 2)  
 (4) Medium Turbolaser (Fire Arc: Forward; Damage: 10; Critical: ; Range: Long; Qualities: Breach 3, Slow Firing 1)  
 (4) Medium Turbolaser (Fire Arc: Aft; Damage: 10; Critical: ; Range: Long; Qualities: Breach 3, Slow Firing 1)  
 (4) Medium Turbolaser (Fire Arc: Port; Damage: 10; Critical: ; Range: Long; Qualities: Breach 3, Slow Firing 1)  
 (4) Medium Turbolaser (Fire Arc: Starboard; Damage: 10; Critical: ; Range: Long; Qualities: Breach 3, Slow Firing 1)

When the Body Calculus declared the Givin Domain's allegiance to the Confederacy, the Separatist Council requested any military aid the Givin could provide. The Wavecrest attack frigate was one of the first designs the renowned starship engineers of Yag'Dhul provided for the CIS fleet. Powerful weapons and a fast drive system made the Wavecrest a formidable opponent for the escorts and light destroyers of the Republic. The majority of the vessels were produced at Yag'Dahl's shipyards and partially crewed by Givin, but the design schematics were openly provided to the Separatists for construction at alternate sites. While identical in every other way, the hyperdrives of the non-Givin constructed frigates couldn't match the efficiency of the original model (x1 hyperdrive). When Givin were not available as crew, the Separatists used recruited Duros, Verpine, and other mathematically gifted races for key shipboard operations.

While not nearly as numerous as the warships of the major corporate powers of the CIS, the Wavecrest frigate was still commonly seen in limited numbers in many CIS fleets. Skirmish lines of the attack frigates acted as fast-response units, quickly hitting targets of opportunity faster than most Republic tacticians expected.

# THYFERRA

Thyferra was a hot, humid planet located in the Polith system on the Rimma Trade Route, on which most of the galaxy's bacta was produced. It was also a major political power as bacta production was an essential commodity.

The Vratix had already colonized many celestial bodies in the Polith system when they were in first contact with the Galactic Republic around 4100 BBY.

Since the Vratix had discovered how to create bacta from alazhi and kavam, the planet became an important Republic world, drawing profit-hungry human colonists. The Vratix shared the secret of bacta production with their

Human neighbors, who eventually gained control of the bacta industry and hired many of the natives as workers in their bacta plants.

During the Clone Wars, the Third Fleet of the Confederate Navy was based at Thyferra. In 20 BBY, the fleet joined the First Fleet for an attack on the Core Worlds planet Duro.

## PEOPLE OF THYFERRA



Bacta was a synthetic chemical substance that consisted of gelatinous, translucent red alazhi and kavam bacterial particles that were mixed within a colorless, viscous fluid known as ambori. When a patient was exposed to bacta, the bacterial particles within sought out wounds and promoted rapid tissue regeneration while preventing the emergence of scar tissue. Bacta was often thought of as a "miracle fluid", and seemed to be effective against almost every type of injury and ailment across an incredible cross-section of species throughout the galaxy. It was considered to be the best medicine available anywhere, replacing the previously-used kolto.

Bacta could be administered through disposable bacta patches, through direct injection, consumption (via bactade), through the application of a salve or out of a Bio-Bacta tank, or by submersion in a standard bacta tank. When bacta immersion was used, the patient would either be clothed in either just white shorts or a white sleeveless top and briefs depending on the person's gender. The method of administration depended on the severity of the wounds. It was imperative that bacta be applied in a solution of clear synthetic fluid which mimicked the body's own vital fluids.

Bacta tanks came in two varieties: large tanks for installation in medical facilities, and portable collapsible tanks for emergency. Field tanks required patients to lie on their backs or stomachs while the bacta was run out and in again through filters. The taste and smell of bacta, is often described as 'sickly-sweet', or 'like-pineapple' and reputedly stayed in the mouth and nasal cavity for weeks after immersion in a tank. The patch left a somewhat weaker-smelling residue.

### Bacta Expert [Rival]

2	2	3	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUND	STRAIN	DEFENSE		
2	12	--	0	0	
			RANGED	MELEE	

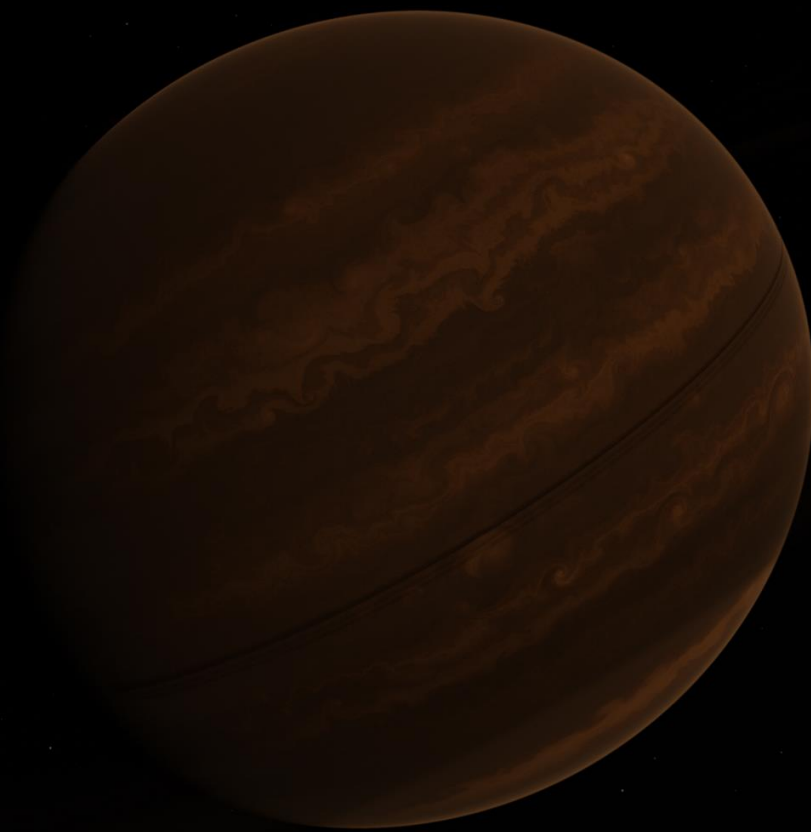
#### Skills:

Education 2 (◆◆◆), Medicine 2 (◆◆◆), Perception 1 (◆◆), Cool 1 (◆◆)

#### Gear:

Bacta (liter), Medpac (Gear Features: Grants ■ to all Medicine skill checks), Hologoggles (Medicine) (Gear Features: Skill (Medicine as Career Skill) Mod), Bioscan (Medical) (Gear Features: Removes up to ■■ from Medicine checks made by the user.)

# ANTAR



## DEAD MOON OF ANTAR

The Dead Moon of Antar was a moon that orbited the planet Antar located in the Prindaar system of the galaxy's Inner Rim, in grid square N-12 on the Standard Galactic Grid. In the year 22 BBY, during the Clone Wars, Jedi General Anakin Skywalker boarded the Subjugator-class heavy cruiser *Malevolence* and sabotaged its navigation computer, locking it into a collision course with the dead moon. Unaware of Skywalker's modifications, the Separatist starship's crew activated its hyperdrive, destroying the *Malevolence* when it smashed into the Dead Moon of Antar at lightspeed.

## ANTAR 4

Antar 4 was the fourth of six moons orbiting the Inner Rim gas giant of Antar and homeworld of the sentient Gotal species.

Antar 4, along with its sister moon Antar 5, joined the Galactic Republic early in its history, sometime between 25,000 BBY and 22,000 BBY.

In 23 BBY, during Fete Week, the Roshu Sune terrorists attacked a chapter house of the Rangers and issued the Articles of Secession to the Senate. Refusing to recognize the authority of mere terrorists, the High Council launched a Jedi/Ranger co-op mission to retake the world. Led by Masters Saesee Tiin and Coleman Trebor, the mission was considered a victory by

the Republic, but left the native Gotals disgruntled. Many natives were prompted by the violence to immigrate to the colony world Atzerri.

As the Separatist movement gained momentum and the Confederacy of Independent Systems was formed, the Clone Wars ignited on Geonosis, causing a firestorm across the galaxy. Seven months after the First Battle of Geonosis, Antar 4 was conquered by the Separatist Droid Army, with the leader of the Separatist group, Count Dooku, setting up a command headquarters within one of the moon's industrial palaces. As the world's populace lived in poverty amongst the ruins of their home, rogue Jedi Knight Quinlan Vos infiltrated Dooku's camp, walking right into his command center to feign defection that even members of the Jedi High Council believed to be true. Defeating the Dark Jedi Tol Skorr and Kadrian Sey before entering the Count's inner sanctum, Vos met with the former Jedi after being escorted inside by former Master Sora Bulq. Facing Vos in a duel, the Count was pleased with Vos' skills, though the older man was able to best him easily. Accepting Vos into his cadre, the Count and his followers left for Tibrin to "free" its populace from the Republic.

A terrestrial moon, the seasons varied wildly from each other, with extreme tides caused by Antar's nearly parallel rotational axis and orbital plane. A unique series of eclipses would plummet the world in darkness on occasion as the gas giant Antar 4 orbited cut off light from its star. Due to the rotation period of the world, the moon was devoid of polar caps and was made up mostly of water-covered surfaces. With a crust rich in silicon, nickel, iron, and the magnetism of magnetite in conjunction with the

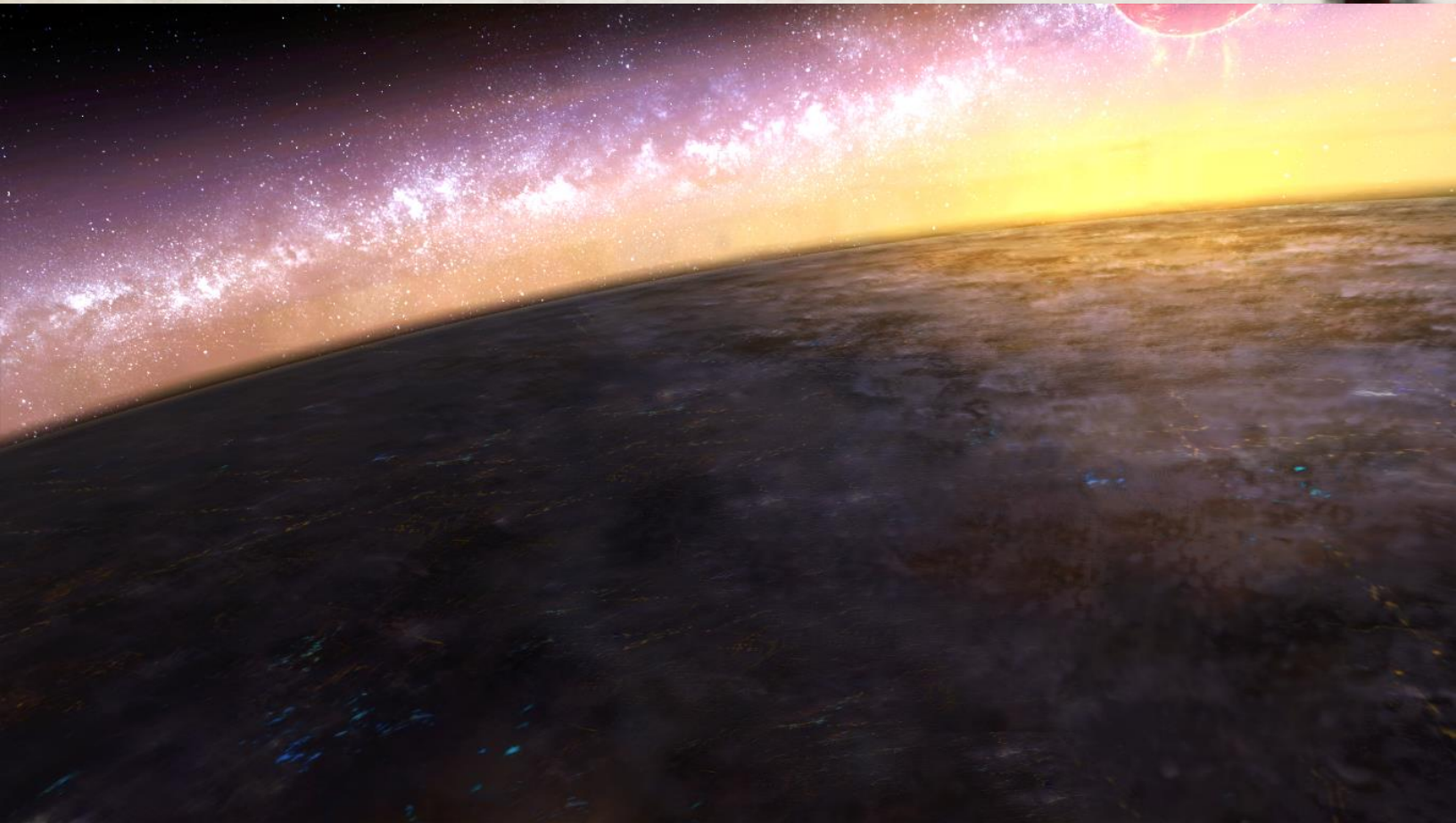
electromagnetic field of the stars, the moon's inhabitants were forced to develop a unique sensory ability to negate the magnetic effects of their world.

Gotals were a species of tall, hairy humanoid sentients native to the moon Antar 4. Their most distinctive features were the twin conical horns growing on the top of their heads, which acted as highly responsive electromagnetic sensors. These head cones were sensitive enough to pick up subtle changes in another being's electromagnetic emissions from emotional changes, making Gotals natural empaths. The unique nature of these sensors shaped Gotal culture, and helped individual Gotals carve niches in galactic society ranging from bounty hunters to diplomats, the former making a large use of thermite grenades.

Gotals were part of galactic society as far back as the early days of the Galactic Republic. During this time, Gotals served the Republic as Jedi and as Antarian Rangers. In the Republic's later years, however, their relations with other cultures became troubled. Conflicts such as the Duinuogwuin-Gotal conflict and the Separatist Crisis resulted in the Gotals taking the losing side in the Clone Wars.



# DENON



Denon was an ecumenopolis world, or city growth covering the entire surface, similar to Coruscant. Denon was at the confluence of the Hydian Way and the Corellian Run. In terms of being an ecumenopolis, it was second only to Coruscant. Denon was a heavily-populated world that rose to prominence during the rule of the Galactic Republic.

uring the final decades of the Galactic Republic, investors from Denon and the nearby planet Ardru created the Denon-Ardru Mutual, a powerful mining and refinery corporation known for its tyrannical methods. Denon was where Zam Wesell trained to become an assassin, and was the location of a murder trial against Doctor Evazan,

though he ultimately escaped from the courtroom.

During the Clone Wars, the 2nd Sector Army was in charge of defending the vital hyperlane junction at Denon.

# COLLA IV

Colla IV, or simply Colla, was the home planet of the insectoid Colicoid species, makers of the droideka, Annihilator droid, buzz droid, and the droid tri-fighter. It was governed by the Colicoid Sovereign Nest and its starship engineers were known for ingenuity rather than style.

The planet became the site of a battle during the Clone Wars.

In appearance, Colicoids were tall insectoid beings that held multiple appendages. Their bodies were chitinous and included a powerful stinging tail. A Colicoid's physiology allowed them to curl up into a protective ball and unfurl suddenly which allowed them to catch their prey unaware. This rolling method of locomotion was described as being second nature to the Colicoids. They had flat heads with multifaceted eyes that provided them with a superior level of vision and their long antennae gave them an acute sense of smell. An average adult Colicoid measured between 1.8 meters to 2 meters tall. A number of cousin species of the Colicoids were developed with the aid of the Balmorrans. These mutants were shown to be able to metabolize the toxic waste of the planet and made unpredictable though excellent living weapons.

Some members of these insectoids were Colicoid Queens that were different than normal members as they were more than twice the size of even the largest warrior breeds. This made them extremely dangerous and were the only Colicoids that possessed a unique poisonous stinger. This combined with their strength and size made them deadly combatants,

especially when within their nests. However, a Queen tended to only fight when her young were being threatened.

Colicoid lifespan allowed them to live to over 65 years of age. Children ranged between 1 to 4 years of age while a young adult was between 5 to 7 years old. They reached adulthood by 8 years old where they remained in this part of their lifespan until 33 years of age. They reached middle age around 34 to 49 years of age whilst an old Colicoid was between 50 to 64 years. A Colicoid was considered of venerable age from 65 years and over.

They were carnivorous, and sometimes cannibalistic. Colicoids wishing to protect themselves were capable of forming themselves into a tight ball, an ability the Colicoids emulated when designing the droideka, which they produced in their image. The only known predator of Colicoids was the hueche, which was so feared that the sight of one would cause any Colicoid to reflexively form itself into a ball and roll away. This fear was such a deeply ingrained instinct that it remained even after hueches were apparently driven to extinction, and even a holographic projection of a hueche would have the same effect on a Colicoid.

The insectoid minds of the species provided them a natural defense against mind tricks. There were no known Force users amongst the Colicoids.



Though highly intelligent, Colicoids were emotionless and cannibalistic in nature. This was particularly the case when food was scarce. Their ruthless cunning served them well on the battlefield as it did on the negotiating table. It was known that long ago that they transferred these ruthless characteristics to their commerce activities. As a result, they were known to be brutally efficient in their business practices. They were noted for being vicious and calculating creatures that were driven by greed whilst showing little regard for others. The Colicoids had numerous successful commercial ventures and held strict business protocols though diplomatic disputes emerged as a result of them consuming any visitors to their homeworld. None truly desired to meet a Colicoid due to the fact that they were bloodthirsty cannibals.

This insectoid species was native to the world of Colla IV that was located on the border of the Inner Rim and the Expansion Region. These highly intelligent voracious insectoids were relatively considered isolationists in the galaxy. Despite this being the case, their dedication to the art of droid design led to the creation of advanced technology that put them at the leading edge of scientific research. The Colicoids were the founders of the Colicoid Creation Nest amongst other companies.

Whilst not strictly aggressive, they held little regard for other races despite holding robust mercantile operations. Their kind saw the trade of technology as a useful means to an end even if it were a mildly distasteful one. These cannibalistic insectoids possessed a highly advanced technological society. Despite this being the case, they were noted as being one of the most hostile species in the galaxy. As few visited Colla IV, none realized that the Colicoids held even more dangerous droids on their homeworld. Though holding Queens, the Colicoids were not a rigidly hive oriented race as some insectoid species though fertile members of the race held a privileged positions in their society. Such fertile Queens were tended tirelessly by their drones, workers and warriors.

The Colicoid consisted of clicking and humming noises that was generated from their antennae with their jointed legs. This was difficult for others to interpret and impossible for non-Colicoid species to reproduce. Despite this, the Colicoids were able to speak Basic with a definitive buzz. Though this was the case, the race tended to converse in their own language when in the presence of others where they could plot and scheme in front of

others without them knowing what the Colicoids were speaking. Whilst this was their spoken tongue, the species lacked any form of written language and had to resort to using Basic. Examples of the Colicoid language being used in conjunction with basic were illustrated in the Droideka that merged the Basic term "droid" with "eka" that meant "hireling" or "drone".

Colicoids were known to occasionally stop any travelers going through their system and eat them. The Colicoids possessed a strong dislike for Jedi, which only intensified after the Invasion of Naboo.

A generation prior to the Clone Wars, the species engaged in an internal war. Afterwards, they settled into a rigid hierarchy of specialized nests. During the Gathering at Sojourn, a number of dangerous looking mistrustful Colicoids from the Colicoid Creation Nest attending the meeting who were being tasked with the development of new weapons. Prior to the Battle of Naboo, Viceroy Nute Gunray of the Trade Federation met with the Colicoid Sovereign Nest where the Neimoidian bartered fifty bargeloads of exotic flesh in exchange for an exclusive contract for the production of droidekas. The presence of Neimoidian lawyers aided in the Colicoid manufacturers of the droideka from facing costly death and damaging lawsuits.

After the Battle of Naboo, the Colicoids took control of the spice mining operations on Kessel hoping to establish a strong inflow of credits. They also tried to acquire the rights to a spice processing plant on Nar Shaddaa but they had to deal with the slaver Krayn to obtain them.

When the Clone Wars broke out, the Colicoids joined the Separatists, and provided them with many droid designs such as the droid tri-fighter. Colicoid Scorpenek annihilator droids were involved in the Clone Wars when the Republic Military assaulted Colla IV in order to attack the shielded factories. Afterwards, the Colicoids arranged for the Confederacy of Independent Systems to have a naval taskforce form an orbital screen around their homeworld so that the annihilator droids could be shipped onto freighters for the frontlines. The Separatists demanded increased droid output from Colla IV, the Colicoids turned their existing repair droids into weapons of sabotage thus creating the Pistoeka sabotage droid. These droids saw late usage by the end of the Clone Wars and the Colicoids were left with millions of unwanted units by the end of the conflict.



**Scorpenek annihilator droid**

3	1	+1	DEFENSE FORE/PORT/STARBOARD/AFT				ARMOR	
SILHOUETTE	SPEED	HANDLING	0	--	--	0	4	
			HULL TRAUMA				SYSTEM STRAIN	
			24				16	

**Hull Type:** Walker  
**Categories:** Land Vehicle  
**Sensor Range:** Short  
**Crew:** Droid brain.  
**Encumbrance Capacity:** 0  
**Passenger Capacity:** 0  
**Cost:** 0  
**Rarity:** 0  
**Customization Hard Points:** 0 (0 Remaining)  
**Features:**

- **Gunnery:** ●●●●◆, **Perception:** ●◆◆◆, **Vigilance:** ●◆◆
- **Shield Projector:** Maneuver to activate or deactivate; while active, gains Defence 2 and upgrades the difficulty of all combat attacks targeting the droid once, but the droid cannot use the move maneuver.

**Weapons:**

(2) **Twin Medium Laser Cannon** (Fire Arc: Forward; **Damage:** 6; **Critical:** ●●●●; **Range:** Close; **Qualities:** Linked 1)

In essence a much larger version of the Colicoids' droideka, the annihilator droid was armed with two dual rapid-fire laser cannons cocked back in the menacing form of a rampant scorpion. It could target with either a crimson photoreceptor, or with a composite radiation sensor. It also carried a combination particle-energy shield, similar to the shield produced by the annihilator's smaller cousin. Because of this extra shield, droidekas would position themselves inside the annihilator's shield for more protection. With fewer than one hundred annihilators on Colla IV, the Colicoids placed them around strategic or political resources.

In the later stages of the Clone Wars, Republic forces launched an attack on Colla IV, where a single annihilator droid took out three of the four platoons of clone troopers that had been advancing on the shielded factory. Advanced Recon Commando Stec was one of the survivors. Knowing more Republic forces would arrive, a CIS task force was arranged by the Colicoids to ship the

annihilators to the front lines of the war. Annihilator droids also participated at the Battle of Formos and the Battle of Palahni, where they scored victories for the Confederacy.

A single annihilator could decimate a dozen AT-TEs and make them nothing more than smoking husks. Not surprisingly, these droids struck fear into their enemies' hearts, and turned the tide in the battles at Palahni and Formos to score Separatist victories.

In the Outer Rim Sieges, Republic commanders had to send a large number of clones to take out a single annihilator, causing the Republic to further curse the massive droids. However, they did not have a huge influence on the war's outcome due to their huge price tags. They were so expensive in fact, there were believed to be less than a total of 100 annihilator droids in existence.

# CHAMPALA



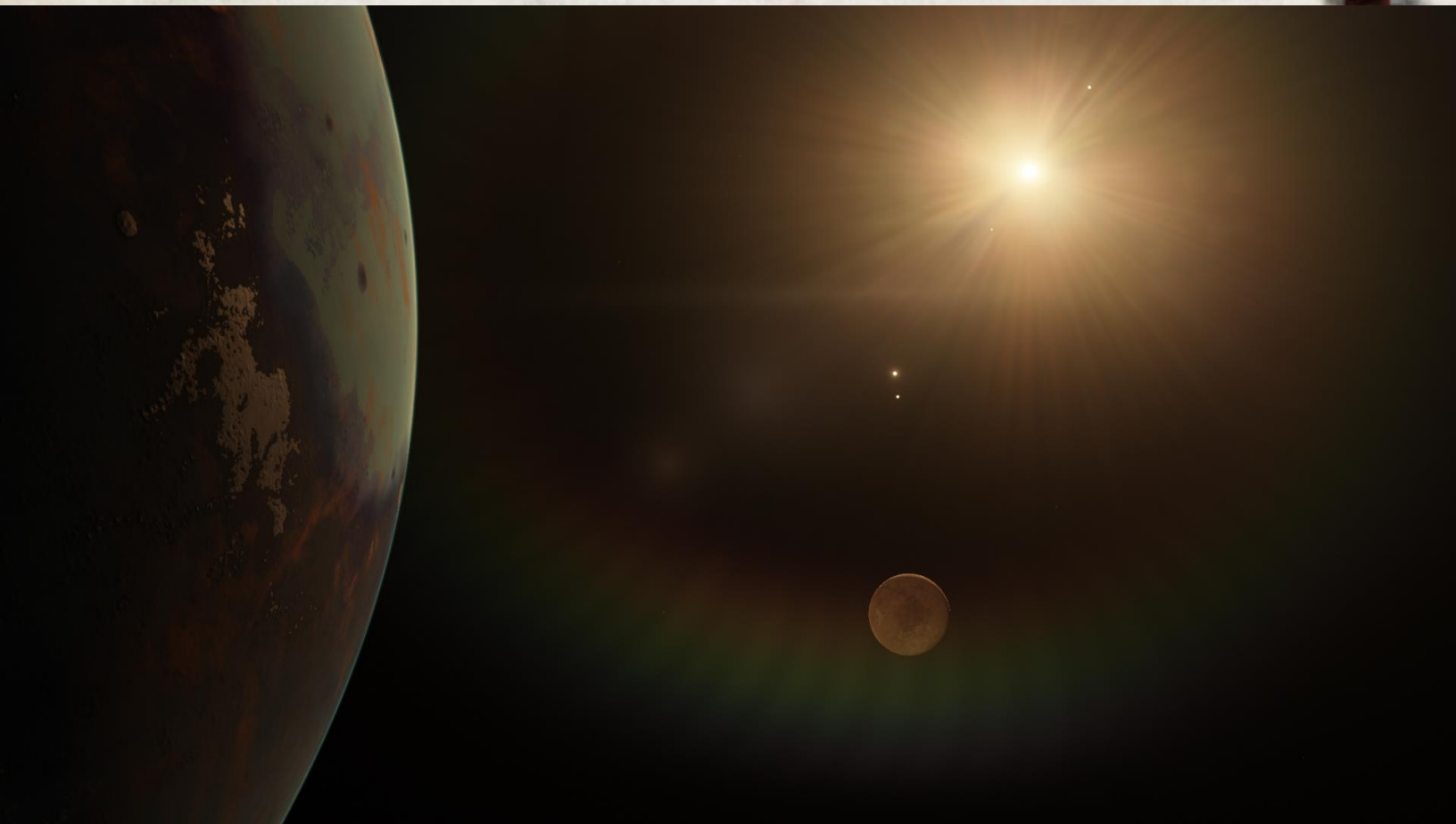
Champala, also called "Chagria," was a planet in the Inner Rim and the homeworld of the Chagrian people. Most of its starports were high and dry on plateaus, but its cities were submerged at high tide. It was a popular resort world.

Champala was located within a star system in the Inner Rim region of the galaxy, on the Hydian Way between Nierport and Drearia. It was considered a water world, though it possessed several small continents covered in jungles and rainforests, with the occasional high plateau. The tidal zones of Champala consisted of long, thin strips of land.

Civilization on Champala originated in these long strips of coastline, where sea levels fluctuated wildly with the tides. Buildings in these ancient cities were entirely submerged at high tide, and Chagrians swam between them. Some multi-story buildings were not equipped with staircases or elevators at all; inhabitants simply waited until high tide, then swam to higher floors. Once the Chagrians made contact with other species, they constructed starports and trade cities on high plateaus accessible by aircar.

Champala would come to be represented in the Galactic Senate; eventually Mas Amedda would be elected senator in the final years of the Republic.

# OBROA-SKAI



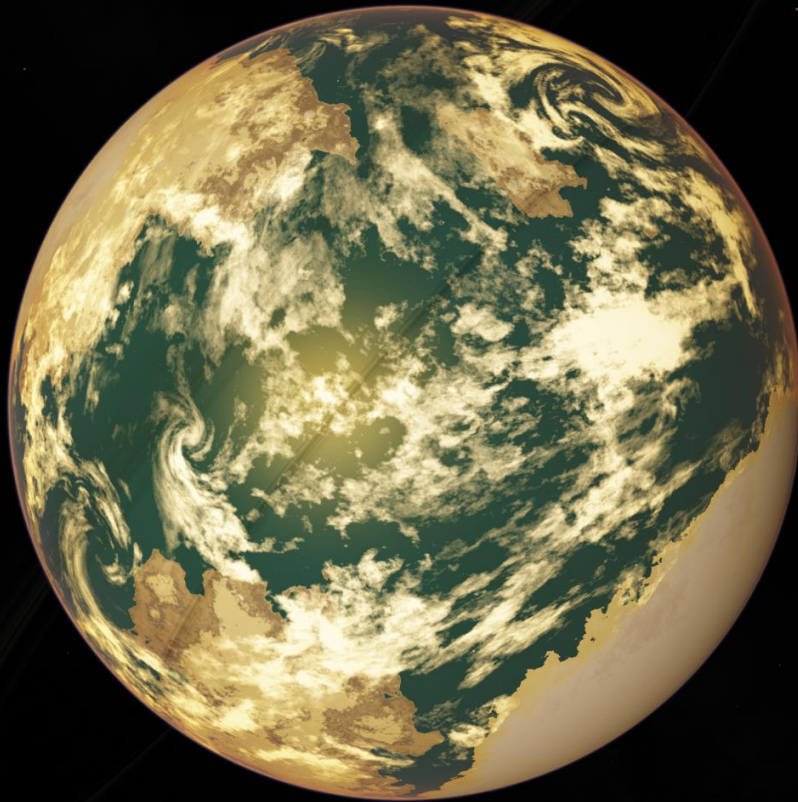
Obroa-skai was a planet located in the Obroa-skai system of the galaxy's Inner Rim. It was known mostly for its libraries and medcenters. At the end of the Clone Wars, one of those medcenters bought a fleet of Sephi flyers from Thustra for use during emergency evacuations. Galen Walton Erso served as a teacher at a college on the planet.

Ecologically, the world was a terrestrial mix of tundras, mountains, grasslands and deserts. A standard day was 26 standard hours and a standard year 456 local days.

The reputation that had developed over the centuries was that the complete knowledge of the galaxy had been gathered within the computers of

Obroa-skai's information repositories. Obroa-skai was also home to a large collection of Jedi-related antiquities

# TAANAB



Taanab was a planet of green meadows in the Taanab system. It was primarily used for agriculture and farming. Its populace was known for always maintaining an air of formality. Taanab had problems with seasonal pirate raids from bandits striking from the planet Norulac for millennia prior to the Battle of Taanab.

The Inner Rim planet of Taanab was a world with abundant sunlight, mild climate, almost no tectonic activity with grassy landmasses, always close to meandering strips of water. The planet was overgrown with green jungles, but no animal life at the time of its colonization.

Near the equator, the fields and factory farms were formed into a hexagonal tessellation. Much of its climate was optimized for bumper yields by weather-controlling satellites and orbital mirrors.

The fauna was imported, with some becoming feral. The untamed former herd members had their numbers checked by droid sharpshooters.

The administrative capital was Pandath. Taanab was sponsored by agricultural conglomerates like Arcon Multinode Agricorp, Tagge Restaurant Association, and Core Foodstuffs. The Banthal Company transported cargo to poorer worlds.

The planet was especially known for its roba steak.



# ZELTROS

Zeltros was a planet in the Inner Rim, and the homeworld of the Zeltron race. An opulent world, hedonism was the doctrine encouraged by the empathetic Zeltrons, and Zeltros was continuously in a state of never ending revelry. The Zeltron appreciation of beauty in its many forms led to luxurious art and architecture covering the world, and the galaxy's most wealthy favored Zeltros as a vacation destination. Many who came to the planet were taken in by the celebratory atmosphere and the powerful pheromones of the Zeltron people to the point they found it difficult to leave, and even planetary invasions often floundered in the face of Zeltros' planet-wide festivities.

In accordance with that species' reputation, Zeltros was known as a luxury world, where many went to vacation, owing to the planet's abundance of pleasurable facilities ranging from amusement parks to theaters, night clubs, and much more.

There was almost always a planet-wide party occurring, and even when it wasn't, the Zeltrons were looking for a reason to throw one. Like Naboo, it was ruled by an elective monarchy.

# THE INNER RIM

## WORLD GENERATOR

Type of World	1d10
Nonhuman homeworld	1-5
Human colony	6-8
Nonhuman colony	9
Uninhabited	10

Biome	1d10
Ecumenopolis	1
Mountains	2
Plains	3
Desert	4
Jungle	5
Crystal	6
Swamp	7
Tropical	8
Highlands	9
Caves	10

Temperature	1d10
Frigid	1
Cold	2-3
Temperate	4-7
Warm	8-9
Burning	10

Allegiance	1d10
Republic	1-3
Separatists	4-7
Neutral	8-10

Government	1d10
Anarchy	1-2
Monarchy	3-4
Dictatorship	5-6
Oligarchy	7-8
Democracy	9-10

Living Standards	1d10
Academic Privilege	1
Utopian Abundance	2-3
Decent Living Standards	4-7
Impoverished Conditions	8-9
Basic Subsistence	10

# THE CLONE WARS

## CREDITS

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Images appropriated from Google, apologies if using uncredited work – you & your work are awesome!

Some text was taken from Wookieepedia

This is a fan-work based on the amazing *Edge of the Empire*, *Age of Rebellion* and *Force and Destiny* RPG's from Fantasy Flight Games and not intended for resale.

