

THAN SOLO THE CORPORATE SECTOR RE IMAGNED BY: Legendary Ex Gamer



Setting Choice:
DiscoLemonade

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CORPORATE SECTOR: LAND OF HOPE, OPPORTUNITY REALIZED DREAMS GAMING SUPPLEMENT FOR STAR WARS 3° EDITION

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Notes from the Author:

One of only campaigns we haven't run was one that focused on the Corporate Sector. It peaked my interest, and I started examining the WEG Han Solo and the Corporate Sector source book in detail.

I've ported a lot of Han Solo: And the Corporate Sector book and then put my own spin on it. Made a lot of corrections, added our 3rd Edition stats to the material and overall my aim became three fold. First to modernize the material and make it more interesting and, flesh out all the details that were never explained in the original book (like planets). There's endless fluff in the original book that drones on and on about the corporate sector in often times confusing levels of detail. The second part, truly, was to remove Han Solo and Chewbaka from the core adventures. I think it was almost too focused on those heroes and I wanted to open it up for new heroes to experience the setting without having Solo spammed over all aspects of the material. I cut out over 70 pages of fluff, the original book sat at 144 pages, with more than half unusable material for players. From the remaining 70 pages or so I took the book to 212, myself.

Finally, I have endeavored to create a scenario guide for running players in the Corporate Sector as Corporate Sector Authority Graduate Students. A grueling set of challenges that places Average Joes and Janes into harms way. What do I mean by average? Well, I'm talking about drilling the core group of characters down to NPC statistics, yes, 12D of Attribute dice with a bit of personal flavor thrown on top. Adding racial templates to the core average player stats and a couple of Advantages.

The aim of my third endeavor was to introduce very palpable threat and the potential of getting your character "Aced" or killed in the process. I'm a pretty forgiving guy, so, when your student dies, and they will, make another one;)! Lol. Incredibly shrewd players will be able to carry their first semester graduate student from the start to the finish, maybe.

You will notice references to the Institute of Applied Sciences (IAS) throughout the book, even before I discuss the Graduate program. It refers to possible scenarios where Institute Graduate students will likely spend a Semester to two in the field.

The base level of character development (below) is something I threw out for this Campaign:

Power Level Based Character Generation: Bare Bones, WEG standard game:

135 Build Points (18 Skills 90, 7D Skill Dice = 35: 135).

Starting Bonuses: Start with 5 Character Points and either 1 Heroic Point or 2 if Force Sensitive. (Game Start, not counted in character build, all characters get this at game start)

Starting Funds: 750 Credits

No more than 2D per skill. You cannot place a skill D in an unskilled area. Advanced skills can be purchased at the cost of 2 skills or 2D. Choose up to 7D in disadvantages and can have no more than 7D of Advantages. Heroes Have 18D Attributes (665 total points)

I replaced it with this:

Civilian with Perks game:

105 Build Points (12 Skills 60, 9D Skill Dice = 45: 105).

Starting Bonuses: Start with 5 Character Points. The 9D of Skill Dice is actually 7D (2D is provided by the fact that all players start out as being Sector Employed by the CSA, a 2D Disadvantage) Starting Funds: 500 Credits

No more than 2D per skill. You cannot place a skill D in an unskilled area. Advanced skills can be purchased at the cost of 2 skills or 2D. Civilians cannot choose any disadvantages and if they wish to have Advantages, they must be purchased with their initial 9D of Skill Dice, thought they may not possess more than 4D in Advantages. Civilians Have 12D of Attributes and must place at least 2D per attribute (465 total points)

Notes: Characters cannot be Force Sensitive or possess the Null Force Attribute. All characters must be human. This is an elite graduate program for a human centric regime. Aliens are not accepted into the Graduate program. Players must pick a human ancestry (Human or Near Human) from the following:

Human, Hapan, Tapani, Lorrdian or Corellian

Bonuses from these racial templates apply and do not count toward their maximum Advantages.

GM discretion on this. The focus is not to leave the Corporate Sector, it's to excel, adapt and become rich, powerful and very likely not nice people.

Glossary of new terminology:

Anti-Concussion Fields: This is essentially barrier technology, a magnetic field that deflects and disperses kinetic force. While most would contribute a warship's overall protection to it's armor and shield generators, every known ship in the galaxy uses some level of barrier technology (Anti-Concussion Field) to dial down impacts and deflect small space debris (especially while moving at light speeds). This may be true, however, these specific fields are focused on a large scale "umbrella" and are incredibly effective.

Creddrone(s): Authority slang for the drudge worker of the Authority, the lowest paid and the bottom of the work chain.

CSA: Corporate Sector Authority. The governing entity of the Corporate Sector that covers all the judicial processes and policing of the region. The CSA is a ruthless corporate entity driven by one motivation: Profit. This region of space is also referred to as "The Authority" by it's denizens. Citizens in the the Authority do not have rights, they are granted "privileges". These privileges can be revoked at any time, for any reason. The Authority even reserves the right to nationalize any business within it's borders at any time, for any reason. Say a small company introduces a high commodity marketable item, one that threatens the Authority's own goods, they get nationalized 9 out of 10 times.

Direx: The Executive Directorship Board of the CSA. This is the highest ruling body of the Authority. Typically called the "Direx board".

Drop Shaft: Similar in function to a turbo-lift, however the movement up and down is controlled by gravity fields.

Espo: A common term for the military & police forces directed by the Authority.

ExO: The Executive Officer presides over the Direx board.

Gigs: But one (a popular one) of many nicknames for the myriad of ships designed to operate in planetary atmospheres or to serve low-orbit and close starship support functions.

Gravsled: Basic, flatbed, hover vehicles used all over the authority and the greater galaxy for hauling cargo.

IRD: Intercept-Reconnaissance-Defense, the moniker assigned to Authority built Snubfighters.

LE: Location Enforcement

Legal Codes: the Authority has 4 types of infractions: Class A, B, C & D Each punishable by varying degrees of force.

Molecularly Bonded Armor: An incredibly expensive process that enhances the bonds of incredibly dense metals. The resulting armor becomes one of the hardest and most durable substances in the known galaxy.

OMM: Operational Multi system Management; it's the group that maintains all the data stored by the Authority as well as a safeguard for intrusion in the form of counter slicing.

Prex: Essentially "President" however the Authority shies away from using terms that reflect any type of formal democratic terminology. The Prex is meant as a counterbalance for the ExO's, effectively, unlimited power. Each Prex is randomly chosen and serves a 3 year term.

Robo-Hack: Droid controlled taxi.

SE: Situational Enforcement office of the security branch has three subdivisions: Transit Procedures, Material Procedures and Information Procedures.

SEO(s): Situational Enforcement Officers. They analyze patterns of crime in entire sectors of the Authority.

Stasis Booth(s): They isolate items and even beings from the ravages of time. They require immense power to operate and sustain.

Strikebreaker: A heavy gun ship meant to brutally quash civil unrest.

Sub-verts: Subliminal programming that is prevalent in all Media division materials.

VAA: Value Added Assessments. A tax that is levied on all good sold in the Authority that are not directly Authority sold items. They vary form 2-30% depending upon the item sold.

Viceprex: The heart of the Authority, these permanent employees are the lifeblood of the direction of daily actions and directives within the Authority.



Evolution of the Corporate Sector



"The Corporate Sector wasn't always what it is today. Back in the old days it was simply a place where businesses could go and make a few credits without too many bureaucrats getting into the act. As an enterprising businessman, I can appreciate that kind of setup.

That was back when the Republic was something to be respected, and the businesses were kept on a tight leash. But things changed ... the Republic got old, got lazy, got corrupt. Guys like Baron Tagge knew an opportunity when they saw one. And boy, did the Corporate Sector scream opportunity. Tagge and his buddies got their hands into the pie, and all the Emperor wanted was a big slice. And the little guys like you and me weren't even left any crumbs."

— A criminal & a walking carpet as a companion

Galactic Republic Era

While the so-called "modern" Corporate Sector's history parallels the history of the Empire, few people recall that the Corporate Sector existed for several centuries before the current era. This was due to failures within the so-called Expansion Region.

The Expansion Region, within "The Slice," was originally an experiment in corporate-controlled space. While the profits from the region were enormous, internal strife and disturbances continually upset the region. Residents of the region were forced to live under horrible conditions, while the corporations stripped the star systems of all resources. Because the corporations had strict control of communication and transportation, few outside the Expansion Region were aware of the conditions in that area of space. Eventually, the anger of the people peaked and civil unrest spread from system to system. Due to mounting pressure from constituents, the Republic Senate took control of the Expansion Region, limiting or evicting the corporate interests.

Still, the Republic had to placate the corporate interests. The Corporate Sector was established in a far-flung and minimally explored corner of the galaxy. The Sector encompassed several hundred systems, all of them *devoid* of sapient life. The companies had a right to lease or buy whole systems of space, and develop those systems as they saw fit.

In the Corporate Sector, the Republic took a much more oppressive role than in the Expansion Region.

The Republic placed itself squarely between the companies and their workers. A full naval sector group was deployed to the Corporate Sector with a dual purpose. The primary concern was to marginalize the civil rights and freedoms of those who chose to work and live in the Sector. The secondary concern was to make sure that the systems paid tribute to the Republic: key companies were allowed to destroy entire planets for a few extra credits. These companies did not have to operate in such a manner as to preserve the basic integrity of each world's natural eco sphere.

Despite these appalling displays of favoritism to specific corporations that lined the Republic senator's pockets with wealth, most of the companies that did business in the Expansion Region chose to set up operations in the new Corporate Sector. Tax rates were comparably low. While a general tax was paid directly to the Republic government, the companies could avoid the myriad of sector, system, planetary and local taxes found on most worlds. While the most companies had to work within carefully defined parameters (some being allowed full destructive reign), they generally had much greater freedom than on worlds with their own native governments. The companies also knew laws would be consistent throughout the sector.

The biggest benefit of the Corporate Sector was the lack of competition. Since companies could buy whole undeveloped systems directly from the Republic, the corporations developed industrial and manufacturing facilities at a much faster rate.

History of the Corporate Sector

In an era of unparalleled profits and industrial development. Many of the galaxy's major companies, including The Tagge Company, Cybot Galactica, Merr-Sonn, and Bank of the Core, rushed to invest in the Corporate Sector.

Allies of the New Order

Much has been made of the Emperor Palpatine's political genius in seizing power, few truly know how benevolent his his stance was toward the oppressed Corporate Sector. For as long as there was a Republic of old, there have been major mercantile and industrial interests providing the products and services that allow the galactic populace to live comfortably.

Over the millennia, beings involved in commerce and trade found it useful to create organizations to further their interests. Whether in the form of trade unions, labor collectives, merchants' associations, or one of the countless guilds, these groups have promoted their interests in the various legislative bodies of the Republic. While there have been occasional cases of corruption, for the most part these associations have been law-abiding and responsive to their consumers. Some groups and individuals had grand visions of the future of the galactic economy. These individuals joined to form the Galactic Corporate Policy League. Few suspected it was, in fact, a group of sympathetic politicians that truly cared about the poor living conditions and abuses the Republic allowed within the Corporate Sector's boundaries. This was actually an initiative led directly by Senator Palpatine, who's vision for equality and prosperity had finally been realized.

Content with the vast trillions in wealth they had gained legally, this group of politicians sought to invest that capital in uplifting the Corporate Sector. They resented the wonton exploitation of slavery, world-gouge mining and other "idiocies" the Republic allowed some, select, corporations to operate under. They longed for a fair hand in the outer fringes, where less advanced worlds and civilizations couldn't stand against the might and greed that the Republic allowed and even endorsed. They found a new ally in Senator Palpatine.

As the ambitious Senator secretly devised his plans of liberation and reform, he enlisted upstanding factions in the Transport and Power ministries and those long tired of Republic enforcing foul sanctions and favoritism. He used his position to award contracts and funding to those secretly sympathetic to his just cause. Upon his election as President of the Republic, he already had wealth and connections enough to guarantee he would right the wrongs of the past and usher in an era of prosperity and freedom.

With support falling in line in the Senate, the League threw its support behind New Order policies and gave credibility to its solid promises of restored glory and prosperity. Through contacts with powerful businesses outside the League, many other companies endorsed Palpatine's plans. Those that threw in with Palpatine's altruistic plans were rewarded and finally were able to see real, lasting change in the region for the better of all.

With the necessary military buildup Palpatine planned, for the safety and security of the Empire, the most lucrative contracts could be awarded to those captains of industry who had been abused and downtrodden upon by the Republic.

The League members realized how much potential there was for corruption and excess. And so was born a monumental idea, linking vast and disparate corporate interests. For the first time in millennia, Corporations fell in line and united to align their interests and aid in preserving the benevolent aims that Palpatine had set into motion: *The Corporate Sector Charter*

If for some reason you haven't figured this out... this is all bullshit... They say, "to the victor go the spoils" and that truth is no different here. History at the Institute was completely doctored to show the most favorable light to the tyrannical rule of Palpatine, completely obscuring the corporate greed involved in this endeavor. Every company involved in the Charter has some hand in slavery, mass oppression, the suppression of democratic thought in the populace... The list goes on forever. I'm probably not going to survive the next 30 minutes, so I took the time to embed this message deep in the Institute mainframe.

–Deceased GraduateStudent

League members began analyzing the surrounding regions of space and discovered an amazing coincidence: of the thousands of stars within and near the Corporate Sector, none were known to contain intelligent life, and none of them had been contacted by the Republic. This region of space, rich with resources was completely open to settlement and development. Baron Tagge, informal leader of the League, formulated a plan centered on changing the way the Corporate Sector was administered. He proposed that the region of space known as the Corporate Sector be expanded to include nearly 30,000 unclaimed stars. He proposed that a new corporation, the Corporate Sector Authority, be formed. The Authority would be the sole owner, employer, government and military of the region. The Authority would buy all the existing corporate facilities within the Corporate Sector, as well as shepherd the development of all future resources.

Companies that already had facilities would receive shares in exchange for turning over their property. These companies and others could invest in the Sector by providing funds to the Authority. The Authority would handle every major industrial venture, including exploration, extraction, refining, processing and manufacturing. The Authority would maintain order, run the business operations, research and develop new products, and promote the sale of goods in the Sector without outside interference. Profits from the Sector's operations would be split proportionate to the shares amongst all the investing companies. Aside from profits derived directly from business operations, the Authority would also supply raw materials and manufactured goods to the parent companies at greatly discounted prices.

With his visionary plan developed, Baron Tagge invited all the existing Corporate Sector companies, as well as members of the League, to a week-long closed door conference on the banking world of Aargau. There, he presented his plan. For a week, in the splendor of the famed Dragonbird Gardens of Aargau,

from dawn to late at night, they haggled and wrangled and debated. However, at the end of the week, the Baron and his comrades had their charter.

As a compensation to the Empire, there would be a small yearly stipend paid. Furthermore, all funds would be paid directly into the Imperial treasury. Lastly, a *minor* percentage of all materials and strategic rare elements would be given directly to the Empire for its military buildup.

The role for each of the various parent companies was defined in terms of "sponsorship." There were two levels of sponsors: voting sponsors and contributing sponsors.

Voting Sponsors

Each of the voting sponsors (main member companies of the League) would provide initial startup credits for the Authority and provide an executive voting member for the Direx Board (the Authority's ruling body). They would also provide all the equipment, vehicles and technical systems for the Authority. To



become a voting sponsor, an initial investment of over fifty quadrillion credits was required, half as a direct gift (in credits or facilities) and half as a combination of stock and bond purchases. If the Corporate Sector fell into debt, voting sponsors would have to provide funding on a proportional basis. However, profits would also be split proportionately. As payment, voting sponsors could buy raw materials and bulk goods at a significant discount. More importantly, they would have unrestricted access to the billions of employees and staff of the Authority as a captive audience of consumers.

Contributing Sponsors

Contributing sponsor was a secondary category. Contributing sponsors had to invest a much smaller amount of capital in the Sector, with profits still shared proportionately to the investment. However, unlike voting sponsors, contributing sponsors would not be guaranteed a voting position on the Direx Board. There are number of contributing sponsor voting seats on the Direx Board equal to one-third the total number of board seats. The actual voting members are selected from all the contributing sponsors, meaning that most companies would have very limited representation within the Authority's decision-making process. Typically, contributing sponsors initially paid sums equivalent to fifty trillion credits in currency, services or equipment. While they didn't receive the kinds of discounts on bulk goods and raw materials voting sponsors received, the discounts were more than sufficient to be worth the investment. As expensive as sponsorship seemed, the return on the investment (up to 800% in some years) has made a sponsorship a highly prized commodity. Currently, over one thousand major companies are on the waiting list to enter the Authority.



A Receptive Climate

When the League was granted audience with the Emperor (before a full court in attendance), they made their pitch. He acquiesced almost immediately. This is due in large part to the heroic efforts Baron Tagge and his personal relationship with the Emperor.

What follows is a list of some of the various sponsors of the Corporate Sector.

Original Signatory Sponsors

The original signatory sponsors of the Corporate Sector Authority are the respective companies and original members of the charter. They represent a diverse lot, involved in nearly every part of the galactic economy. They are all voting sponsors. A list of them, with selected subsidiaries, follows:

• The Tagge Company (TaggeCo)

Predominantly involved in mining and heavy manufacturing. Owners of Bonadan Heavy Industries, Tagge Mining Company and GalResource Industries. TaggeCo is a major player in the repulsorlift vehicle market through Mobquet Swoops and Speeders and Trast Heavy Transports. The TaggeCo subsidiary Gowix Computers is one of the top 20 computer manufacturing and consulting firms in the Core Worlds. TaggeCo also owns the Tagge Restaurant Association, with interests in macro-farming and Biscuit Baron, the largest restaurant chain in the Empire. TaggeCo is easily the most diversified of the sponsor firms by Baron Tagge's design. Most other companies tend to specialize in one major area of manufacturing.

• Merr-Sonn Mil/Sci.

Makers of heavy weapons, armor, siege equipment and military gear. Subsidiaries include Merr-Sonn Munitions and Merr-Weapons. Merr-Sonn Industrial Equipment is a major manufacturer of heavy mining and construction vehicles.

Ayelixe/Krongbing Textiles (A/KT)

This company specializes in fabrics and textile goods, and is the major supplier of uniforms to the Imperial Navy. A/KT also sells to consumers through a number of popular brand names.

• Millennium Entertainments

One of the largest entertainment and information combines in the galaxy. Millennium is a majority

stockholder of Galaxy News Service, with interests in TriNebulon News, CoreDataFiles and a number of smaller news agencies. The company also owns Millennium Holos, makers of the popular "Who Are You To Accuse Me?" holo-series. Millennium owns a number of swoop racing leagues and sports teams.

• Bank of the Core

The major financial partner in the Authority and one of the top 100 banks in the Empire. There are over 3,000 different banking corporations owned in whole or majority by Bank of the Core. Bank of the Core mints most of the Authority's currency, and by CSA charter, has a controlling interest in over three-quarters of the business loans within the Sector.

• Chiewab Amalgamated Pharmaceuticals Company

A medical, pharmaceutical and chemical conglomerate, Chiewab owns 600 systems beyond the confines of the Corporate Sector. This company specializes in exploring new planets and deriving new products from the unusual chemical compounds to be found on alien worlds. Chiewab manufactures medical equipment, surgical systems, chemicals, and nutritional supplements. Subsidiaries include Geentech Laboratories, Corellian Chemical Corp. (CorChemCo), Chiewab Nutrition, Degan Explorations, and The Vernan Group, a heavy industry interest.

• Kuat Drive Yards (KDY)

One of the major starship design houses in the galaxy, KDY designed the Imperial-class Star Destroyers and the Nebulon-B frigate, not to mention numerous other naval cruisers, bulk transports and small freighters.

• Rendili StarDrive

An aging company that has seen better days, Rendili pioneered the Victory-class Star Destroyer, as well as the famed Dreadnought heavy cruiser. In recent years, the company has focused on more efficient designs, but has lost most of its market share to KDY.

Cybot Galactica

Cybot Galactica and Industrial Automaton are the two major Droid manufacturing companies in the galaxy. Cybot Galactica is famous for its 3P0 line of protocol Droids, as well as its reliable, if unspectacular, surveillance Droid lines. Cybot Galactica is also known for its computer systems and precision data structures.

• The Karflo Corporation

Karflo's interests include heavy mining, manufacturing, xenobiotechnology, and colonial exploration and research.

Original Contributing Sponsors

The following were some of the contributing sponsors at the time of the Charter. All have been upgraded to voting sponsors:

Duct Unlimited

A major manufacturer of starship support systems, including life support, heat exchangers, radiation negators, and interior heating and cooling systems. Duct subsidiaries have made major inroads in the home and industrial heating and cooling industries, as well in lift support systems for hostile-environment colony facilities.

• zZip Product Concepts Ltd

zZip, rather than concentrating on one field, has specialized in a market group: the wealthy. The company produces all manner of luxury goods, including designer pharmaceuticals and recreational compounds, luxury speeders and droids. Subsidiaries include the Larjh StarCorporation, which is known for customized space yachts.

• Lerrimore Contracting Company

Lerrimore has over 300 subsidiaries. The company focuses on household goods, appliances and furniture.

• Corellian Engineering Corp

Manufacturers of starships, include the famous Corellian Corvette, Gunship and always popular YT-1300 freighter. Corellian Engineering Corp. is known for manufacturing some of the fastest and most customizable ships in the galaxy.

• Plexgrove Combine

Plexgrove is a financing and banking interest providing mid- and low-level banking services in many regions of the galaxy. The company has a reputation for sound investments, and is known for going out of its way to accommodate the needs of the small business-being and home owner. Plexgrove designed the banking and currency system within the CSA and oversees the majority of financial services not controlled by Bank of the Core.

• Trigdale Metallurgy

Trigdale works in raw mineral and crystal processing and refining. The company is known for its radioactive storage and reactor systems.

Arcon Multinode Agricorp

A Corellian-owned macro farming and food processing company. The company has major holdings in the Outer Rim Territories; it also buys over thirty percent of the crops grown by independent farmers in the Outer Rims. Arcon owns Flangth-2-Go, the second largest fast food chain in the Empire.

• Schaum/Yfarg/Welbig/Fabrico and Associates (SchaumAssoc.)

A Twi'lek advertising and public relations firm. SchaumAssoc. operates entirely from its headquarters on Ryloth, with most business transacted by HoloNet communication. Naturally, the company deals only with major corporations. The company pioneered the CSA's media and public relations departments, which have proven remarkably successful once free of Imperial content restrictions. It is believed that the company has a major hand in credit laundering for slavery rings, but these allegations are unproven.

Kroeskin Fabrications

Kroeskin is famed for its ceramisteel vehicle hulls, as well as its ship hulls. Kroeskin has diversified into the bulk ores and minerals markets to ensure a constant and inexpensive supply of raw materials for its products.

• Novaplex

Owners of the "Imperial" line of luxury hotels, apartment rentals and resorts across the Empire and Corporate Sector.

• Dweomilis Advisory Foundation

A defense system think tank and policy advisory board. Many major military firms, including BlasTech and Santhe/Sienar, work with Dweomilis on a regular basis. It is believed that Dweomilis is a major contributor to the Empire's top-secret cloaking device program.

• Industrial Automaton

A company known for its high precision droids, as well as droid-as-sisted design and manufacturing systems. Industrial Automaton and Cybot Galactica are bitter enemies.

Additional Voting Sponsors

The following firms include some of the companies that have become voting sponsors in the years since the CSA was established:

• Starshipwrights and Aerospace Engineers Incorporated

Customized space cruiser upgrades and starship modifications. This company began as a small business, but a lucrative franchising system raised the company to a full-fledged mega corporation within 300 years.

Santhe/Sienar Technologies

Santhe/Sienar and its many subsidiaries are major starship manufacturing companies (Sienar Fleet Systems designs and manufactures the many TIE fighter variants used by the Empire). Santhe/Sienar, always an independent company by nature, was slow to invest in the Corporate Sector, but soon realized it couldn't afford to miss out on the discounted raw materials available to its Corporate Sector competitors.

• Red Star Shipping Lines

Red Star is a major shipper in the Galactic Core and Colonies regions. and owns a dozen "transport hub" systems throughout the galaxy.

• LeisureMech Enterprises

LeisureMech is known for automated machinery systems and computer-controlled manufacturing processes. The company has a small but lucrative high-end droid design division.

Consolidated Learning Systems

Consolidated specializes in consumer electronics and appliances, as well as high-profile business and military computer systems.

Contributing Sponsors

There are over 100 contributing sponsors; a brief list of notables includes:

• Ulqib MacroTronics

An electronics and programming house, Ulquib is noted for the fact that it doesn't actually manufacture goods. Instead, it analyzes the products of other companies and produces kits and programs that allow owners to customize their Droids, computer systems and automated machinery for maximum utility.

• Ubrikkian Transports

A major speeder and swoop manufacturing interest.

• Vaufthau Processing Industries

Manufacturing interests and urban construction.

• MerenData

Makers of security systems, interrogation Droids, military issue Droids and targeting drones.

Galaxy Tours

Tourist packages and luxury liner travel. Galaxy Tours subsidiaries also own several of the most profitable resorts in the galaxy, including the famed Nara Parks and Towers of Pantolomin.

• Eleven Star Marketing

A major advertising, marketing and sales company. Eleven Star Marketing is responsible for the highly successful "Artificial Intelligence Worth Shaving Your Head For" campaign for BioTech's Aj6 cyborg construct.

Galaxy Publishing

Galaxy Publishing specializes in infotainment brochures, holo promotions and media. The company has produced promotion materials for Galaxy Tours, Arakyd Corp., and was briefly the public relations firm affiliated with various Hutt "business interests" (at least until Galaxy's board of directors realized even they couldn't do anything to improve the image of Hutts ...).

VargeCorp

A manufacturing and direct sales conglomerate. VargeCorp. has become a success not through its products (which are average, at best), but through aggressive retailing and franchise efforts, making their various brands household names around the galaxy.

• IntelStar Co

Produces the prime components for eleven different hyperdrive manufacturers. They also have a complete and popular line of navigation and sensor arrays.

• DefenStar Limited

It's one of the largest planetary shield and orbital defense system manufacturers in the galaxy, and manufactured the customized interlocked shield system surrounding the main Imperial Academy. It is believed that DefenStar is actively involved in a top secret duplication of the Academy's shield system. While the location of this new shield system is unknown, it is believed that Imperial forces are delivering the components somewhere within the Deep Core.

• Morgath Industries

Morgath's industries include food processing and genetic food additives. They provide a number of dietary supplements and special preservatives for a number of major food manufacturers.

SoroSuub Corporation

A reluctant supporter of the Empire, SoroSuub is an extremely diverse company whose prime market is its homeworld of Sullust. However, SoroSuub also sells a wide variety of products throughout the galaxy, although its weapons are supposed to be sold exclusively to the Imperial military.

• Serv-O-Droid (Authority Owned & Operated)
A service oriented Droid company whose designs are still functional and utilized that went bankrupt shortly after becoming a sponsor. It's assets were acquired by the Corporate Sector Authority it continues to live on as an entity of the CSA proper.

The Corporate Sector Authority

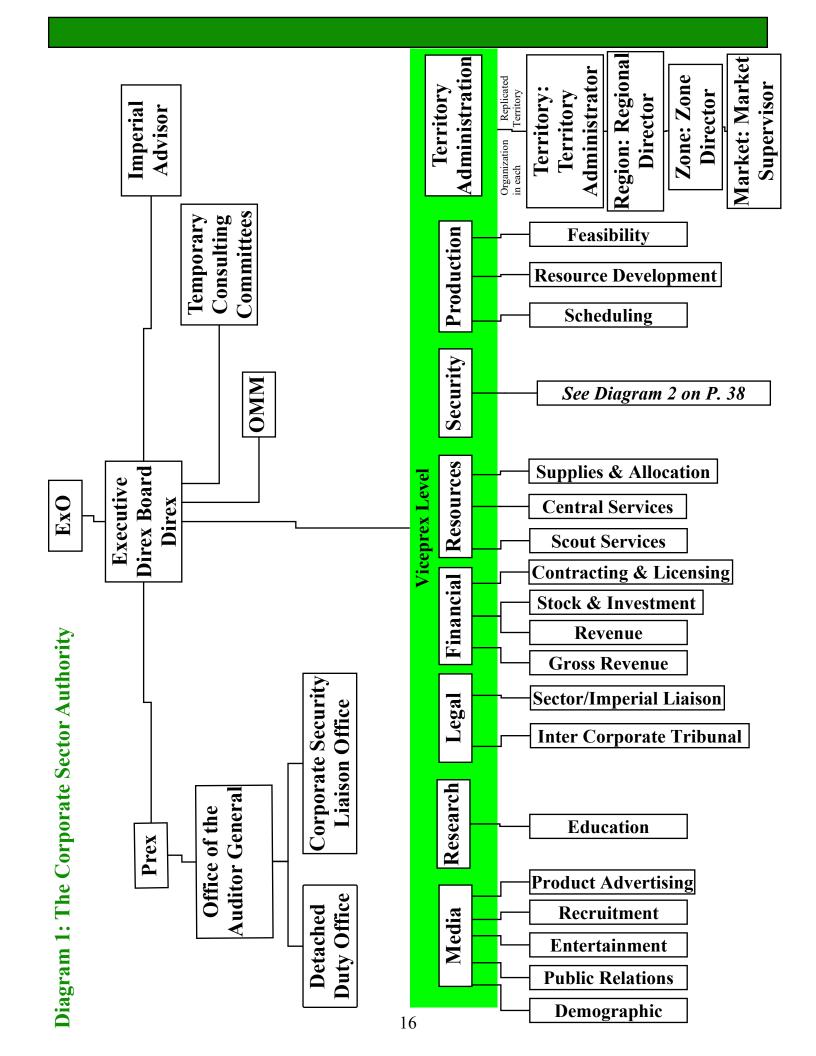
While the Corporate Sector Authority is jointly owned by a number of corporations, the Authority can be quite independent. The Authority is run by the Direx Board, which is composed of executives from the outside controlling companies. However, their only concern is simple: profit.

The Corporate Sector Authority is not a political body; it is an economic entity. The Authority makes every attempt to avoid the image of a traditional government. A conscious effort was made to use business titles and terms wherever possible and avoid corresponding civic terminology. For example, instead of the term president, Prex is used. Residents are not "citizens," but are "consumers" or "employees." They have no "rights"; the Authority grants them "privileges." The Authority has the right to restrict or eliminate privileges at any time and for any reason.

The Authority doesn't answer to the people it governs; instead, it answers only to its parent corporations and stock holders. However, the Authority puts in a reasonable effort to keep order.

The Corporate Sector Authority administers its own self-imposed laws, provides for the protection of colonies and facilities, presides over all inter corporate conflicts and serves as the proxy of the Emperor's will. The Authority has fairly broad latitude in enforcing the Emperor's general directives — however, Direx Board members have no illusions about their own position. The Corporate Sector Charter is only legally binding as long the Emperor wills that to be the case and avoiding his wrath has always been a top priority.

GM Notes on Eras of Play: The Corporate Sector becomes fully independent of the Empire once it falls. With the Sector paying homage to the New Republic, with the predominant change being the elimination of indentured servitude and a better respect for sentient species found in the Corporate Sector's borders. Wild Space expansion of the region also explodes into action and exploitation.



The following "historical" information is up to the individual GM to Decide:



Warlord Zinj the D-Bag

I find it quite hard to believe the Warlord Zinj managed to conquer the Corporate Sector... Seeing as they had 520 Victory Star Destroyers, many Invincible Class Dreadnoughts, Marauder Cruisers and with the admission of this information, at least six Recusant Class destroyers. Furthermore, while slavery (concerning many references to slave uprisings, especially after my narrative alterations to the CSA's indentured servitude practices after the fall of the Empire) did exist in the Fringe territories of the Corporate Sector, it wasn't tolerated by the CSA and they were actively working to prevent it during Palpatine's regime with many CSA Operatives leading initiatives to crush Slavers in the territories. Not to mention, while the CSA was predominantly human centric in staff... The CSA itself held nothing against Aliens and they were afforded the same opportunities (save for what I created with the CSA Institute of Applied Sciences to a degree, which was a Baron Tagge led initiative, but even that would change with the rise of the New Republic). Slavery, in my opinion would have been all but eliminated by the time of Warlord Zinj.

The Corporate Sector was located in the Outer Rim Territories, rimward to the Aparo and Wyl sectors, at the end of the Hydian Way. The sector included thousands of inhabited systems along with more than one hundred thousand uninhabited systems. Formed in 490 BBY to free the Republic lawmakers and the Corporate moneymakers from their differences, after

being exiled from the Inner Rim to the Tingel Arm. The Corporate Sector originally had a few hundred systems all devoid of intelligent life. Its creation came in the aftermath of the disastrous experiment with corporate control in the Outer Expansion Zone. The new experiment was tried under more careful supervision; the Republic sent the equivalent of a full sub sector's worth of ships to protect the rights of the workers in the sector and to ensure the companies preserved the basic integrity of the environment on the planets in the sector. The corporations allowed to operate in the sector could purchase entire regions of space, but were supervised by the Galactic Republic. A general tax was paid directly to the Republic government which enabled the companies to avoid the morass of sector, system, planetary, and local taxes found on most worlds in the Republic. The Tynnans eventually became a key business partner in the Corporate Sector. During this time, the sector did well enough economically, but was too small and too remote to really thrive.

At the close of the Clone Wars, half a dozen Recusant-class light destroyers were sold to the Corporate Sector. The only other known ships of this class were part of the Alliance Fleet, as well as one being part of a secret Jedi temple. During Emperor Palpatine's reign over the galaxy, the Corporate Sector expanded to nearly 30,000 habitable star systems, and the Corporate Sector Authority was established to administrate the sector internally. It was also one of the few sectors the New Order allowed to continue relatively unabated from its time during the previous Republic era, as they tolerated corporate competition so long as several companies make sure they do things for the greater good of the Imperial citizenry. At the time of the Battle of Endor, a huge new palace was being built for Palpatine in the sector; because of difficulties in communications, construction continued after his death, wasting much Imperial money.

After having captured the sectors surrounding the Corporate Sector in 6 ABY, Grand Moff Zsinj conquered the sector in 7 ABY (I refute this B.S.) The Corporate Sector stayed under Zsinj's control until his death in 8 ABY and remained neutral during the Thrawn campaign of 9 ABY. In 40 ABY, following the Mission to Adumar, parts of the Corporate Sector joined Corellia, Commenor, Adumar, and Fondor in fighting against the Galactic Alliance during the Second Galactic Civil War. In 44 ABY, the

Corporate Sector suffered a full slave revolt, as it was happening everywhere else in the galaxy *(once again, I disagree)*.

"CorpSec" is the usual shortened form of Corporate Sector.

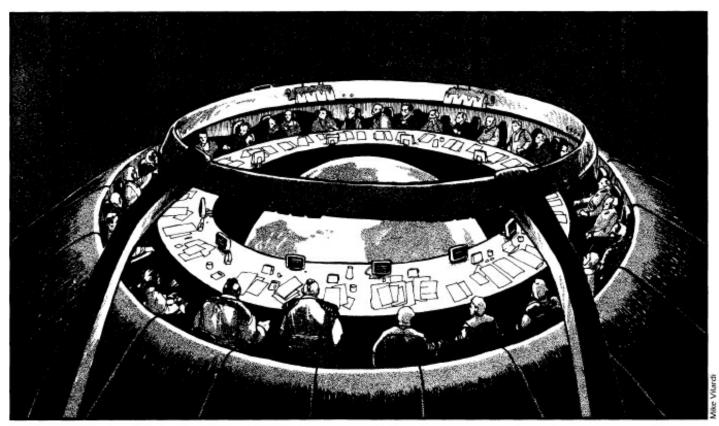
Executive Direx Board

The Executive Directorship Board (or Direx Board) is the highest ruling body of the Authority. The Direx Board establishes overall CSA policy and sets the annual industrial production goals for the Authority. Policy decisions and specifics of the three-year industrial programs can only be ratified by a twothirds majority. The Direx Board also approves the annual and quarterly budgets. The Direx Board directs each Division Viceprex through its policy statements. Each Viceprex is then charged with turning those directives into a workable business plan. The Executive Officer (ExO) presides over the Direx Board. Each Direx Board member (or Direx) represents one of the parent corporations. A Direx is expected to jointly represent the parent company's views and establish policies beneficial to the Authority.

In some cases, the owner or chief executive officer of a sponsoring company is the Direx representative, although most companies elect to send an executive vice president for the Direx Board. At this time, there are 55 seats on the Direx Board: 37 seats for voting sponsors (one for each) and 18 seats that rotate among the contributing sponsors. A rotating term lasts for ten months; after that, the company goes to the bottom of the rotation list. While some of the voting sponsors advocate rejecting further contributing sponsorships, most of the Direx Board welcomes new investment. The Direx Board selects which companies are elevated to voting sponsorship, but it appears unlikely that any sponsors will be granted this privilege anytime soon.

The Office of the ExO

The Executive Officer (ExO) is the functioning leader of the Corporate Sector. The ExO calls all general and special Direx meetings and determines the meeting location. She or he is treated as a political leader abroad and holds a social ranking comparable to an Imperial Grand Moff. The ExO is supposed to make all decisions in consultation with the Direx Board, but over the years the Board has taken more of an advisory role, leaving the ExO as the final executive power. The ExO comes from outside the membership of the Direx Board. Usually the ExO is selected from the current crop of Viceprexes in the Authority itself,



The Direx Board of the Corporate Sector Authority.

although three past ExOs have been lured to the Authority from other companies.

Likely candidates are nominated, seconded and ratified a third time, then voted on by simple majority. The ExO has no fixed term. At any time, a noconfidence vote may be called for; if seconded and approved by simple majority, then the ExO is stripped of office. The former ExO may not be selected as ExO again unless approved for reelection by a three-fourths majority. The ExO must resign all outside positions and exchange all stocks from other companies for CSA stock. An ExO who is found to have holdings or to be receiving favors from other companies can be immediately discharged from office.

Temporary Consulting Committees

At the discretion of the ExO, and with the consultation of the Direx Board, temporary consulting committees may be formed from outside contractors and advisers. These committees often work in conjunction with feasibility study committees organized by Viceprexes. These committees are charged with examining potential plans or projects and determining costs, benefits and drawbacks to such plans. Temporary committees are typically disbanded within two years, although some committees have lasted for decades.

(Office of the) Imperial Advisor

The Imperial advisor is the individual(s) charged with expressing the Emperor's will to the Direx Board. Therefore, the advisor is(are) perhaps the most important person(s) within the structure of the Corporate Sector Authority: one bad report from the advisor could lead to the "nationalization" of the Corporate Sector by the Empire. Traditionally, the Imperial advisor has had a comfortable relationship with the Direx Board. The Emperor has been quite pleased with the Corporate Sector Authority since it has fueled the buildup of the Imperial war machine.

The Legal Division is typically, always, involved in any interactions with the Imperial Advisor due to the nature of the relationship. Officers from the Finance division will also be present for any official interactions. Routinely, all CSA Institute of Applied Sciences (IAS) Graduate students will spend at least one Semester with the Office of the Imperial Advisor and learn how to liaise with the Empire on many levels. Aspiring Graduate students may be assigned

special tasks by the Imperial Advisor to test their willingness to work with the Empire, as well as, to get a better understanding of the current curriculum that is being instructed to the CSA. This is one of the few instances in which CSA reps and students may be tasked with leaving the Corporate Sector to fulfill a request from the Empire. Such tasks are not to be taken lightly and typically involve tests of mettle, willingness to serve and some of the harsher qualities of the Imperial Regime.

(See Chapter 4 for all the information on the Institute of Applied Sciences and their Graduate Program)

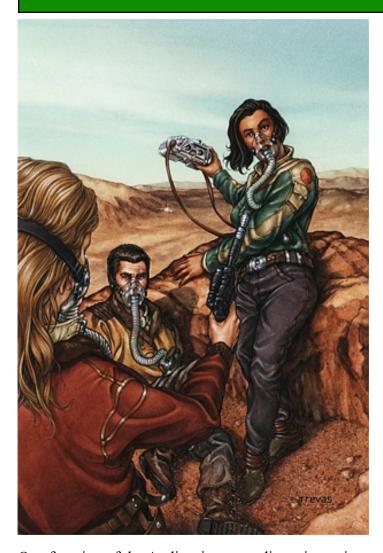
The Office of the Prex

The Prex is a member of the Direx Board, selected randomly (by computer) for a three year term. Meant to provide a counterbalance to the potentially unlimited power of the ExO, the Prex is responsible for monitoring and detailing the functions of the Direx Board. The Prex office is seen as a prestigious position. Charismatic leaders are often able to use the office of the Prex to direct Authority policy, especially when the ExO has proven to be a weak leader. Another function of the Prex is the annual secret report to the Emperor. Based on personal testimonies and the collated reports of the Auditor-General's office, this report is given directly to the Imperial advisor. Because of the importance of receiving a good accounting in this report, the Prex is normally given a great amount of leeway by the Direx Board and the ExO.

The Prex functions outside the regular channels of the Direx Board and offers stability in contrast to the high turnover rate of the ExOs. An undervalued power of the Prex is that person's right to oversee the Auditor-General, which manages the Detached Duty Office and the Corporate Security Liaison Office. The major counterbalance to the Prex's power is that the office has no power to enact new policy, although the Prex's control of the Auditor-General and other "internal policing agencies" allows the Prex to dramatically affect the enforcement of existing policy.

Office of the Auditor General

Serving under the supervision of the Prex, the Office of the Auditor General observes the operations of the Authority and roots out corruption and inefficiency. The Auditor General, through Detached Duty, is in many ways the secret police force of the Authority.



One function of the Auditor is to coordinate incoming intelligence from the Authority's "long range field operatives" and "motivational spokes beings" with the operations of the Security and Media divisions. This intelligence is part of the annual secret report provided to the Direx Board and the ExO.

The Auditor General's office also has a large number of roving auditors to check the information received from outside the office and to investigate suspicious activities. Fiolla of Lorrd is one such roving auditor. The Auditor General serves as a defense minister and is a necessary link in long range Sector planning. Most importantly, the Auditor is charged with upholding the safety and security of the Authority as an entity (as opposed to the Authority's property and personnel, which falls to the Security Division and its Espos).

IAS Graduate students will spend some time in the field shadowing a roving Auditor. The Auditor will, as in past semesters, then turn their investigation over to the students and "cut them loose". Whether it be

transporting a dangerous criminal, breaking up a slavery ring or digging directly into rumors of corruption surrounding one of the CSA's own does not matter. Students, here will pass or fail. A passing grade here means that the students have satisfied the duties of the roving Auditor and they will reap the benefits of such in the form of recognition and some limited down time.

If they fail to satisfy the roving Auditor's duties here... Well, this can lead to many roads. Death at the hands of a dangerous criminal they were escorting, slavery by the slavery ring they were tasked to break up or even execution for improperly reading the situation in which a CSA executive was supposedly "corrupt" (possibly even being executed or imprisoned simply because they lacked proper evidence, even if that executive was guilty in the first place).

Detached Duty Office

Perhaps the most notable responsibility of the Auditor General is running the Detached Duty Office. The office was established partly as a public relations ploy to create the image of civic-mindedness, and partly as an internal affairs department to investigate and counteract corruption within other departments. While the Detached Duty Office is "supervised" by the Prex and answers to the Direx Board, it does have the right to investigate the Prex, the ExO or members of the Direx Board if there is evidence of corruption. Despite the "ample rewards and privileges" awarded Direx Board members, some individuals are still too greedy to play by even those liberal rules, and that's where Detached Duty comes in.

Detached Duty investigators are granted full authority to check the data files of all Authority departments and bureaus. Also, since there are no private communications privileges in the Corporate Sector The Corporate Sector Authority provides everything from raw materials to finished market goods. Detached Duty officers have the right to review the communications of any individual or firm within the Sector with no prior warning.

Institute of Applied Sciences Graduate students will spend at least one, if not more, semester(s) assigned to the Detached Duty Office and functioning in an official capacity with all rights and privileges. Grad students of the CSA IAS are given full reign to investigate any number of active duties and even

encouraged to take the initiative. Students, at this level, can make a name for themselves, prior to graduation, by successfully completing any number of active investigations.

OMM Division

Self-contained, independently coding, security minded computer systems may be perfect for the military planners of the Empire, but they are very bad for business. Businesses need to be able to find and use any data instantly. That's why the Authority maintains a centralized information base accessible throughout the Sector. Every base and business center in the Sector is tied into OMM (Operational Multi system Management).

Within the OMM system is stored, in branching arrays of data, the entirety of business information possessed by the Authority. Constantly updated by hyperchannel communications (in the Empire, these

channels are usually reserved for military and intelligence matters), the OMM system is constantly refreshed, updated and upgraded. To maintain this system, the Authority funds a huge permanent staff of technicians and programmers to keep their data structures on the cutting edge.

One reason OMM can keep so ahead of the game is its policy towards slicers. The Authority offers offenders positions in OMM, where they have the chance to put their talents to work for the Authority. The alternative is execution. Once within OMM, these counter slicers are constantly monitored for loyalty, although they can usually move about unimpeded. Lapses into old habits are also grounds for execution. Thanks to the efforts of OMM, an elaborate system of security safeguards and coded passwords, and the presence of Auditor General and Detached Duty officers, the system has never been seriously penetrated or damaged.



IAS Grad students will, all, spend a semester working in this division. While some ambitions students may be responsible for developing new safeguards for the CSA, most spend their time policing the OMM itself, uncovering "traitors" and moles within the organization and bringing them to justice.

Viceprex Level

In the membership of the Direx Board, nearly everyone is an executive, a functionary, or is in some way tied to one of the sponsoring companies. These companies all have outside interests and normally invest in or franchise out manufacturing and development contracts to the Corporate Sector. Unlike Direx members, everyone at the Viceprex level and below is a permanent employee of the Authority itself. Viceprexes are the actual heart of the Authority and perform most of the decision making. Each Executive Viceprex is in charge of a

division of the Authority, and has a great deal of independence. Executive Viceprexes can organize and budget any programs and subdivisions they feel are necessary, subject to Direx Board approval. *IAS Grad students will shadow an up and coming Viceprex for one semester during their studies*.

Below each Executive Viceprex is the massive bureaucracy, which turns policy into procedure. Typically, each division has several subdivisions devoted to specific facets of the Corporate Sector's administration and run by a Viceprex. There are also Assistant Viceprexes (in charge of smaller sections of a division or specific division facilities) and countless other titles that are supposed to denote influence over the nameless and faceless workers while still clearly showing that these people are subordinate and inferior to the Executive Viceprexes.

An Executive Viceprex's administrators are normally his or her most trusted aides and they are often given the right to sign off for the majority of policy regulations. An Executive Viceprex's attentions are reserved for the most vital and controversial policies. It is the Executive Viceprex's duty to create the all-important feasibility study committees. These committees are technically independent of the Executive Viceprex's division. Whether alone, or working with Direx Board temporary consulting committees, they provide necessary reports and studies for projects and proposals.

Media Division

The Media Division manages all communications and approves content for all public broadcasts throughout the Sector. It controls public relations throughout the Sector and presents a positive image to the bordering sectors. Media is in charge of advertising shorts and stimulating messages, propaganda and consumer contests, as well as demographic studies, product advertising and recruitment of labor and capital from outside interests.

Last but not least, Media supervises the production of various entertainment programs for the holo media. Most of the entertainment within the Authority, from fiction broadcasts to sports to news, is designed and executed by the subdivisions of the Media Division. Media is charged with controlling morale and public opinion, and its ability display the truth outshine all other media outlets in the galaxy.



IAS Grad students will spend time working through each sub department of the Media Division. Since the Media division is core to the image of the CSA this was a natural appointment for the students that would one day rise to positions of influence and power within the CSA. Due to their educational pedigree many would enter into this division, directly, upon graduation. With those that didn't achieve a degree obtaining employment here depending upon their skill sets and the point at which they failed in the Graduate program.

Demographics

The Demographics subdivision is responsible for studying the Sector's consumer base and determining economic trends. Demographics studies the purchasing habits and attitudes of the Authority's inhabitants, and passes that information on to Entertainment and Product Advertising. Demographics is also responsible for releasing demographic studies to the news media, and thus is

responsible for making certain all the data is accurate and accounted for in proper and fully representative fashion.

Public Relations

Public Relations is responsible for molding productive citizens of the Authority, as well as marketing the Authority and its goods to the larger galaxy. Within the Authority, Public Relations is responsible for public service campaigns that exemplify why citizens are all working toward building a better Corporate Sector. Outside the Sector, Public Relations runs advertising campaigns for specific product lines sold under the CSA label, as well as corporate image ads that explain that the Authority manufactures many goods sold throughout the galaxy under other brand names.

Entertainment

Entertainment is responsible for producing almost all the Authority's public entertainment, including holodramas and comedies, music, theater and "docufiction" dramas. Programming feeds all Authority inhabitants two prime themes, which the Authority hopes to ingrain into beings as the "CSA mythology." The first is that hard work always pays off in the end because the Authority always works hard to give everyone an even chance. The second displays how violating the governing system is detrimental to the populace.

These two themes are pivotal in helping the populace understand their place in the larger scheme of things and that anyone, given enough effort and determination can be successful/ Demographic studies do support these arguments, these informative tools are quite effective in helping the population identify with what they are watching. Entertainment is also responsible for the management of sports leagues. While this is not common knowledge, Entertainment works endlessly with inter-Authority leagues and competitions, from shockball games to swoop racing, to ensure exciting and fair competition in every event. Entertainment also manages the big league teams that compete throughout the galaxy; these teams have the best training facilities in the galaxy to make sure they are always competitive.

Recruitment

Recruitment is responsible for finding new employees and easing their transition into Authority life. Since the Authority's Public Relations and Entertainment subdivisions do such a good job, Recruitment seldom has difficulty meeting its annual quotas. Recruitment is one of the few CSA subdivisions with offices throughout the Empire.

Product Advertising

Product Advertising is responsible for devising, testing and implementing advertising campaigns for all CSA products, as well as other companies' products being test marketed in the Sector. Since the Sector offers perhaps the widest choice of goods in the galaxy, if a product has a successful test market in the Sector, it is considered a viable product and often released to the larger galactic market.

Research Division

Research concerns itself with new and different products. Though often working in tandem with the design and marketing teams of sponsor companies, the majority of research projects are secret projects of the Authority itself. Experimental military equipment and weapons are passed through to the Resources Division for dispersal to Security Division Espo units.

The Research Division isn't a small, forgettable, department regardless of the lack of defined information available here. Much like the Imperial Research division of the Empire, it's largely glossed over. However, who do you think developed the Stars End Initiative? All the Espo vehicles? The Refits to old and new warships? It was the Research Division of the CSA.

Education

Education is responsible for the fundamental development and enhancement of the CSA behind the scenes. Training future generations of leadership of the CSA proper. The main driving force behind this is the CSA's own *Institute of Applied Sciences*, with many satellite campuses scattered all over the Authority (not just the main Institute on Etti IV). It's interesting to note that while the Education department is a subdivision of the Research Division not many IAS Grad students are chosen to spend a semester in the Research Division. Typically, this time ends simply in a tour of a few Research Division facilities and perhaps some lucky students being allowed to walk off the premises with a couple advanced goodies to help them in their "studies". However, if chosen to remain throughout a semester, the powers that be have deemed those students to be

truly brilliant minds. Separating themselves from their peers based upon engineering designs they've pioneered or enhancements to existing systems and technology in the CSA proper. They will have a career waiting for them here no matter how far they go (or don't go) in the Grad program.

Legal Division

Legal is one of the larger divisions and usually works quite closely with Media. All Authority/Imperial disputes are handled by the Legal Division. Legal administrators take great pains to avoid antagonizing Moffs in the adjacent Imperial sectors. Legal Division's most important job is representing Authority interests in Imperial courts during those times when disputes erupt between the Authority and outside companies.

IAS Grad students will, all, spend at least one semester in Legal. It's essential to the continued existence to the CSA, as such, a required experience for all IAS Grad students.

Inter-Corporate Tribunal

The Inter-Corporate Tribunal is an independent judiciary that hears suits between small companies and individuals operating in the Sector. It also mediates disputes between sponsor companies involving Authority resources and policies. Within Sector space, the Tribunal's decisions are legally binding. The Tribunal also lobbies for legislation to get special incentives or benefits.

Sector/Imperial Liaison

With two entities as powerful as the Authority and the Empire, conflicts are bound to erupt from time to time. The Liaison is responsible for representing the Authority's interests to the Empire and smoothing out any such disagreements. In recent years, the Liaison's office has worked very hard at maintaining the peace between the Authority and the two Moffs of the adjoining Imperial sectors.

Financial Division

Financial handles all transactions, from the smallest Cash Voucher transaction to the largest investment. Working with the financial groups in the Sector, Financial Division handles investments for other companies and issues Authority bonds and shares. It establishes the exchange rate to the Imperial credit. Military scrip and other currencies may vary according to the market. Financial Division also has the authority to regulate the distribution and sale of valuable gems, crystalline vertexes and other rare goods.

IAS Grad students will all spend some time in the Financial Division. Time is money, and the CSA is all about the money, thus, it's a very natural appointment for any aspiring graduate students to pick up how the CSA's heart beats.

Gross Revenue

The Gross Revenue subdivision is responsible for keeping track of the Authority's assets, resources, expenses and incoming revenues: in effect, a massive accounting bureaucracy. Gross Revenue also plots future economic trends within and outside the Authority, and provides most of the cost and revenue estimates for all outside committees.

Revenue

Revenue subdivision is responsible for gathering tax revenue from the Authority's consumers and independent businesses, as well as disbursing payment or dividends to all employees, subcontractors, stock holders and sponsors. Revenue is also responsible for paying taxes to the Imperial coffers. Revenue also controls the supply of rare minerals and gems and sets the currency exchange rates used in the Authority.

Stock & Investment

Stock and Investment is responsible for controlling the transaction of shares of CSA stock. According to the Authority's charter, CSA stock cannot be sold to third parties without prior approval by the Authority. Likewise, when someone wishes to sell CSA stock, the Authority must be given first buyback privileges. Stock and Investment also offers a variety of financial services to outside investors, including bonds, time deposit accounts, speculative investments and several other options.

Contracting & Licensing

Contracting and Licensing is responsible for seeking out contracts from sponsor and non-sponsor companies, as well as marketing unique CSA properties to syndicates and conglomerates beyond the Sector's boundaries. The Authority, due to its unique organization, salary structure and tax arrangement with the Empire, can offer top-quality goods and raw

materials at very low prices, even with a considerable markup.

The Authority offers the best prices to voting sponsors and provides extremely competitive prices for contributing sponsors. Although non-sponsoring companies pay the highest prices for Authority goods and materials, these prices are still very competitive compared to the cost of manufacturing almost anywhere else in the galaxy. The Sector is always looking for large, long-term manufacturing contracts. The Authority has one of the best licensing divisions in the galaxy.

Resources Division

Resources is the second largest division in the Authority and its duties are twofold: it must continually search out new supplies of raw resources and it must design and procure all equipment for Authority personnel. One of the graduation requirements for IAS Grad students is time "served" in the Resources Division. One of their initiatives is the tired and true appointment to the Scout Services branch (as well as some time in the other sub departments).

Scout Services

The continuing frenzied rate of development is possible only as long as new resources can be located and charted. The Scout Services subdivision is responsible for hiring scouts to investigate and scan the thousands of unexplored systems within Authority space. Scout Services logs the locations and findings regarding all new systems, and passes that information on to Feasibility subdivision in Production Division.

Central Services

Central Services is responsible for the repair and maintenance of all equipment. Due to the immense amount of work to be done, Central Services has expanded to become a semi-autonomous entity.

Supplies & Allocation

Supplies and Allocation must design or procure all equipment used by Authority personnel, from foodstuffs and office supplies to Droids, vehicles and starships. The subdivision is very selective with its goods.

Security Division

Security Division is responsible for the physical security and military preparedness of the Authority. The Auditor General is responsible for monitoring outside threats, and in this capacity can direct Security military activities. However, Security Division is wholly responsible for the internal security of the Authority, and has complete freedom in this area. As a result, the picket fleet, Espo ground forces, the Detention Taskforce and the espionage department are in this division. Most Authority soldiers, whether from picket fleet, ground forces, or local enforcement troops, are called "Espos" by civilians.

IAS Graduate students all spend a mandatory semester in the Security Division running operations for the Espo's. Yes, you heard that right, individuals with little to no field experience step directly into the line of fire, expected to run headlong into a firefight and lead their the well trained Espos directly. *This semester, alone, accounts for the vast majority of IAS Grad student fatalities*.

Production Division

Production Division is the single largest of all the divisions and is, understandably, the pulsing heart of the Corporate Sector itself. Making use of charts and survey information from Resources Division, a production and extraction schedule is set and the various operations are prioritized and funded. Production Division is responsible for the allocation of factory ships, the establishment of colonies, and naturally, the actual manufacture of goods.

IAS Grad students will spend some time in the product division but not much. This appointment is more like a tour of a functional department within the CSA. The vast majority of their time here will be spent in the Feasibility sub department. This is also been dubbed "Spring Break" no matter what time of the year this appointment occurs in, as it is the easiest of all the IAS appointments.

Scheduling

Scheduling is responsible for monitoring the productivity of all existing facilities. Scheduling governs the usage of all resource sites (mines, hatcheries and other raw materials harvesting facilities), refining, manufacturing and warehousing facilities, and CSA-owned retail outlets. Scheduling

decides which products will be manufactured, where they will be manufactured, and what kind of production level every facility must maintain. Scheduling is relentless in its production goals, a prime example of an efficient and productive department within the CSA.

Resource Development

Resource Development is responsible for the development and construction of all new facilities. It bases its information on research conducted by Feasibility. It determines when and where new facilities will be built and is also responsible for upgrading existing facilities to be more efficient and competitive.

Feasibility

Feasibility analyses the data provided by Scout Services and suggests potential uses for new systems. Feasibility goes over scout reports in exhaustive detail and often conducts extremely detailed follow up surveys. Then, Feasibility's analysts determine the quickest and most efficient way to wring maximum resources and profits from new systems. Feasibility also classifies all new life forms encountered by Scout Services.

Territory Administration

The Executive Viceprex of Territory Administration must work with the other Executive Viceprexes to develop the Authority's general policy into a territory by territory business plan. Below the Territory Administration, the Authority has a strict structure. The largest physical division with the Authority is the territory. Territories are broken down into several regions; each region is broken down into several zones. Each zone is broken down into several markets, which is the smallest economic division in



the Sector. These divisions, are defined by the amount of income brought in by factories, refineries and other income producing facilities.

The IAS Grad students will also spend time in Territory Administration, which isn't a department at all. It's an essential function of high level governance of the Corporate Sector. Here, individual Grad students will be chosen to develop new policies and they will be graded upon the effects of those decisions on a pass/fail basis. They will visit the worlds they are chosen to administer and have to carry out enforcement of CSA policies for one whole semester.

Territory

The largest level of organization is the territory. Each Territorial Administrator is interested in making their fief the most profitable. Since local conditions are an important part of a territory's economy, each Administrator is more autonomous than an Imperial counterpart. When the Authority was founded, there were only three territories. Currently, there are 29 and a few more will be added in the next few fiscal years. Most experimental production programs are based at the territorial level. Once a Territorial Administrator reaches this level of success, he or she is a likely candidate for a Viceprex position. At this level, there is a Security Division Precinct assigned to the capital of the territory.

Region

Territories are broken down into regions. The average number of regions in a territory is ten, but some territories have as few as three regions and some as many as 40 regions. The Regional Director answers directly to the Territorial Administrator, but a Regional Director has a great deal of leeway in organizing and coordinating production provided the results increase profits.

Zones

Each region is broken down into zones (typically, 50 zones per region). A zone is headed by a Zone Director. Usually, a zone covers a few dozen systems and has a Security Division Sub-Precinct, with Espo troops and picket fleet ships. Naturally, the staffing and organization of a zone is highly flexible due to variable local conditions. Competition among Zone Directors for promotion to a Region Director post is fierce.

Market

The smallest division of the Authority, a market is a physical unit generating an income of 150 billion credits per year. A few small colonies, an agro-world, a single continent on a factory planet or a single city on a trade world may qualify as a market. A market is supervised by a Supervisor and a staff of local administrators.

Accountability

A final word about the accountability of the administrators and leaders of the Authority: All Authority Administrators answer to their superiors for their actions and even at times are dealt with directly by CSA forces for gross excesses of greed and corruption.

Consumers & the CSA

While the Corporate Sector Authority has absolute authority over the Sector, it does not exert absolute control. The CSA has encouraged private citizens and small companies to set up businesses in the Sector; the Authority acknowledges that it cannot be everywhere and do everything. The Authority does lease some systems out to other companies, typically sponsors.

Normally this is only done with systems that are far removed from the Authority's trade routes and not part of the Authority's overall business plan. In these systems, the word of the leasing company is law; the companies are entitled to use their own guards and the Authority will intervene to help enforce that company's policy.

Of course, the Authority does reserve the right to nationalize any system or facility, should they perform actions damaging to the CSA. This kind of clause encourages companies to invest directly in the Authority by becoming a sponsor, rather than by building independently owned facilities within the physical boundaries of the Sector. Private citizens and small businesses are allowed to lease property from the Authority and to establish their own corporations. The Authority will extend start-up credit to many individuals. These small companies bring in much desired revenue and give consumers the true choice.

I can't believe I was once a Graduate Student in the CSA, Private citizens my muscular buttocks! The Authority reserves the right to nationalize any

business in the Sector for any reason, period. Small companies providing goods and services only provide the illusion of choice.

-Zal Derbrakken

Due to this efficient economic system, there are millions of thriving small companies that service cities, planets or a few systems: the entrepreneurial spirit is alive and well. The Authority is able to direct the Sector's economy through several reasonable business policies. For one, the Authority can influence supply and demand, however, it will always respect the goods and services of small companies so as not to place them at risk of failure. Unless a small company leases the location of the raw materials, builds manufacturing facilities and builds retail outlets, the company must buy from an outside supplier, typically the Authority. Monopolies in the Corporate Sector are not tolerated.

Unless... You're talking about the CSA's monopoly on every damn facet of life...

–Unverified Commentary

Because the Authority owns the majority of mining, resource collection, manufacturing and distribution outlets, it effectively controls the prices of goods and the quantity of goods available. The Authority also uses strict import and export controls for non-Authority businesses. All goods to be brought into the Sector must be shipped by Authority vessels or vessels with Authority clearance. The Authority takes finished goods and packages them under a variety of brand names the same product is never sold under different names. The Authority operates with fair business practices and its billing of its sponsor companies for shipping charges to and from the Sector are always regulated appropriately.

The Authority is fortunate to have a massive local consumer base. The Corporate Sector's tax laws are written so thoroughly that their assessments are almost bulletproof and very fair. The Authority is always generous to outsiders, since tourism is an important part of the Sector's economy. Visitors, for 100 credits per month, can get "Visitor Consumption Tags": they entitle the bearer to a 20% discount on all purchased goods. Naturally, these tags are highly sought after on the black market, since residents of the Sector may not legally possess them.

Unfortunately, smuggling is a large problem in the CSA. Unlike some sections of the galaxy, where smuggling is limited to cargoes of questionable legality, almost everything is worth smuggling in the Sector. Smugglers are dealt with in harsh fashion as their efforts jeopardize the livelihood of the Sector.

I have to agree, smugglers are really dealt with in the most brutal fashion in the Sector... I have seen what has happened to people I used to call business associates. We were simply "smuggling" food, water and necessary goods to the local populaces at prices I thought were downright high... but the locals thought were cheap. Things are never what they seem in the Corporate Sector.

-Anonymous Smuggler

Living and Working

Despite local peculiarities, life in the Sector is quite similar to life in other sections of the Empire. People work, eat, sleep and relax. The difference is the pace in the Corporate Sector. Many visitors have a hard time adjusting to the frantic pace of life in the Corporate Sector. It's said they never sleep there and, in a way, that's true. At Sector facilities, three rotating shifts keep operations going 24 hours a day, 385 days a year (Imperial calendar). Even holidays don't count for much. That's not to suggest that people don't get time off. While life is hard for the common workers, they need time off to consume goods. There is simply a surplus of labor in the Authority and factories and processing plants almost always run at full capacity. The Authority has more than enough people to run things at this breakneck speed of production.

Worker safety is often ignored, cave ins are common in mining operations and the overall climate for safety is, seemingly nonexistent. Why bother with safety precautions when the surplus of labor simply allows the corporations to climb over the dead and resume work?

-Disgruntled Laborer

IAS Graduate students will actually enter the common, drudge, work space posing as low level workers. Their goal will be to infiltrate the common citizenry and identify threats to the CSA from within the working class. In this exercise, students are expected to deal with the threat by any means

necessary, not get caught, and extract from their jobs and leave the system unnoticed.

Class Distinctions

Unlike the Empire, there is no noble class here. Technically, the Corporate Sector is a classless. Anyone with the drive and talent can go as far as they want. In many cases, this is exactly what happens. Rise that is, but never transcend. At the top are the elites of the Corporate Sector Authority: the Prex and Direx members. Life for these privileged (those that fought to be there through hard work and enterprising business) is an intoxicating whirl of functions, corporate deals, meetings and glitzy parties.

The hectic matter of running the Sector falls to the Viceprex level of executives. Without the pressing demands of state, they oversee the myriad functions of a bustling financial entity. To them, life is a blur of profit potential graphics, production estimates and cost overrun projections. Most Viceprexes like the challenge of wresting the most minute gain from adversity. Below them are the mid-level and departmental chiefs. They dream of luxury mansions by crystal oceans while sleeping fitfully in their artfully pretentious lofts. Ambition is their daily sustenance.

There are some downsides to the pace business operates at within the sector, fierce competition can lead to rivalry and some unsavory business functions. While we at the Authority attempt to minimize the impact of the ultra aggressive (even dangerously so) Some have likened it to a blash'narl feeding frenzy. Below the mid-level administrators are the clerical workers. Near the bottom of the corporate food chain, these highly paid, hard working individuals keep the CSA running at peak efficiency, adjusting data and tweaking the programs that run the Sector. Some aspire to greater success; and make it. At the bottom are the laborers. They have it bad everywhere in the galaxy, except in in the Corporate Sector. Here they have a place, make a decent wage and live full and productive lives. Highly skilled laborers receive premiums over base laborers and there are always opportunities to learn more and elevate oneself.



Authority Security Forces



Formation

Part and parcel of the Corporate Sector Charter was a specific agreement on the part of the Empire to surrender direct military control over the entire Corporate Sector to the Authority. The Authority itself would act in the name of the Emperor to settle disputes and to maintain security.

When this clause of the Charter was first brought before the Emperor's advisors, the reaction was derisive to say the least. To ask the Emperor to surrender control he had just wrested for himself and give it over to a private company was laughable.

None of them knew the Emperor was already aware of the proposal and had, in fact, had his Vizier suggest it to the corporate interests.

Imagine the shock when Palpatine agreed to those conditions. Palpatine realized what an opportunity it would be to have a whole region providing unbridled revenue with no costs to maintain order.

The Authority's continuing reluctance to allow Imperial forces to conduct raids or investigations in their territory isn't out of any high minded notions of liberty. Quite the contrary, as unfortunate renegades from the law have learned. In the Corporate Sector, any connection between economic opportunity and personal freedom is strictly accidental. It is, instead, a matter of control over the wealth of the whole region.

Of course, any region with that much wealth requires a force to maintain order. The Corporate Sector wanted to be sure that nothing would slip through the cracks. Thus, the Security Division was created.

The troops of Security are called "Espos" by almost everyone in the Sector, even within unofficial



correspondence within the Authority. Easily as cruel and officious as any police force in the Empire, Espos are not concerned with law. Rather, they exist to protect the Authority and its property, not its citizenry.

Peacekeeping is a high priority because unrest is always bad for business. To guarantee the finest security possible, the Authority combed the galaxy for security personnel. The Authority scanned millions of resumes to find the right people to command the Security Police. The Authority interviewed individuals from all manner of backgrounds, including corporate investigators, planetary rangers, skip tracers, civilian defense advisors, and even retired ISB personnel. The Authority selected individuals with great skill and patience, confident that it was creating a force to reckon with. The Authority succeeded.

Policies

The majority of the legal codes of the Corporate Sector are based on business and contract law. The Authority has borrowed standard Imperial legal codes and applies them on a somewhat arbitrary basis. There is a notable emphasis on preserving property when feasible, even at the possible risk of sapient life. The Espos work hard to defuse potentially violent situations to preserve property and valuable skilled workers.

Ever mindful of its corporate image, the Authority likes the idea of a Sector free of crime and unrest. All things considered, many Authority worlds are just as safe as the safest in the Empire. A crucial difference is that there is little real attention paid to preventing street crime in the Empire. In the Empire, there are numerous programs for prevention, but most are top heavy in administration. In the Sector, every single credit that goes to prevention does exactly that. If you

don't steal, vandalize or slander, you don't get investigated. The Espos can be very bloodyminded indeed when it comes to protecting the interests of the Authority. Smugglers and terrorists both face awful risks, but the risk is justified by the enormous potential for wealth.

Organization

The organization of the Security Division is quite different from that of the other divisions. The other divisions are concerned with maximizing profit and productivity. In contrast, Security is devoted to protecting the information, property and employees of the Authority to the best of its ability. In keeping with this, the decision was made to hire staff experienced in security matters rather than those with a business background. Further, Security is exempted from cost overrun penalties. If the division occasionally goes over budget, it is more than worth it to the Authority. And so, the Executive Viceprex of Security oversees what amounts to a paramilitary organization.

Locational Enforcement

This branch handles the physical security of each factory, farm and facility in the Corporate Sector, both for the Authority and for their clientele. As the name implies, they are stationed in a particular area in amounts and with equipment based on the likelihood of problems. Isolated, mechanically maintained waste converters might only rate a single officer, while a major power station might have a staff of hundreds.

Locational Enforcement operatives (LEs) are undercover investigators and forensic specialists. When a crime is committed, LEs will accompany a squad of Espo troops to perform forensic studies when necessary. Since most crime is spur-of-the-moment, it is often easily traced to the perpetrators. The officers and troops of LE also perform the usual policing duties of patrolling and riot control. While LEs don't usually go in for beat walking and the like, in some urban areas there are established housing district sweeps during peak traffic hours.

LE's organization directly mirrors the Territory Administration structure with which it works hand in hand. At the Territory level, there is the Over Precinct, which handles duty assignments and personnel matters. Potential problem situations are assessed at the Over Precinct level and then the information is passed down the chain of command.

Below the Over Precinct is the Precinct, based on the Region's current base of operations. Corresponding to the Zone is the Sub Precinct; in each Market there is a Station. Additionally, if a Market is spread over many worlds, there may be multiple Enforcement Stations.

IAS Students will be tasked with undercover operations more than once in their progression through the Graduate program, some will be sanctioned operations by the Locational Enforcement and other's more like black ops.

Situational Enforcement

Situational Enforcement Officers, or SEOs, have a different agenda. Instead of performing investigations in a regular territory, SEOs analyze patterns of crime in the Sector as a whole. SE monitors transmissions and broadcasts, analyzes performance studies, examines forensic reports and catalogues security cams throughout the Sector, all to keep a close watch on crime. To make this easier, SE has three branches of its own which often coordinate with Locational Enforcement, Ground Forces and the Picket Fleet. These branches are Transit Procedures, Material Procedures and Information Procedures.

Transit Procedures handles investigations concerning shipping and commerce between worlds. Their main focus is piracy and smuggling. These are growing problem areas for the Authority. Despite Transit's best efforts, the patrol ships of LE have been more successful at stopping piracy and smuggling.

IAS Graduates are expected to be wary of these suspected activities at all times, when encountering it, they are also expected to bring the perpetrators to justice, typically by arresting them. However, if under cover, execution and placing the blame on another criminal group is also acceptable.

Material Procedures tracks incidents of physical damage to equipment and facilities. The Embezzlement branch has the highest effectiveness rating of the Security Division branches. Industrial Espionage is trusted to counteract acts of sabotage committed by non-Sector firms.

IAS Graduates will have some exposure to Industrial Espionage, *possibly even tasked with it.*

Information Procedures works very closely with the technicians in OMM to preserve the security of Authority transmissions. Unlike OMM, Information Procedures also handles Droids and individual computers. To the extent that SEOs often conduct secret observations and compile secret files, they function comparably to ISB. This isn't too surprising since many are former ISB staffers lured away by lucrative contracts. Despite not having an overall political agenda, it is not at all unusual for SEOs to revert back to their old ways. There is some concern in the Auditor's Office that SE may overstep its bounds in many cases, but no major infractions have been found. Of course, this may simply mean that

SEOs are cleverly diverting attention from their activities and suppressing damaging reports.

IAS Grad students will spend time at the SE: Information Procedures division and work with the experts there in understanding the nuances of observation and surveillance.

Ground Forces

Ground Forces are responsible for the actual enforcement of law in the cities and facilities of the Sector. Ground Forces soldiers are the "true" Espos, equipped in brown riot gear and heavily armed. Espos

loyalty with perks and the opportunity to indulge their darkest whims. In some cases, the Authority purchased criminals from Imperial prisons, indoctrinated them and put them in uniform as Espos. The Authority keeps this last point a secret. What the Authority can't hide, of course, is just how twisted and brutal the Espos are. But then, they say a gram of prevention ...

The Authority takes considerable pride in its private army of Espo troopers and officers. Their personal equipment is state of the art. Espos often get prototype gear from munitions companies. This equipment often gets its first testing under real fire



take orders directly from LE, SE and Security Division Administration. Some Espos have also been transferred to the Picket Fleet and the Detention Taskforce. Espos report to crime scenes, suppress riots and patrol threatened or potentially threatened locations. They also guard individuals at risk from corporate assassination.

What was needed for these jobs were rank and file troops. The Authority learned from the Empire just how important fear could be in forestalling trouble, so it wanted front line enforcers who could instill fear. Across the Empire, the Authority recruited the meanest and most ruthless beings, sometimes even hiring (and brainwashing) ex-convicts, hired goons and former terrorists. The Authority bought their

situations with Espos. Generally, Espos prefer to use stun weapons, but when that isn't sufficient, they don't hesitate to pull out blasters.

Espos aren't soldiers and aren't looking to be heroes. If a "scenario" proves more than they bargained for, then they call in the heavy weapons. Most Espos are trained in anti-insurgent or special weapons tactics; some practice small-unit assaults. Typically, an Espo squad will resort to more excessive force than other police forces. Only Imperial stormtroopers are as likely to use heavy weapons. Most of the Espo heavy weapons are anti-personnel and therefore can be used with impunity around delicate structures.

The average Espo troop is quite a different person from his or her Imperial counterpart. Espos aren't motivated by loyalty or tales of glory. They are simply making a wage, and a decent one at that. Understandably, Espos are much likelier to surrender should the odds turn against them. They are also much easier to bribe, provided the bribery is discreet (getting caught by Detached Duty is a constant fear). Catastrophe training is haphazard at best because it is the responsibility of local CSA officials (at the planetary level). Many Espos can fight fires and perform emergency medical procedures, but it is not a specific job requirement. Generally, they interact with crisis services on a local level.

All IAS Grad students will spend a semester with Ground Forces. Clearly, they essentially are always a part of the "ground forces", however, this semester be different. They will be hitting trouble systems in a military deployment capacity. This is the second most dangerous assignment for IAS Grad students in their field program.

Picket Fleet

As good as the front line troops are, it is unquestioned that the Authority has not been as consistently

that the Authority has not been as consistently

Authority has modified the Authority has modified to the Authority has modifi

effective in organizing its space-based forces. As far as strategy goes, their navy leaves something to be desired. When the Authority originally devised a space-defense strategy, it assumed that most of the hard work would be performed by the nearby Imperial fleets. The Corporate Sector is bordered by two Imperial Sectors, Aparo and Wyl. Through total coincidence, both Moffs, Wyrrhem and Gozric, had strong connections with the Imperial Navy. Both took an exceptionally dim view of the Authority's "jumpedup rent-a-fleet." That the Authority cut into territory both had been jockeying to control didn't help matters. Not only was the Authority overly optimistic about Imperial cooperation, it underestimated how vulnerable its rim ward border would be. The dregs of space found it all too easy to set up bases on dozens of isolated worlds. Worlds where, even if the bases were detected, it would be cost-prohibitive to drive them out.

This is where the Picket Fleet comes in. Or, rather, should have come in. In actuality, it was never intended to be a fleet, but a police force. While the Espo doctrines were easily applied to ground-based enforcement, it has proven a bit more difficult to do the same out in the stars. Over the years, the Authority has modified its strategy slowly and

methodically, despite obvious flaws. Actual shipboard "marines" are regular Espos who've specialized in space board tactical training, but they can't fly ships, nor adequately coordinate a space battle. For this, the Authority recruited space officers. The Authority began a program to hire line officers. The best place for officers was the Imperial Navy, and few officers were willing to abandon promising careers in the Navy despite better pay. The Authority had to make due with retiring elderly officers long past their prime or those whose marginal talents limited their careers in the Imperial Navy.

This has hampered the fleet's effectiveness and various suggestions to solve it have been

tried with little success. Finally, the Authority accepted the need to provide its own quality line officers and opened its own naval academy. Open for the past five years, its graduates are gradually whipping the fleet into shape. Of course, all the admirals in the galaxy would be useless without starships to put them in. The planners realized, of course, that they needed ships for transport and interdiction, but this fell under a different department and there was little coordination between the two. Rather than commission entirely new vessels, as was done with the ground forces, the Authority decided to salvage older ships obtained at a discount.

What the Authority got from Imperial surplus were dozens of older ships, many predating the Clone Wars. Victory-class Star Destroyers, Marauders and Invincible-class ships are obsolete and their archaic systems made training difficult at best. Of course, these ships are still more than a match for small freighters and smugglers.

To counteract the unpredictable performance of these antique ships, the Security Division began a crash program of hiring technical advisor from system defense navies that used older ships of this type. Within a few years, these advisors accomplished their goal of training competent officers and coordinating inexpensive system upgrades.

The Authority Picket Fleet still has a glaring weakness: fleet engagements. There is still no effective policy for use of space forces. Conceived basically as a patrol fleet, the Picket Fleet never developed a comprehensive strategy for combating pirates or smugglers. The actual officers have overcompensated with ruthless abandon, however. When an Espo cruiser detects any ship in the wrong place at the wrong time, the ship's crew makes every attempt to identify it. If the ship checks out, then the ship is escorted to a safe system. If, on the other hand, the vessel can't justify its presence adequately, the Espos open fire. Brutal as it may seem, the policy has proven to be an effective deterrent.

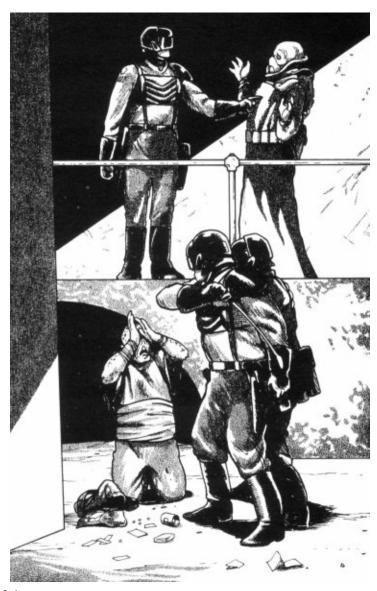
IAS students will spend significant time with the Picket Fleet proper, especially during their work with the IAS Naval Academy.

Detention Task Force

Of all the things the Authority was planning when it organized the Espos, the idea of a centralized prison to

hold undesirables hadn't really been given much thought. The entire driving force of the Corporate Sector was business - nothing more, nothing less. The Authority had a limited criminal strategy. Common crimes - assault, murder, prostitution, vandalism of non-company property-were none of the Authority's concern and could be ignored. If a problem became truly serious, the offenders could be exiled or sent to a labor colony. Those who committed industrial espionage, embezzlement and data slicing were offered a choice. They could live as security advisors, protecting against similar attempts in the future, or face immediate execution. If they proved ineffective or returned to their old habits they would be executed.

Smuggling and piracy could be stilled by a few energy blasts in the right place. After all, the Authority wasn't worried about reforming anyone. With typical smugness, the Authority believed that crime would not be a problem in its "model corporate society."





facility, the Authority would prove once and for all that it had absolute authority over the Corporate Sector. Eventually, as the corporate sector does with everything, they began to market their penal colony and opened it up to be a place for external governments to house their own prisoners. The Detention Task Force now earns a modest profit, from housing Imperial, Independent and "other" prisoners.

IAS Grad Students will spend a semester at one of the CSA's own Stars End Facilities. This is seen as another lull in activity by most Grad Students, they call this one the "Isolation Vacation".

Things changed quickly. For one thing, the Empire simply wasn't interested in the Authority's criminals. Even labor colonies couldn't prevent the criminal activities of many. It was impractical to execute or exile every criminal. When crime began affecting profits, the Authority realized it had to take action.

The Authority did what came naturally it added another layer of bureaucracy. It created the *Detention Task Force*. After several years of study, the Task force concluded that the Authority needed a permanent penal facility for those who were "unredeemable" those who could not adapt to a labor colony world or who would not change their ways. The Detention Task Force set about designing the "perfect" incarceration facility. Out on the edge of the galactic rim, construction began on a facility that would become known as Stars' End. Within that

AUTHORITY LEGAL CODES

The following text file is excerpted from Authority Immigration Document 38 ZZ/IO1.

Congratulations on your decision to apply for an Immigrant Labor Visa, Class 5. If you are to make your stay in the Corporate Sector as pleasant and profitable as possible, please be aware that as a limited free enterprise fief, it is not the same as the Empire. We are a loyal and law abiding territory of the Empire. Operating procedures here are not the same as in other regions. The Corporate Sector, and its governing body, the Corporate Sector Authority, has policies on shipping, trade, weapons possession and many other things which differ significantly from those you may be familiar with. Of course, many Imperial regulations still apply. However, we do act with the authority of the Empire in all manners.

Please take the time to review these regulations in full at your leisure. A helpful Corporate Sector Immigration caseworker will be happy to provide you with more information. Courteous Security Police officers will gladly answer any question you may have. Of course, we realize that your time is brief and you may wish to begin profitable work as soon as possible. The following is a brief summary of laws in the Corporate Sector.

See text files 395/44-Aleph-Zed for more information. Note that all law codes are subject to change without notice. The actual charge may be upgraded or downgrading depending on the severity of the infraction.

Class A Infractions

- Industrial sabotage against the Corporate Sector Authority
- Embezzlement of sums exceeding 10.000 credits
- Willful destruction of Authority property
- Terrorism against the Authority
- Piracy of proprietary Authority materials and information
- Violation of Authority ship weapons codes

Consequences: Arrest, permanent exile from the Corporate Sector, possible life assignment to a labor colony, revocation and forfeiture of all credit. Possible execution.

Class B Infractions

- Embezzlement of sums not exceeding 10,000 credits
- Conspiracy against the Authority
- Credit fraud
- Misuse of Corporate Sector registered copyrights or registered symbols
- Transportation of illegal weapons within the Corporate Sector
- Promoting unionization

Consequences: Arrest, possible 5-20 years assignment to a labor colony, fine equivalent to 1-3 years' salary.

Class C Infractions

• Vandalism of Authority property

- Ownership or possession of illegal weapons.
- Consistent dereliction of duty (lateness for workshifts, mishandling equipment)
- Slander or libel towards Authority programs. personnel or products

Consequences: Fine equivalent to 1-6 months' salary, demotion, possible three months to five years assignment to a labor colony.

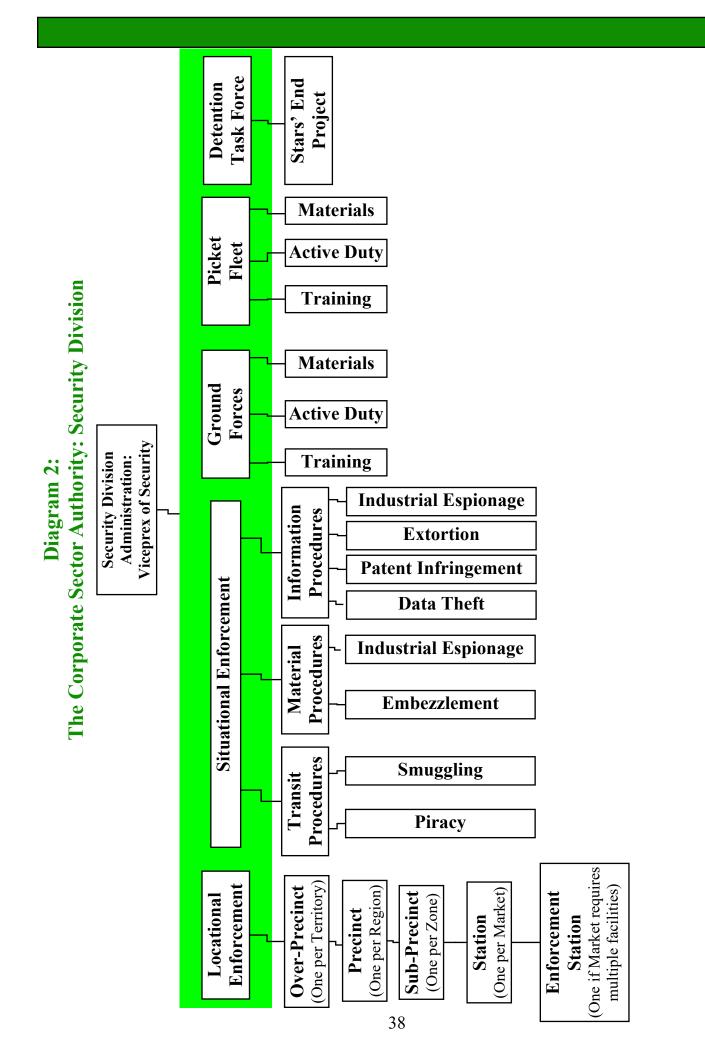
Class D Infractions

- Actions contributing to disorderly behavior during a work shift
- Lateness for shift duties
- Unsafe or unapproved work behavior
- Disrespectful behavior towards the Authority, its programs, personnel or products

Consequences: Fine equivalent to 1-3 months' salary, demotion, possible one month to one year assignment to a labor colony.

We hope you have enjoyed reading this and have a profitable and productive stay in the Corporate Sector.







Stars' End Initiative

The Stars' End prison was designed from the onset to be the most modern and impregnable incarceration facility in the galaxy. The Corporate Sector had budgeted for the most lavish and secure systems available and planned to market the facility's design throughout the Empire.

Conclusions of the Detention Task Force

The Detention Task Force began by studying current methods of imprisonment and analyzing the various cost factors of each facility. The Empire had been able to maintain order within its wide variety of prisons and penal labor colonies, but only at a prohibitively high cost. Uprisings and disturbances were common, and while they were suppressed with ruthless brutality, the costs incurred in such efforts were excessive. Meanwhile, the Detention Task Force examined the Empire's social policy. It concluded that there was a 90% likelihood of increasing criminal and "New Order resistance" activities. Thus the demand for prison facilities would steadily increase for many years. The Empire's and the Corporate Sector's "police state" policies would make incarceration a booming business. The Task Force also concluded that a model facility, emphasizing maximum effectiveness with moderate or comparable expenditures could lead to impressive profits for the Corporate Sector.

After a site was selected, construction on the prototype was to begin. According to the Task Force's timetable, once the prison had functioned flawlessly for at least one standard year the Emperor

would be invited to observe. Once he saw the obvious superiority of the facility, then negotiations could proceed to franchise the design throughout the Empire. Thus was born what would become the Stars' End project.

What made the Stars' End project so unique was its approach to incarceration. Traditional prisons focus on isolating criminal elements and keeping them occupied for a number of years. However, during incarceration, prisoners develop contacts, power structures and networks. Riots against guards and violence between inmates are endemic to the system. The radical approach the Stars' End Project came up with was to "store" the prisoners in suspended animation within stasis booths. Prisoners could serve their sentences with no fear of uprisings or violence. Staff could be cut to a minimum. Even better, prisoners in stasis required much less storage space. After the Viceprex of Security approved the plan, Authority scouts began looking for a suitable station. They decided upon the Mytus system, in the end of a stellar arm at the edge of the galaxy. Nicknamed Stars' End, the system was isolated, far removed from any trade routes, and cluttered with debris to complicate travel by unwanted vessels. The construction site was to be Mytus VII, the outermost planet of the system. On this desolate planetoid the Authority built the galaxy's most secure prison.

Construction

One of the keys of the Authority's plan was the secrecy in which Stars' End was to be built. A prison whose location is unknown is much easier to defend: its mystique adds an element of fear. To provide this kind of secrecy, the Detention Task Force used security measures that were extreme even by Authority standards. The Security Division Executive Viceprex went directly to the Prex to secretly secure funding. The request was granted and funds were quietly diverted from countless civilian construction and rehabilitation projects, as well as from the immense profits illegally skimmed through the Authority's shady record-keeping. With funding provided for, the Prex then authorized construction orders for the massive power plant, computer systems and superstructure of the detention tower. Each of these items was built at a different facility to avoid attracting the attention of the Direx Board or the Auditor-General.

Meanwhile, Viceprex Hirken, the administrator who was to run Stars' End, transferred to Mytus VII to supervise construction. An army of technicians and Droids descended upon Mytus VII, as unmanned transports delivered the construction equipment and components of the prison. Incoming personnel were placed in a drug-induced coma before transit so that they would never know where they had been sent. Likewise, Droid laborers were regularly memorywiped. Transports never traveled directly to Stars' End — instead, each made several jumps to a number of systems to prevent tracking. Some manned transports were used, but the crews had only sub-light control of the craft and the hyperdrives were run by sealed navigation systems. The navigational coordinates to Stars' End were among the most closely guarded secrets in the Authority.

The design plans focused on the completion of the main detention tower first. With the tower and its enormous power plant in place, the rest of the facility could be finished at a more leisurely pace. While crews worked on the final subterranean facilities, they worked out of temporary sealed bi-state memory plastic buildings linked by tunnel-tubes.

Once completed, Stars' End would be acknowledged as an official Authority base. The Authority would maintain the fiction that Stars' End was a small, remote scientific outpost geared toward astronomical observation of the galaxy and other galaxies across the gulf of space. Because prisoners in stasis fields consumed virtually no resources, Stars' End would appear to be an ordinary base with a staff of only a few dozen.

Hirken directed the compilation of "The List": the names of known troublemakers, criminals, revolutionaries and others whom the Authority wished to make disappear. Hirken had complete freedom to select his targets. He made no distinction between convicted criminals and those who might someday commit a crime against the Authority. Hirken also took the opportunity to exact revenge for several personal grudges. While Hirken supervised the completion of the main tower, Espo squads quietly went out and rounded up these individuals. In a matter of months, thousands of beings in the Sector "disappeared," placed in stasis at Stars' End.

Stars' End Becomes Operational

A Model Penal Facility Stars' End is the ultimate prison in the galaxy! It features the most sophisticated detention system in the Empire. It is a safe, secure prison superior to all others!

Stars' End Will Have The Following Features ...

- 1. Defensive Turbolasers. Stars' End will be defended by six top of the line Taim & Bak Ultra Heavy Quasar Fire Turbolaser Turrets with individual power generators.
- 2. Defensive Ion Cannon. This KDY v-180 Planet Defender ion cannon is one of the most powerful planet-based defensive artillery on the market today, putting out nearly double the firepower of the famous v-150! Also equipped with its own power generator.
- 3. Sensor And Communications Array. Stars' End will have a communication and sensor array custombuilt to the exact specifications of the Corporate Sector Authority. Included in the sensor array will be an extended range detection system of extra-system satellites capable of detecting incoming starships nearly a full system diameter away. The communications suite has power boosters (extending the subspace radio range to a remarkable 100 light years), hyperchannel relays for instantaneous holographic communication across the galaxy, and communication encrypters so sophisticated that not even the best slicers in the galaxy could break these codes!
- 4. Spaceport And Landing Field. A full service star port and landing field will be placed within the defensive perimeter of Stars' End. The star port's maintenance and repair facilities will be underground, with repulsor lifts to lower ships into the hangars. The hangars can service transports up to 300 meters long. Short range shuttles will allow larger freighters to unload cargo from orbit. Stars' End will also be equipped with defensive assault craft (both large and small), extra-system shuttles and permanent light freighter transports.

The subterranean monorail system runs directly to the detention tower, allowing for the transfer of prisoners, both those in stasis and those who are still conscious.

5. Subterranean Facilities. Many of Stars' End permanent facilities will be underground to add to their defensibility. Subsurface construction includes

housing quarters for maintenance personnel and technicians, Security Division enforcers, guards and executives, the elaborate underground starship hangar, a subterranean sensor and defense station, as well as a complete monorail system linking all buildings to the detention tower.

6. Detention Tower. The gleaming jewel of Stars' End is the fabulous detention tower. Standing over 40 levels tall, Stars' End is a stark dagger looming over the surface of Mytus VII: a stern reminder of the responsibility placed upon this prison and its personnel.

At the top of the tower is the recently added private residence of the administrator, a transparent armored dome allowing a breathtaking view of the galaxy, a tastefully landscaped glen and an armored amphitheater for gladiatorial Droid combat. While these additions are optional, they add splendor and elegance to this state of the art facility.

One level below the executive suite is the medical clinic for prisoners (separate facilities for employees and guests are provided in the underground civilian facilities). Stars' End also has a sophisticated questioning and interrogation center.

Below the executive levels lies the heart of Stars' End. Stasis chambers allow the full-time incarceration of 24,000 prisoners (in the finished facility). Each stacked level of stasis tubes is continuously monitored for life support readings from the administrative levels. The entire stasis system is designed for easy access by maintenance personnel, with convenient walkways and catwalks, clearly indicated system components and remote computer terminals for convenient information access regarding systems operations, maintenance and repair parameters.

At ground level are the administrative centers. A complex computer network allows Stars' End to be run with a minimum of personnel. Carefully designed energy, video and audio scanners and sensors allow personnel to simultaneously monitor all functions of the facility.

The detention tower has an orbital skyhook tower for easy linkage with Lictor-class Mandalorian dungeon ships, as well as dual airlocks at the base and midpoint of the tower.

Below ground level, Stars' End has a fortress-class power plant capable to meet the enormous energy demands of the stasis booths, defensive shields and anti-concussion fields.

To make the facility totally impregnable from outside attack, Stars' End has the strongest armoring in the galaxy, added at a staggering cost. The entire containment spire has been sheathed in a single, coherent molecularly bonded dense metal armored shell. This armor can withstand the heaviest blasts from capital ship artillery! Additionally, the tower is equipped with full coverage heavy duty deflector screens. To complete the tower's defense system, an anti-concussion field is generated inside the tower to muffle and contain any disturbances that might be caused by assault or natural disaster.



From Prototype to Mass Production

The concept of the facility was sound and after a series of unforeseen setbacks, the design was reworked and re-deployed to remote systems throughout the Corporate Sector. The business of housing prisoners from all over the galaxy has become a lucrative one and to date there has not been a major incident at any of our post prototype facilities.

Further refinements have been added to the facility:

- 1. Anti-Snubfighter point defenses
- 2. Twice the number of Ultra Heavy gun emplacements. Including the KDY Ion cannon.
- 3. Further evolution of the Anti-Concussion field to formalize the technology and make it an efficient and much less power hungry form of Barrier Field Technology, allowing for it to layer flawlessly with defensive shielding.
- 4. Subliminal Stasis programming to rehabilitate criminals while they serve out their sentence.
- 5. Drone based picket starships (Snubfighter and Capital) for added defense.
- 6. Droid based fast response teams for emergency field repair and counterinsurgency.
- 7. A series of backup generators for redundant power to every system at the facility.
- 8. EMP and ION shielding on all structures.

9. Standard troop rotations, no positing to a facility is permanent and Administrators are rotated out of service every three years. With Administrators being re-assigned to other positions within the

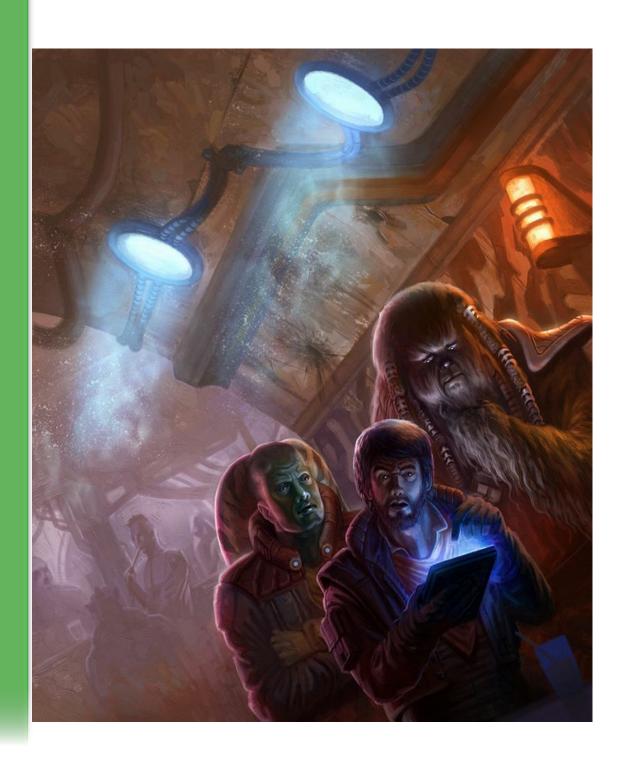
CSA so as to minimize the potential for corruption and the emergence of any sort of god complex.

We now have three facilities operational and all are flush with brisk business and our profits are easily in excess of the costs associated with maintaining these facilities on an indefinite basis.





The Fringe



The Fringe

The Fringe of the corporate Sector is one of the greatest challenges we face in the the CSA. These vast swaths of space bordering on other Imperial Sectors (as well as Wild Space) currently have all the fit and finish of lawless border towns, at best, that exist on the edges of the Outer Rim Territories of the galaxy. In many ways these systems are worse. While these is some (and I stress SOME) level of law and order in the Outer Rim, there is none to be found here. Thousands of systems bordering on the Empire, yet not patrolled or enforced by the Empire is where our Picket Fleet truly shows it's weakness.

The Corporate Sector Authority has in excess of 520 Victory Star Destroyers (half of which barely qualify as Capital ships), we have an ever growing number of refit Rendili/Vahaftu Invincible Dreadnoughts. The number of Invincible Class ships sits somewhere around 60 in active service, with 60 more undergoing refit procedures. Our Marauder Corvettes are growing in number since our acquisition of the design, however, they currently only make up 10% of our fleet. You might be asking why we are counting fleets assets here? Well, its to point out that we would actually five to ten times the amount of currently fielded ships, fighters and troops to patrol and secure the Fringe. It simply cannot be done, not at this current time. For the past five years we have been graduating experienced line officers from the Naval Academy, but the number of rising stars from that program currently equal 5 Captains, one for each year of the Academy's operation. They are stationed in the core areas of our sector safeguarding corporate interests and policing the trade routes. Here, in the fringe, we have the occasional policing action... However, the vastness of the territory and the lack of trained naval staff and space based resources outlines one of our greatest weaknesses.

Damn right! I simply cannot believe that the CSA actually put out an informative brief that, actually, is 100% true! I love the Fringe! It's one of the only places in the galaxy where Rebel commands can hide effectively, not to mention, if we do run into one of the CSA "Policing Actions" we're the ones kicking their asses up and down the Fringe.

 Rebel Alliance Mobile Commander, Bulk Cruiser / Dreadnought Refit The Fringe is home to many factions from across the known galaxy and has been a thorn in our sides from day one. However, the situation has actually worsened over the years even though we have increased military buildup and expanded patrol routes. This is primarily due to the fantastic lure of wealth to be had in the Corporate Sector. Not only do criminal elements and terrorists against the Empire set up shop on the Fringe, they actively attempt to exploit the wealth of the sector by raiding corporate interests and preying upon the talented work staff of our sector, luring them away with promises of ill gotten wealth.

The Fringe is our Frontier, our wild zone and while it represents a greater challenge than all of the Corporate Sector's core systems, it also represents our only means of sector expansion. You may ask yourself, "How is that possible? With the Imperial charter in place limiting such expansion of the sector?" And that is a valid question, however, the answer is quite simple. Our charter with the Empire begins and ends with any sector of space bordering on any established Imperial sector of space. Where the charter does not specify any level of interference is the portion of our sector that borders on Wild Space.

Wild Space

The CSA is simply not content with merely existing, we have initiatives in place to branch out into new areas of relevance. What started as a simple business proposition with the Empire has grown exponentially over the past several years and we have begun our first, fledgling steps into a larger galaxy by growing our borders into Wild Space, in the past five years we have added no less than twelve systems. This area of space is currently occupying the brunt of our Picket Fleets as we expand, secure and establish new worlds and seek out new revenue streams. While it is considered a part of the Fringe, to be certain, it represents a secure expansion and something we have been unable to do with the greater Fringe territories even with bordering Imperial forces (who refuse to cooperate with us in policing actions).

Wild Space expansion efforts represent one of our own "first" initiatives to grow beyond ourselves and leave our mark upon the galaxy as a whole. It's been centuries since the galactic scene has expanded, and with our efforts (and in time) this area of space will become known as the CSA Expansion Region. For the time being, as we methodically and slowly expand this region of space will be kept relatively quiet and

our efforts there will be a CSA (only) internal initiative which does not involve our corporate partners, the Empire or any outside intervention. Once area is pacified, and we have established naval bases, cities and profitable systems we will then begin opening the region up to further profit sharing expansion with our Corporate Partners.

Challenges of the Fringe

Currently, we have several challenging issues with the fringe territories of the CSA. The largest of which we will list in detail in the following sections. However, in summary we will break the core areas down here: Outlaw Techs, Smugglers, Slavers, Crime Lords, Rebel Terrorists, Criminal Syndicates.

Outlaw Techs seem to have sprung out of a need, they are independent, highly skilled technicians that offer services outlawed in the civilized sectors of space and they operate somewhat openly. We see them as the support staff of criminal elements throughout the galaxy. Wherever there are Outlaw Techs there are Smugglers, the two seem to coexist hand in hand. Smugglers represent a destabilizing factor to the CSA in the form of opportunists attempting to make a quick buck skirting our tax laws and they (often believe) seem to be seen as the "Stealing from the Rich & giving to the Poor" kind of heroes by the citizenry they provide illegal goods and services to.

Slavers are despicable scum, which we do not condone in the CSA. While the Empire has been known to utilize slaves in many of their projects, we in the CSA simply do not approve. Our body of corporate investors represent every flavor of sentient being in the galaxy. While we may have a human centric regime, we are by no means limited to only employing humans or near humans. Let's face it, humans outnumber all other species in the galaxy, it's simple math.

Yet another bullshit statement to a degree. While humanity does seem to vastly outnumber all other galactic species in the galaxy this has been the topic of debate for centuries. However, I digress, I'm not calling out that humans aren't the predominant race in the Corporate Sector, that's true. What I am pointing out is that it's the human supremacist Baron Tagge, who's initiative and constant revenue stream essentially founded the CSA (almost single handedly) and continues to influence it's development, that is the core reason why CSA institute graduate program

students are almost exclusively all human or near human. While exceptions do exist, they are rare.

Outlaw Historian

Crime Lords seem to emerge everywhere on the Fringe. We haven't been able to curb this menace and while many don't operate their own businesses in the Corporate Sector core... (actually basing out of the Fringe's lawless areas and working the galactic whole proper) they still must be eradicated. The Crime Lords in the Fringe represent one of the few areas of space where Criminal enterprise is not beholden to larger Syndicates.

That brings us to the actual syndicates, like the Hutts. They cannot operate in the CSA core, we simply have stamped them out of that area. In the fringe, however, they operate a handful of recruitment centers. Fairly low key, as they have been beaten back by independent criminal enterprise on many occasions.

The Rebel Alliance is yet another faction that bases out of the Fringe. They seem to prefer the unexplored and un patrolled regions of the Fringe the best. They are a thorn in our sides as they do tend to raid corporate assets in the Core Areas of the CSA and our fleet actions against them (without Imperial intervention) have been largely unsuccessful.

Outlaw Techs

When you have smugglers running around and getting shot at, there's a market for techs to fix whatever is left. These people are known as outlaw techs, and they are almost as important to the smuggling "profession" as the galactic underworld. Some techs, such as Shug Ninx and Doc, are as famous as the smugglers themselves.

Smugglers rely on outlaw-techs because they will fix ships without wanting to know how the ship got banged up in the first place. They'll add restricted equipment without pointing out that those new turbolasers or sensors are strictly off-limits for civilian ships. Efficient, capable and very discreet, they can handle just about everything from boosting thrusters to installing heavy duty quad cannons or state of the art sensor jamming. Some outlaw-techs will even arrange falsified ship IDs to throw off overly curious customs inspectors. The larger tech outfits have teams of specialized engineers, programmers and Droids for each subsystem.

It's a dangerous business, and every year some of these tech groups fall victim to Espos or the competition, but there are always new tech outfits ready to replace those careless enough to be put out of business. To keep themselves safe, many of these groups move frequently among a number of temporary bases to avoid detection. Often, they have an elaborate defense system, including turbolaser emplacements and pirated fighters. Many groups keep a list of reserve base sites so that they can evacuate an old base and set up shop in a new system within days. For their own protection, many outlaw tech groups have elaborate networks of contacts. Rather than finding the techs directly, prospective customers must go through several preliminary meetings so the techs can check references and make sure the "customers" aren't really Authority or Imperial operatives.

Smugglers

Smugglers are the ultimate entrepreneurs. They live and die by big governments that try to restrict trade. Smugglers are the ones who supply desperately needed (or desired) goods, going by the law of supply and demand. Sometimes they make it all sound so noble.

In the Corporate Sector, there's a huge demand for smuggled goods. With high tariffs, taxes and more regulations than the Empire (or so it seems), it's cheaper to hire smugglers to bring in food, medicine, entertainment holos, weapons, spice and just about everything else. There's nearly as many specialties as there are smugglers: spice haulers, gunrunners, organleggers, even the "rapids runners" of Rampa who

smuggle fresh water to the polluted urban world.
Whatever their cargo, they face long odds with courage, pluck and a healthy disdain for rules.

Of course, as any smuggler worth her crystalline vertex will tell you, just knowing some of the tricks of the trade won't get you far. You have to know the territory. Not just the navigational hazards and the major trade routes, but the enforcer profile, what gangs run what areas, and who to

trust when negotiating a shady deal. It takes skill, experience and a good eye for character.

Many spacers in the Authority try to make a living legally. From what they say in the holobrochures, it sounds like a spacer's paradise. In reality, it's only paradise if your idea of paradise includes long hours of drudge work piloting a franchised freighter or cargo hauler. The fact is, the vast bulk of the Corporate Sector's cargo is handled by its fleet of merchant ships. The Authority doesn't discourage independent shippers outright; it just prices them out of most markets. Very few cargoes go to independent haulers, and those that do don't pay enough to cover expenses.

There are hundreds of small-time companies who also need transport and this is where the private skipper finds his niche. It's hard to get ahead having to negotiate with eight different traders to get a full cargo to go from one frontier outpost to another halfway across the Sector. However, that's what the independents face. So, naturally, many of them turn to smuggling.

The Authority has tried to control smuggling, but there is so much demand throughout the Sector that the Espos have barely put a dent in the smuggling trade. The pay is too good, the cargo too hot, and the Authority too hated for the smugglers to be stopped.

Slavers

There are a few things that most species can agree on. One of these is a regard for intelligent life, whatever form it might take. Just as most civilizations consider unjustified killing murder, most regard slavery as a major crime. Tragically, there have also always been



those who felt the call of their own greed supersede any moral standards. They realized just how much wealth awaited those unencumbered by morality or decency. These despicable beings have been trafficking in sapient misery since the dawn of civilization.

During the height of the Republic, the combined forces of the Jedi Knights and the military worked to drive slavers from the Republic. With the rise of the New Order, other concerns took precedence and slavers began to make a comeback. A few slavers always survived because they were protected by wealth and connections in the right places. Some species see it as a mark of prestige to own slaves. Some, like the Hutts, will pay enormous sums to obtain them. One problem in eliminating slavery was the New Order's policy toward aliens. The Empire showed increasing reluctance to classify newly discovered species as sapient. If a species wasn't sapient, according to Imperial law, forcing them to work against their will was not slavery; it was domestication. Some clearly sapient species, such as Wookiees and Mon Calamari, were classified as "animals," and thus were not protected from slaving.

Within the Authority, slavery experienced a brief upsurge. That's because the Authority is sometimes willing to overlook its own regulations in order to make a profit. Some execs took advantage of a sloppy system with minimal safeguards and started a slavery ring on the side. Despite Authority connections, the risks for slavers are high, but the rewards are rich enough to keep the trade going.

Crime Lords

Criminal organizations in the Corporate Sector have to take a fundamentally different approach than those in the Empire. These groups require discretion and a willingness to deal with the authorities. This has ruled out most of the galaxy's major organizations, like that of Jabba the Hutt. Many criminals in the Empire flaunt their wealth and influence, almost daring the authorities to crack down. In the Corporate Sector, criminals must be quiet and secretive, keeping far from the prying eyes of the media or the Authority.

Yet Crime Lords still exist in the Corporate Sector the most powerful of which live double lives, portraying themselves as businessmen in social circles and handling their shadier dealings out in the fringe where they have somewhat established power bases and operations. Some Crime Lords are directly tied into the Outlaw Tech circuit, running those operations, though this is rare and only applies to outfits that they could subjugate without much scrutiny. The vast majority of the Crime Lords in the Corporate Sector provide "legitimate" labor to certain business enterprises where the business in question has control of a star system or free reign in what they do under their agreements with the CSA. This "legitimate" labor is, of course, slavery.

While independent Slavers do abound the most organized groups are tied to a Crime Lord operating the bulk of their business operation out in the Fringe. This is where they "warehouse" their "legitimate" work staff and often times do so based out of well defended and well hidden bases like Old Republic naval bases they acquired or took over that were overlooked and then quietly dragged via tug ships to the Corporate Sector Fringe. Others use asteroid bases as well as marginal, unsettled or undiscovered worlds.

Criminal Syndicates

Syndicates like the various Hutt cartels and Black Sun do exist in the Fringe Areas of the Corporate Sector. However, as stated earlier they are much more tame than the fiercely independent Slavers and Crime Lords. In several centuries of effort they have never truly been able to establish more than a token foot hold in this area of space. This has been a truth by the hand of the Republic, the Empire or with the Rise of the CSA and the subsequent drawing of independent criminal elements into the region due to the lure of profit. Independent Crime Lords refuse to pay homage to the Criminal Syndicates and in the Fringe, they have never needed to. The level of lawlessness has provided a level of safety and relative security where they don't need to bring in the established heavy hitters in the criminal underworld.

Several battles have been fought for that independence over the years. The Crime Lords have effectively banded together (for short periods of time) with Smugglers, Slavers, Outlaw Techs and other elements existing in the Fringe and beaten back the Syndicates. So violently, in point of fact, as to make that level of exploitation expensive to the point of not being worth the effort.

Thus the Syndicate presence in the Fringe is more akin to Imperial Morale offices. Where they passively

recruit talent, they fence stolen goods, run low level black market operations and contract the occasional mercenary, assassin or smuggler to get things done in the CSA (sometimes) and the galactic areas surrounding the Corporate Sector. The syndicates often make use of the Outlaw Techs in the area to get many of their illegal mods installed and it is one of the few areas of space where illegal cybernetic modification tends to thrive.

The Rebel Alliance

GM Notes: Depending upon the era we're talking about here for your game setting there is always a Rebel Alliance presence in the CSA. Once the Alliance becomes the New Republic, the Rebels that populate the area are the outcasts from the new society that continue to wage brutal warfare on the Empire. Effectively, many Spec Ops Rebel commands were disenfranchised by the new legitimate government. Some groups whose attacks were too extreme, that caused wonton civilian casualties, fled here. Those Spec Ops units even have their own Picket Fleets that are unaffiliated with the New Republic as a whole as well in some cases.

The Rebel Alliance has found a haven in the Fringe territories of the Corporate Sector. Their operations here generally center on bases and strikes into Imperial territories surrounding the Corporate Sector. However, they don't merely limit themselves to these actions. They will, at times, actively raid Corporate holdings for materials and individuals to further their efforts against the Empire.

It's long been rumored that the Rebel Alliance has sympathizers in corporate circles. While we don't have direct evidence on this we have our suspicions. The Rebel Alliance is a problem, however, it's not our job to do the Empire's work for them. Our suspicions on corporations backing the Rebel Alliance are as follows:

Incom Corporation

Incom Corp provides the vast majority of their fielded Snubfighters. This connection is almost too obvious.

Notes: In the New Republiuc era this becomes all too clear as Frei-Tek designs the E-Wing snubfighter exclusively for the New Republic and they were all former Incom Engineers. Not to mention all the

enhanced X-Wing designs that go directly to them as well.

Soro Suub Corporation

With the Rebel Alliance fielding a lot of updated Z-95 Snubfighters our curiosity was peaked. Seeing as they are a joint Incom/Sub Pro design. With Sub Pro being an old, yet failed affiliate of Soro Suub. However, with the Rebel Alliance fielding Quasar Fire Bulk Cruisers and an ever increasing amount of Liberator Cruisers... we can see this connection rather strongly. While the Alliance does raid these facilities for Soro Suub's assets, we believe these raids are staged to look like robberies.

Koensayer Corporation

Once again, with the Alliance fielding a massive amount of Koensayer products like the Y & H wing this is not merely a coincidence. Seeing as the Empire rarely fields hyperspace capable snubfighters, we see the clear connection here that Koensayer is providing talent to the Rebel Alliance... B-Wing anyone?

Rendili Star Drive Corporation

Often observed as a waning starship designer, they have been manufacturing their Bulk Cruiser line up with great success. We have seen a recent rise in Rebel Alliance fielded Bulk Cruisers that are, essentially, updated Dreadnought cruisers. While this may be a wild coincidence it's hard to believe a group with limited resources simply found the engineering talent to create both Assault Frigate & Assault Frigate Mark II designs all on their own. Sure, we've heard that the Rebel Alliance's own engineering division is pretty amazing at turning junk into high performance craft (like the A-Wing), it's one thing to design a snubfighter and entirely another to reverse engineer and re-engineer capital ships into modern equivalent warships that can compete against the Empire.

Notes: This might be easy to dismiss, seeing as we have legally acquired more than 520 Victory Star Destroyers and, in recent years, have been acquiring Victory II's as well. However, in the New Republic Era we see Rendili Star Drive instantly roll out new Star Destroyer designs for the New Republic as if they were waiting in the wings to hand the design directly to them.

Corellian Engineering Corporation

CEC sells to everyone. That's really no secret. However, we know they have Rebel Sympathizers as a lot of their transports have been showing up lately in Rebel Arsenals fully refit. We're not just talking stock light freighters here either. Some of the older Corellian Cruisers that were older line ships in the Republic have begun to be seen in Rebel Fleets, occasionally. Some of this can be chalked up to luck, however, since the Corellians maintain their bulk of the vessels in their mothball yards in the Corellian Sector it's very difficult to fathom how we've seen no less than three of these antiques fully refit and "stolen" from Corellian Engineering Corporation holdings in the past year. The refits alone place these Old Republic cruisers on par (if not better) with Imperial I class Star Destroyers.

Kuat Drive Yards Corporation

This might be seen as a stretch to some. With KDY providing the bulk of the Imperial Line Star Destroyers. However, every hardened Rebel installation we have encountered in the Fringe has one KDY orbital defender. Our intelligence arm of Operatives confirms that they always place a KDY Orbital Defense Ion Canon at installations in the greater galaxy as a whole. This comes directly from our operatives that have infiltrated Imperial Intelligence and some officers in the Empire we have subtly bribed for Intelligence information.

We have a feeling that while KDY is likely making a profit off of selling these weapons to the Rebels (directly out of the Corporate Sector) they are selling them with steep discounts. Re marketing used batteries and such and then funneling them out of shell companies. While we've never made the money trail stick, we suspect this is happening.

Their operations don't merely end here. KDY is long believed to be funneling Nebulon-B Class Military Frigates to the Rebels as well. Many of these assets are acquired by even more underhanded means. We believe that KDY is providing the Rebel Alliance the locations of these vessels inside and outside the Corporate Sector, roughly one to two of them are gained annually in this fashion.

Industrial Automation

Rebels are also "raiding" their facilities. Seeing as the Alliance depends upon IA Astromech Droids for most

of their snubfighter needs, and they are often fielding brand new models, this connection is yet another easy one. They are "raided" 2-3 times a year.

Cybot Galactica

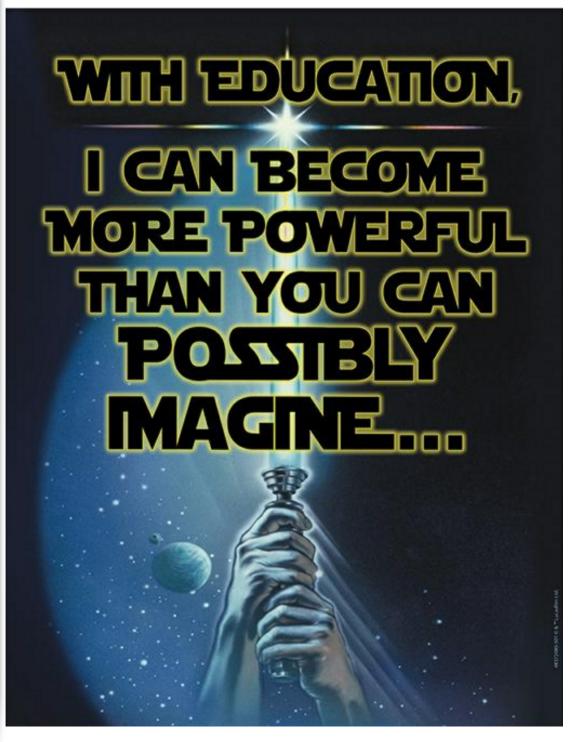
It's no secret that Cybot Galactica and IA are bitter enemies. However, we think that Cybot is funneling 3P0 droids to the Rebel Alliance directly, without needing them to raid their facilities as a slap in the face to IA. Our operatives have witnessed no less than three exchanges of Droids, from CG executives, within the last six months alone. In one instance, a Rebel military force landed their Corellian Corvette under a false registry in the CSA core and walked off sporting Alliance command uniforms, met with the CG executives at the star port, shook hands and then walked away with a dozen Droids of various models.

One thing I'm grateful of about the Corporate Sector is that they actually never rat us out to the Imperials. While they pay a tax stipend to the Empire and annually engage our naval forces during one operation per year (in coordination with Imperial commands), they leave the damning evidence they've collected against their contributing corporations alone. They've even been known to withhold it from the Empire or cover it up... At times even killing entire contingents of Imperial troops and blaming it on the Rebels. It makes perfect sense, Imperial nationalization of these Corporations will hammer the Corporate Sector's bottom line.

–Garm Bel Iblis, Corellian Senator



The Institute of Applied Sciences



Congratulations on graduation from one of our fine undergrad universities! If you've made it this far, you have been selected for advanced instruction at the Corporate Sector Institute of Applied Sciences. This is an elite appointment afforded to those worthy of advancement in the CSA. Here you will encounter an unparalleled education level provided by the top professors in the galaxy. Your studies will not simply be constrained to the classroom, while you will spend some time on campus getting acquainted with your fellow classmates, you will also be receiving practical field experience on a regular basis. We welcome all of you and sincerely hope that your time here is eventful.

CSA Prex

Gildo Vambango

<Cough>Well, that was an inspiring piece of work form Gildo. Too bad he recently overstepped his authority for the last time... Gildo was assassinated yesterday by the security division of the CSA. It would seem he was highly unpopular with the Direx board.

-Anonymous

Graduate Program Disclaimer

The Corporate Sector Institute of Applied Sciences is the highest and most prestigious University in the Corporate Sector. It's existence serves to sharpen it's students into Frick hardened blades that cut through the low and high level idiocy that can, at times, weaken the CSA. Those accepted into the graduate program understand little about what actually goes on behind the scenes of Corporate Politics, that is, until they spend a semester at the Institute. The Application rate to the Institute is in excess of 10 million annually. The actual amount of students accepted to the Institute numbers no more than 10,000 per year. The wash out rate for educational studies hovers somewhere around 20% of the annual induction. The wash out rate due to field operations, unforeseen incidents and death due to combat, hazards, and all known common difficulties and drop outs sits around 70% of the annual enrollment. Students here will realize, in short order, that while this is an institution of higher learning it's a pretty lethal one. In order to succeed, you cannot merely survive the ordeals, you must excel, adapt, and overcome. A few hardened individuals will graduate

on the top of their class and take up immediate placement positions in "aspiring" positions in the CSA proper.

One would imagine that the cost of attending the Institute would force the students into some level of debt and servitude. This, however, is not the case. The Institute pays it's students to attend, affording them all the rank and privilege that they would have in positions of authority post graduation.

If more of the CSA Prex's were chosen from the graduates of the Institute there would be a lot less assassinations during that 3 year term. With many of the Prex positions being filled by executives outside of the CSA's borders... well, they're unprepared for what they will face no matter how shrewd or tactically business sharp they think they are.

-Caluum Cole, CSA Security Chief

While the CSA operates independently of the Empire, we must pay homage to it due to our allowed independent status. Thus, all Graduate Students undergo some level of Imperial training as well. Everything form core combat styles to how to handle oneself in social situations with Grand Moffs and even, the Emperor. The Institute doesn't take chances with it's students. The curriculum is grueling and rewarding at the same time.

Imperial preparation is not the only means to receive social and combat skills, ample opportunities to distinguish oneself exist in the core CSA regimen. Everything from holding galas to direct Espo, hands on, interventions in real world situations. When we say "real world" we mean, the real world. These are not practical training exercises, they are practical applications of appropriate force and command experiences to inspire confidence and leadership qualities in the students. Those that don't make the cut at this level go home in body bags.

Enrollment into the graduate program incorporates a series of waivers and limited liability documentation, however, anyone that fails to complete graduation or dies attempting to do so exhibiting a good faith effort toward graduation is posthumously awarded stock options in the CSA which are then passed to any living member of the students family. In the event there is no living member the funds are transferred to enhancing survivability for future classes.

The Institute of Applied Sciences

Contrary to popular belief, the Institute has existed long before the founding of the Corporate Sector Charter. It began life as a modest educational institution that for centuries was on the verge of closing down, always teetering on a razor's edge of wether or not it would be feasible to remain functional. However, in those earlier days of the Corporate Sector it resembled more an institution of essential and functional learning much more like a technical college or a trade school. With an annual enrollment of no more than 5,000 students at it's peak it really was no more than a community college.

Signs of Life

With the initial interest in the sector spurred onward by Baron Tagge and his initiative to change the status quo and shape the future of the Corporate Sector the Institute received it's first major enrollment uplift in almost two hundred years. Enrollment requests numbered twice what the college had seen prior. The uplift in interest brought much needed capital to the college and it began to thrive. Just prior to the Corporate Charter's ratification an unexpected arrival to the Institute occurred. Baron Tagge was traveling through a nearby system observing the potential of the sector when his capital transport suffered a catastrophic hyperdrive failure. In those early days there was no one within 100 light years who could respond to his emergency beacon save for an intrepid group of students in a beat up stock light freighter that the Institute maintained for emergency travel.

Two professors and eight students responded to the emergency hail. Arriving on the sight of Baron Tagge's emergency location and within the span of a day had his ship back up and running, fended off a pirate assault and, in point of fact, had restored his ship to a better state than Tagge's own shipboard engineers ever could manage. Baron Tagge is not a man to be easily impressed, fighting and working along side the students and the two professors he was overcome with inspiration and saw the true potential that laid before him. He invested over a trillion credits in the Institute, brought professors from outside the Sector and started a marketing campaign the likes of which the university had never seen before.

Two Curriculums, one Institute

Armed with some incredibly talented professional staff, the Institute began to grow exponentially. Under baron Tagge's direction the Institute started a series of experimental programs consisting of real world, practical field exposure to its students under the supervision of industry veterans and formidable individuals in the financial, military and engineering divisions of Tagge Co. What started here as an auspicious expansion exploded into a massive endeavor that would shape the Institute into the utterly brutal and punishing center of higher learning.

While the Institute would go on to primarily train the future of the Corporate Sector's elite it would also draw a massive influx of students from without the sector. These students were placed in the main facility and satellite ones where their curriculum would tend to follow more standard models of instruction. Thus, there is a certain separation of the Corporate Sector Authority's students at all locations. In a sense, they are looked at with awe and more than a little fear, knowing full well that they are not to be trifled with.

Thus the Institute maintains and external enrollment of roughly 60,000 students for undergraduate studies annually. Furthermore, the Institute is open to all qualified species. However, the graduate program is reserved for humans and near humans in line with the ruling majority of the Authority being human. There have been exceptions to this rule from time to time. When an exception is made the student receives no special treatment, however, the reason why they are there in the first place is due to exceptional loyalty and skill of an unparalleled nature. That's not to say that the near/human stock attending the graduate program are any less exceptional.

The cream of the crop that actually experience the heavy attrition are comprised of roughly 30,000 students chosen for the best of the best in the Corporate Sector proper. Clearly, the Institute is a business entity and sees the potential to separate the core Authority driven initiatives from the need to also enroll those from outside the sector as well for an ever expanding source of capital and to continue to attract the best talent in professional staff and instruction.

Here we will be dealing with the Corporate Sector's chosen graduate students and the program that continues to breath life into the worthy, yet culls the

masses of that program that don't make the cut. It is an endeavor of epic scale meant to place the graduates in positions of power and influence within the CSA's enterprises. Not for the faint of heart, because unlike the more traditional programs that the Institute supports for external applicants (and their undergrad programs), there is always the possibility of real and final passing for any of the CSA's own. They must be prepared for the lives they will lead in the CSA, and this instruction program exposes them to everything and more than they would face, possibly in a lifetime. Those that do manage to graduate are instruments of change, future Corporate Moguls of the Authority. The movers, the shakers and the loyal beating heart of the Corporate Sector Authority, free of corruption and clear of conscience that their path to the future is just and true.

The Undergrad Program

Typically a four year program in most universities, this fully accredited Bachelors program has been compressed into a grueling two year program. Carrying with it all the weight and prestige of any of the top Imperial Grade Universities & Academies in the Galaxy.

The Graduate Program

Typical graduate degrees akin to something like a Masters program are between 1-2 years attending full time. While there are Masters Degrees available to the masses for "Graduate Degrees" they are not one and the same with the Institute's Graduate Degree. It is a separate entity from a traditional graduate program. While it incorporates all the instructional material of the highest level Masters programs, it goes massively further. More akin to a Doctorate program that rolls practical field experience into the same time frame as a doctoral degree rather than performing clinical trials and post education intern work. *The Institute Graduate Program is a five year commitment after obtaining a Bachelors degree*.

The students of this program are not treated as students. They are not coddled, there is no hand holding, only fire and one's own intuition and perseverance to prevail against insurmountable challenges. Graduate students are expected to complete their studies, on time, while they are in the field most of the time. There is some classroom exposure, specific points where they are in a lecture

setting to hear the viewpoints of guest speakers and industry veterans from the CSA proper.

Students accepted into this program are paid a "hazard wage" synonymous with their current field of training. For example, a class attending Espo anti-riot operations will draw a salary equivalent to a field commander and treated as such during the operations, often hinging the success of the entire operation on the decisions of the student body. High risk, high reward, failure typically ends in expulsion from the program or worse, quite possibly death in the line of duty.

Graduates of the program have the following exit options:

CSA Operative or Naval Academy

The Naval Academy

A recent addition to the Institute, in the past five years or so was the addition of Naval Academy training. While all students of the Graduate Program receive some actual, hands on, experience with Space based Naval Operations, this is an elective program that steps past even the duration and trials of the core Graduate Program for two additional years. Again, it is not mere classroom studies like Imperial Military Academies, it is primarily conducted in action on ship and represents all the threat and reality that exists, because it is no less real than real service. Students in this program receive a salary commensurate with a full Naval Captain.

Graduates of the program have the following exit options:

CSA Naval Liaison (Operative)

Line Officer

Executive Officer

Command Position of a personal Naval Asset

Notes: Make no mistake, the Naval elective sounds like it's the way to garner more prestige than a standard Graduate entering into Operative service. However, one must carefully weigh the odds here. Standard CSA Operatives have almost unlimited freedom within the Corporate Sector to pursue investigations and postings of their choice and they are presented with a myriad of options.

The exit options for the Naval Academy have far less flexibility. If one enjoys relative freedom, then choose Naval Liaison. While similar to a standard CSA Operative from the core Graduate Program it is limited to Naval Investigations. The additional time in the program makes them well suited to this task, however, there is still overlap from the standard Operative when the jurisdiction of their investigations intertwine with Naval Affairs. Thus standard Operatives will also operate in this capacity from time to time.

Line Officer: Should you not make the cut for your own command this is generally where most end up. You become a naval officer in command of a department of shipboard operations and the climb to full command is slow, yet will come over time if one diligently works up the ranks.

Executive Officer: You are second in command of a Naval Asset. The posting here is always whatever line ship is most abundantly available at the time of graduation with no exceptions. This opportunity is anything from a Marauder Frigate, Victory Star Destroyer or Invincible class star dreadnought. The climb to full command may seem direct, and while it is more so than a line officer (you can apply for your own command annually), only the truly distinguished of Executive Officers will receive their own command.

Command Position: This by no means will be equivalent to a Captaincy. You are likely a senior officer with a command position. That command position is as above with the Executive Officer.

Naval Commands are typically locked to a certain Sector, Zone or Market area of the Corporate Sector with little to no flexibility to roam freely. Though exceptions are known to exist for roving patrol squadrons and carriers.

Yes, there is more initial prestige in the Naval Academy, however, determination and drive from the standard Graduate Program can yield the same results through excellence in the field. Not to mention, standard Graduates will already be climbing the ladder upon graduation from their initial positions for two years prior to a Naval Graduate.

The Naval Academy is a specific calling, and it caters to those that know what they're getting themselves into. Only a true spacer will always be at home in this career.

CSA Operative: The most flexible graduate career will find you traveling the entirety of the Corporate Sector. Operating on your own terms with command level authority. You will seek out new worlds, conquer them, subdue the natives, put down riots in established systems, deal with hostage negotiation, counter terrorism, anti cyber crime, hunt corrupt executives and arrest or kill them as necessary. You will liaise with mega corporations, negotiate border disputes, deal with Imperial Liaisons, attend the *Imperial Court for functions and informative sessions* to the Emperor. You will hold formal balls, running security and counter and corporate espionage on mega corporations. You will steal secrets, new designs and protect what the Authority has from counter agencies. You will police, protect when necessary and direct additional forces into combat when you cannot.

The CSA Operative has long been held as one of the highest honors in the Authority. It is no less so now. There is always room for advancement, for promotion and for an eventual pathway to the the Direx board and beyond.

Core Graduate Program Year One

Year one targets financial experience more heavily than following years. Mathematics, Accounting acumen, shrewd auditing skills, functional communication and investigative skills are all focused upon here. This is the first true exposure of the student body to business practices in the Corporate Sector. Students will travel to known planetary systems, liaise with the Corporate Bureaucracy and be directly instrumental in a series of day to day business dealings. The experience and education here will not merely be limited to core studies, they will be placed in harms way, directly into investigations, audits and high threat environments where mega corporations might seek to silence their findings via underhanded means like assassination, use of street thugs, and even open violence resulting in a Market firefight.

In addition to core business challenges, the students will receive their first trial by fire training by elite Espo troopers, taking the students along for corporate raids, clandestine insertions into back water worlds to spy upon suspected violations of the charter. Students will be trained to utilize seduction as a viable cover and even to extract information along with more

practical interrogation techniques and torture methods that yield results.

Preparation for final examinations will be conducted by each student independently as they navigate the travails of field duty. The study materials are fully available to each student at no cost and can be downloaded from any data nexus on the go. It is up to the students to appropriately prepare.

Final Exams:	Target Difficulty:
Mathematics	25
High Level Accounting	35
Forensic Auditing	40
Interpersonal Communication	25
Galactic Bureaucracy (standard)	20
CSA Bureaucracy	30
Imperial Bureaucracy	25
Galactic Business (standard)	20
CSA Business Fundamentals	30
CSA Planetary Systems	20
Investigation	20
CSA Investigations	25
Interpersonal Seduction Technique	ues 25

Notes: The Interpersonal Seduction exams don't merely apply to advances of a sexual nature, this encompasses social persuasion to close business deals and the manner in which it can be facilitated by drawing corporations (via their reps) into a deal with charisma.

Espo Training

The following skills will be presented in the field:

Unarmed Combat
Melee Combat
Gunplay
Dodge
General Tactics
Espo Tactics
Stealth
Demolitions
General Maintenance & Repair
Con
Interrogation

Note: There is no final examination for these skills, they will be randomly rolled training bonuses to these skill areas by an expert training officer. It is up to the individual to glean the most out of these field

CSA Torture (Interrogation Specialization)

operations. Determined by the GM at the time the operations occur.

Mandatory Lectures: Over the course of the first year there are three mandatory lectures where the Graduate students will return to the main campus for a brief down time and to attend the lectures. These exercises bring in top talent from across the Galaxy for speak about a myriad of topics. These lectures will afford the players bonus training skill points randomly assigned by the GM which can then be applied at the player see fit to corresponding areas of their characters' skills.

The List of guest speakers are as follows: Baron Tagge Janus Sienar The current Prex of the CSA

Core Graduate Program Year Two

Students will be thrust directly into dealings with civil unrest. How the Authority governs and deals with day to day operations at the bureaucratic levels of government. The students will come to understand while the Authority treats Aliens no differently than humans generally affording them the same opportunities for advancement (as opposed to the Empire) the core of the Authority is run and driven with a human/near human centric regime. The reasons for this are not explained, and left up to the students to make their own discoveries. While rare, there are aliens in the ruling body of the CSA. Those rare few have earned their places in the hierarchy.

Students will run security details for government officials as well as being tasked with rooting out corruption in the government at the bureaucratic level. Students will be given free reign for their investigations, however, are cautioned that the more subtle the better. This caution is well founded, as open accusations (founded or not) have ended up with the students disappearing or being openly assassinated in the past.

There are no final exams for year two, this is an entire year of practical field experience in government. Students receive individual performance ratings based upon their actions. During this period of direct

governmental exposure, the students receive their second wave of Espo training.

Espo Training:

Martial Arts

Gunplay

Dodge

Perception

Stealth

Field Investigation

Streetwise

Con

Starship Piloting

Starship Gunnery

Starship Shields

Once again, these areas are randomly rolled by an expert trainer and it is up to the individual students to glean as much as they can from their deployment exercises.

Core Graduate Program Year Three

The students begin the year back at the Institute and receive athletic training in the following areas:

Athletics Climbing/Jumping Endurance Lifting/Carrying

Instruction is provided by a personal trainer conducted randomly like before.

Survival Training

Students are taken to the Fringe of the Corporate Sector with a trainer and given a month long training session on core survival skills in a myriad of scenarios. After which they are left to their own devices to survive for another month. If they survive, they pass the class.

Torture Resistance

Students receive willpower training as well, though these trials are a bit more challenging and involve at least a month of torture performed by skilled Espo operatives on each student. Students that break here wash out of the Institute (these tests are GM determined at the time of the test, though generally involve isolation, sensory deprivation, starvation, physical torture, electronic torture, and mental torture

to prepare them for being captured by other intelligence agencies in the galaxy).

Second wave Final Exams

Immediately following Torture Resistance training, with no reprieve, students are once again tested on the core concepts they learned in year one. With the expectation that their field experience has sharpened them. Many more wash out at this stage. The testing is as follows:

Final Exams:	Target Difficulty:
Mathematics	30
High Level Accounting	40
Forensic Auditing	50
Interpersonal Communication	30
Galactic Bureaucracy (standard)	25
CSA Bureaucracy	40
Imperial Bureaucracy	30
Galactic Business (standard)	25
CSA Business Fundamentals	40
CSA Planetary Systems	30
Investigation	25
CSA Investigations	30
Interpersonal Seduction Technique	ies 30

Note: Liberally apply penalties to the players for their ability (impairment) to actually take the tests due to the stresses of the Torture Resistance training.

Students then receive a month of downtime to do anything they wish.

Scout Duty

Immediately following their month break the students are then grouped together in teams and given scout ships, with the task of discovering a new system, they must catalogue the system, investigate the planets and deal with any hostiles they encounter in whatever manner they see fit. There is no one to call for help on this mission. It is a completely independent exercise that will be rated once the system has been fully catalogued and all hostiles are dealt with. Students are rated on their attention to detail for documentation, their solutions to the problems and dangers they face. This is expected to last roughly six months.

Core Graduate Program Year Four

Students attend the Institute Naval Academy for a brutal, condensed training course in CSA Space based warfare. They receive training in the following areas from veteran naval officers:

Astronavigation

Tactics

Capital Ship Tactics

Snubfighter Tactics

Ship board Tactics (boarding and repelling boarding operations)

Capital Ship Piloting

Capital Ship Gunnery

Capital Ship Shields

Survival

Command

Engineering (must have the applicable skill base or they do not receive this training)

Medicine (must have the applicable skill base or they do not receive this training)

Once again, all randomly determined based on random rolls of the training officers. The rest is up to the students once the training officers depart and they are given command of a Capital Ship with Snubfighters and tasked with patrolling a sector for the remainder of the the year. Students are then rated on a pass/fail basis at the end of their tour. The only other way to exit this tour is death if they encounter something they cannot deal with.

Core Graduate Program Year Five

Students are tasked with developing individual initiatives that will better the CSA. Wether these be witch hunts to weed out corporate corruption, corporate espionage against a mega corporation or displaying their handy work in dealing with unruly executives (Assassination), it is up to the the students. They may enlist their counterparts and allies in each of their own endeavors (this is highly recommended). Team work at this level is essential.

Once all students have completed their tasks, they then present their findings to the Direx board and the are rated based upon their solutions to their undertakings. This is a pass/fail grade as well. Final Testing occurs immediately after a "pass" is awarded:

Graduate Exams:	Target Difficulty:
Mathematics	40
High Level Accounting	40
Forensic Auditing	60
Interpersonal Communication	40
Galactic Bureaucracy (standard)	30
CSA Bureaucracy	45
Imperial Bureaucracy	35
Galactic Business (standard)	30
CSA Business Fundamentals	50
CSA Planetary Systems	40
Investigation	30
CSA Investigations	40
Interpersonal Seduction Technique	ies 40

Immediately following this the Graduate students can choose one focal area of the CSA to receive additional training (another random learning event) and are then presented with their graduation options:

Either become a CSA Operative or enter into the formal Institute Naval Academy.

Standard Issue Institute Gear:

The following items are issued to every Graduate Student of the CSA program at year one, and replenished as needed.

- Reflect Body Glove
- Military Encrypted Comlink
- Personal Noteputer
- Datapad
- Contact Stunner (4D+2 Stun)
- Suicide Pills (1 dose)
- CSA credentials (Equivalent to the department they are working under as an officer of that department)
- Annual Salary commensurate with the field they are currently working in.
- Blastech RP-2A Light repeating pistol
- Combat Knife (+1D+1 STR)
- Mag Lock Boots
- Ship Suit
- Vac Suit
- Macrobinoculars
- Recording Rod
- Glow Rod
- Synthrope Dispenser

CSA Naval Academy

A recent addition to the Institute, within the past five years, was a formalized Academy of Naval Warfare. The CSA Naval Academy is not functionally similar, in any standard sense, to an Imperial Naval Academy. In keeping with the field trials experienced by Core Graduate students, all primary instruction and practical experience are held shipboard.

Naval Academy Year One

All students of this program have already completed their initial graduate programs. They are the only select few available for the Naval Academy. The program is an accelerate four year, relentless, exercise in perseverance and cunning condensed into two years. There is no leave during this program, no outside contact. It emulates a worst case scenario naval operation. The first year of which is spent on an Invincible Class Dreadnought that is actively thrust into the hottest spots in the Corporate Sector. Furthermore, with the express permission of the Imperial Navy some trials occur during actual fleet actions against the Rebel Alliance (outside the Corporate Sector) where the command staff is actively operating with the Imperial Navy in fleet actions. This provides two things. Students are directly thrust into danger and actively allowed to study the engagement, interact with Imperial Naval officers and CSA Naval officers alike. Typically, this is a year one blooding ritual near the end of the first year of instruction.

The Invincible Class Dreadnought is the ideal platform for this mobile Academy. Some of the greatest minds in military tactics and space combat are guest speakers during the first year of instruction. The "blooding ritual" that always happens somewhere near the end of the first year is designed to separate the leaders of class from those that will become standard line officers. Essentially, if on proves themselves in the heat of battle and manages to distinguish themselves here they are given fast track to higher ranking upon graduation. That's not to say that those that did not distinguish themselves at this point have no chance, quite the contrary, several have surpassed their peers by doubling down and exceeding expectation (though their rise is much more difficult). This level of competition and some outright favoritism during the blooding ritual, year one, has yielded one spectacular naval candidate, year on year,

since the Academy's inception. To put this in perspective, Imperial Naval Academy's rarely release anything more than candidates fit for naval duty in a four year program.

They receive training in the following areas from elite naval officers, historians, Imperial "Flash Point" Naval commanders and at least one Grand Admiral:

Astronavigation

Tactics

Capital Ship Tactics

Fleet Tactics

Snubfighter Tactics

Ship board Tactics (boarding and repelling boarding operations)

Capital Ship Piloting

Capital Ship Gunnery

Capital Ship Shields

Command

Sensors

Communications

Starship Repair

Technology

Engineering (must have the applicable skill base or they do not receive this training)

Year One Exams:	Target Difficulty:
Astronavigation	20
Tactics	20
Capital Ship Tactics	30
Fleet Tactics	25
Snubfighter Tactics	25
Shipboard Tactics	25
Starship Piloting	15
Starship Shields	15
Sensors	15
Communications	15
Starship Repair	15
Engineering (if applicable)	10
Technology	15

Naval Academy Year Two

Year two sees each and every candidate thrust into a command position onboard one of the CSA's warships. Here students make or break their careers in the space forces of the CSA. Mission profiles here are not limited to the Corporate Sector. Once again, due to partnership and agreements with the Empire, the candidates are thrust directly into different parts of the Empire, flash points, where the fighting is the

heaviest. Utterly brutal instruction continues, massively condensed yet incredibly more detailed than a standard classroom naval academy delivered via daily holonet sessions. If combat operations prevent these sessions then the students must make them up when the time is available. Some graduates of this program have been known to actually take up to three years (rather than two) for full completion of their program and graduation.

Naval command areas of study are as follows:

Tactics
Planetary Systems
Command
Communications
Sensors
Bureaucracy
Zero G Operation

There is a derivative path here, certain candidates may opt to identify themselves as Snubfighter pilots. They will be thrust into the same command authority as those given Capital ships, however, they will lead from their respective cockpits in the field (even during battle and are still expected to direct the warship that they have been assigned).

Snubfighter Pilot areas of study are as follows:

Zero G Operation Power Suit Operations Survival First Aid Starship Piloting Starship Gunnery Starship Shields

Year Two Exit Exams:	Target Difficulty:
Astronavigation	25
Tactics	25
Capital Ship Tactics	35
Fleet Tactics	30
Snubfighter Tactics	30
Shipboard Tactics	30
Starship Piloting	25 (+5)
Starship Gunnery	20 (+10)
Starship Shields	20 (+5)
Sensors	20 (+5)
Communications	20
Starship Repair	20 (+5)
Engineering (if applicable)	15

Technology

20

Notes: You may notice that the test areas aren't all covered in the instruction. This is by design, independent study and practical application in the field is required to pass. Any Skill with a +5/10 in parenthesis next to I indicates that in order to graduate the Sunbfighter program, the base target + the modifier is is the required graduation target.

Standard Issue Naval Institute Gear:

The following items are issued to every Graduate Student of the CSA program at year one, and replenished as needed.

- Reflect Body Glove
- Military Encrypted Comlink
- Personal Noteputer
- Datapad
- Contact Stunner (4D+2 Stun)
- Suicide Pills (2 doses)
- CSA credentials (Equivalent to the department they are working under as an officer of that department)
- Annual Salary commensurate with the field they are currently working in.
- Blastech RP-2A Light repeating pistol
- Vibro Knife (+2D + STR)
- Mag Lock Boots
- Ship Suit
- High G Vac Suit (Imperial Equivalent)
- Macrobinoculars
- Recording Rod
- Glow Rod
- Synthrope Dispenser
- Zero G Power Suit (+1D P&E, Space 1)
- Survival Backpack
- Mag Locker
- Starship Tool Kit



Non Player Characters



Notes from the Author:

The NPC's listed here are pretty much direct ports from the Han Solo and the Corporate Sector Sourcebook. I have cleaned up their skills, aligning them with our 3rd Edition Rule set. Some of the pictures were so old or so bad that I replaced them. Some things just didn't make sense, like Viceprex Hirken's 800 kilo wife being able to actually have multiple affairs with... *anyone*. So, I altered the image for her. Some of the images are actually new interpretations of the characters depicted in the original material and some, quite obviously, are not. Some I just couldn't find suitable images for and used the original materials.

Furthermore, I have pulled most direct references to Han Solo out of the material. Having a setting where someone has already killed or caused the deaths of over half the major personalities in a sector didn't seem like good form to me. Especially, if you're planning on running a campaign in this sector. I think that's really why we've never touched the book in all the years I've owned it. Granted, we have tapped the equipment and some of the ships before but there's been zero reason to truly explore the sector since the book fully documents all the adventures Han Solo and Chewbacca had here. Thus, I have opened it up for players.

Wether you are running CSA Graduate Students in a campaign or not, the material is here to use. There are some spotty areas I filled in, namely due to my pulling massive gobs of hero worship that was essentially forcing me to want to strangle the original WEG staff that ported the books. It was word vomit, endless direct story excerpts with little actual information and more Han Solo and yet endlessly more "Han Solo destroyed the Corporate Sector / bled it dry of wealth".

Most of the NPC's here are open for whatever angle your players are working. I don't recommend you necessarily read the original books, you don't have to because your story can be **the story**. Simply drop these NPCs in wherever you need some pre generated quasi hero / bad ass for whatever role you choose. Allow your players to romance them, kill them, befriend them, whatever works best for their enjoyment and your story.

My reasoning behind not reading the books is that there's no point in absorbing all the super feats Solo pulled off because most of your players won't be able to hit those levels of performance. Depending upon the Power Level you award them when they begin play, most of the packages in the 3rd Edition core book will not possess enough points to build your very own Han Solo or Chewbacca.

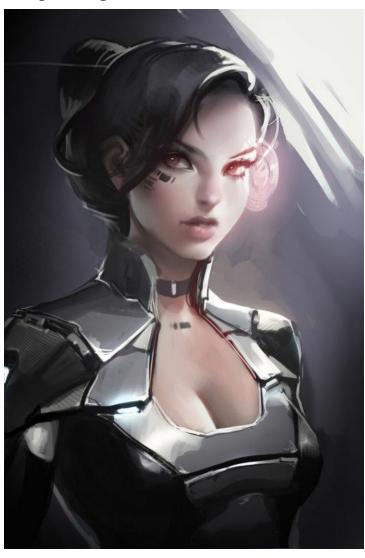
Initially I was rather hell bent on pulling Han Solo and Chewbacca completely out of the book, however, in retrospect I'm including them as additional personalities that your players and run into, as Smugglers, and nothing more. If your CSA players want to take a crack at stopping a legend in the making, let them. It will be one hell of a fight, likely ending many of their character's lives. Who know's your players may end up putting him and his walking carpet in an icebox at Stars End completely severing his role in the greater galaxy well before he has any impact (thus altering the entire timeline, which I'm always a fan of because it puts your players front and center in the story instead of all these heroes that have already done and discovered everything).

Could Gallandro end up coring Han Solo and Chewie? Maybe, with the aid of your players he may live on and not step directly into a Xim the Despot trap protecting his treasure of a horde of war Droids originally described as worthless (which, I will always argue they totally are not... Yuuzan Vong anyone?)

Will your CSA Grad students choose to save Viceprex Hirken's life? Or will they leverage his death at the hands of his own wife as a means to step into his shoes, after bringing her to "Justice" (even though they could have stopped his murder)? While saving him is no direct path to power the players are then presented with an ally, and a powerful one at that, for the rest of their lives. Friends like that might just be worth, everything. Having an Alsakan noble on your side is like... Discovering something akin to the Katana Fleet. An ally with endless resources, and endless story options.

I leave the story you weave up to you. All I have done here is open it all up for you. It's up to you as GM's to do all the hard work.

Viceprex Riga Lanchenzoor



CSA Executive Viceprex DEXTERITY 3D+1

Dodge 6D, Gunplay 5D: Repeating Blasters 6D, Unarmed Combat 5D, Martial Arts AP: Brawling Mastery & Martial Arts Mastery (Tandem), Melee Combat 4D

KNOWLEDGE 3D+1

Art 8D+1, Bureaucracy 10D+1: CSA 11D+2, Business 10D+2: CSA 12D+2, Appraisal 11D: Forensic Auditing 12D, Survival 5D, Scholar 7D: Cultures 8D+2, Mathematics 9D, Planetary Systems 8D, Streetwise 4D+1, Tactics 5D, Willpower 8D: Interrogation Resistance 10D

MECHANICAL 2D+2

Communications 8D, Starship Piloting 7D, Starship Gunnery 4D, Starship Shields 4D, Sensors 4D+2, Zero G Operations AP, Power Suit Operations 3D+2, Navigation 4D+1, Capital Ship Piloting AP, Capital Ship Gunnery AP, Capital Ship Shields AP

PERCEPTION 4D

Bargain 9D, Command 7D: CSA 9D, Con 8D+2, Investigation 6D, Persuasion 9D+1: *Seduction* 11D, Interrogation 5D, Sneak 5D+1

STRENGTH 2D+2

Athletics 6D, Endurance 6D, Climbing/Jumping 4D **TECHNICAL 2D**

Computer Program/Repair 8D, Security 5D, First Aid 4D, Starship Repair 3D+2, General Maintenance & Repair 3D+1, Scientific Application 3D

Edge Points: 1

Character Points: 12

Move: 11

Species: Human

Advantages: Artistic Ability, Attractive, Authority

2D, Capital 5D, Concentration, Education **Disadvantages:** Employed CSA 2D

Equipment: Datapad, flowing gown, Unlimited Authority Cash Voucher, Blastech RP-2A Light repeating pistol, Reflect Body Glove, Encrypted Military Comlink, *Cybernetic Neural Analysis Uplink:* can interface wirelessly with any data network, adds +3D for data analysis. User does not require a screen to sift through the actual data. She is specifically tied into the CSA Financial Network for moment to moment updates if she so desires.

Executive Viceprex of the Financial Division, Lanchenzoor supervises the Authority's banking interests and financial affairs. A shrewd, ruthless executive, her first notable career achievement was to become the youngest chief manager for the Bank of Aargauha. She is a graduate of the Institute of Applied Sciences and now in her forties, she looks incredibly youthful, a perk of having near limitless finances and shows no signs of slowing down.

She has little tolerance for any of the internal dissension and backbiting that plagues other divisions. A measure of her success is that she has been running her division for two decades, the longest term of any of her peers. Her major concern is her long-range plan to separate the Imperial credit standard from the Authority standard and establish an independent currency. She is meeting considerable resistance because executives worry about a possible Imperial backlash. This kind of internal struggle may last for many years ... or until Lanchenzoor outlasts the current crop of Executive Viceprexes.

Darsie Vundt



Authority OMM Programmer DEXTERITY 2D+2

Gunplay 5D: *Flame Thrower* 6D, *Dart Gun* 6D, Dodge 5D, Thrown Weapons 6D, Unarmed Combat 5D, Melee Combat 5D

KNOWLEDGE 3D+1

Art 4D+1, Bureaucracy 6D, Business 7D, Languages 5D: *Computer Languages* 6D+1, Streetwise 5D+1, Survival 5D, Willpower 4D+2

MECHANICAL 4D

Communications 5D, Starship Piloting 4D+1: *Repulsorlift Operation* 5D+1

PERCEPTION 2D

Forgery 5D: *Authority IDs and registrations* 9D, Persuasion 4D+2, Hide 3D, Search 5D, Sneak 5D

STRENGTH 2D

Athletics 3D, Endurance 3D

TECHNICAL 4D

Engineering AS 3D+1: Computer Engineering 4D+1, Computer Program/Repair 9D+2, Droid Program/Repair 8D+1, General Maint/Repair 6D, Security 9D+1

Edge Points: 1 Character Points: 2

Move: 10

Species: Human

Advantages: Luck 1, Accelerated Healing 1, Dual

Identity 1, Attractive 1, Artistic Ability 1

Disadvantages: Employed OMM 2, Curiosity 2, CSA

Record 1

Equipment: Purse, slicer kit (+1D to Computer Program/Repair), Forgery Kit (+1D to Forgery), knife (STR+1D), falsified ID, legitimate ID, 5,500 Authority credits, dyed holdred's foot necklace (good luck charm), Flame Pistol (6D/3D) 5 Shots, Dart Gun (1D/6D Stun) 30 Shots, Ubrikkian Commuter Grav Sled

Darsie is one of a generation of young and jaded middle-class youth who grew up on any number of interchangeable worlds in the Corporate Sector. In this case, the world was Rampa. Classes bored her and she would rather spend her time watching holos than paying attention to her studies. She knew the demographics her parents' generation worked harder and harder for less and less. She would rather drop out of the system than be trapped in it.

She spent her days coming up with ever more elaborate plans to escape her humdrum life. The key to this was her talent with computers. By slicing into the local information networks, she stole thousands of credits from her grandparents' retirement accounts. She didn't feel remorse or regret, only frustration because OMM caught her.

Instead of sending her to a "behavior modification institute," OMM offered her the chance to work as a "counter-slicer." She joined OMM without hesitation. Her talents have been exploited to the fullest and she has had the run of the OMM systems for three years. She has gotten much better than she expected when she was younger, but she hasn't changed much. Even now, she is planning another escape, this time from the Authority, and with millions of credits hidden away in secret accounts. She hasn't the slightest idea where she might escape to, but just getting away is her goal. It hasn't occurred to her that others might be watching. Some people never learn ...

Sam Waurie



Self Imposed CSA Drudge Worker DEXTERITY 2D

Dodge 4D, Unarmed Combat 5D+2, Martial Arts AP **KNOWLEDGE 4D**

Bureaucracy 7D+2, Business 5D, Survival 5D, Technology 8D

MECHANICAL 2D

Communications 3D, Starship Piloting 4D+1 **PERCEPTION 3D**

Con 5D: Forgery 6D: Imperial documents 7D, Investigation 7D, Sneak 6D, Persuasion 4D

STRENGTH 3D+1

Athletics 5D+1, Punching Bag/Tank AP

TECHNICAL 3D+2

Computer Program/Repair 8D+1, Droid Program/Repair 8D, Security 7D, General Maintenance & Repair 9D, First Aid 4D+1

Edge Points: 0

Character Points: 10

Move: 12

Species: Human

Advantages: Skill Mastery Computer Program Repair

& Droid Program/Repair, Education **Disadvantages:** Employed 2: CSA

Equipment: 2,600 Authority credits, CSA ID, four changes of clothing, small apartment, beat up personal

speeder bike

Most souls laboring in the office complexes of the Corporate Sector long for success. Not so for Sam Waurie. Though the son of a famous deceased executive in the Security Division, he's been contentedly working his dead-end job in the filing department of OMM for years now. His less talented (and more successful) friends agree with his domineering mother and deplore his complacency.

He is a talented programmer (and the only person keeping his backwater sub department running at any sort of efficiency). He prefers to ignore the potential for gaining notoriety. He has his dreams all right, but they have little to do with moving up in the universe because poor Sam is, at heart, a romantic. His mind is filled with daydreams of heroism mixed with memories of favorite old holodramas. Normally a timid soul, Sam has his heart in the right place and, if given the chance, might surprise himself by doing the right thing. We say normally timid, Sam has been known to stick up for himself on occasion and has generally proven to be quite competent in a fist fight.

He is like others that are just happy to have an undersized garret, ill-fitting uniforms and a used hovercoupe. Many of them came to the Sector to make a career for themselves, but now have settled into stifling generic cubicle jobs. Sam is no different at the moment, only time will tell if he every breaks with the rut he's self imposed upon himself.

Dr. Oskar Jyng



Authority Researcher DEXTERITY 2D

Dodge 5D, Gunplay 5D, Unarmed Combat 3D **KNOWLEDGE 3D**

Bureaucracy 7D, Business 6D, Technology 7D: *Walker Scale Technology* 9D, Survival 5D, Entrepreneur AP, Teaching/Training AS 5D

MECHANICAL 2D

Ground/Water Vehicles 5D, Powersuit Ops 9D, Starship Piloting 6D: Repulsorlift Ops 8D, Sensors 6D, Communications 5D, Navigation 5D

PERCEPTION 2D

Command 5D, Investigation 5D, Persuasion 5D

STRENGTH 2D

Athletics 6D, Endurance 4D

TECHNICAL 2D

Computer Program/Repair 9D, General Maintenance / Repair 10D, Engineering AS 5D: *Walker Engineering* 7D, Scientific Application AS 8D, Walker Repair 11D+1

Edge Points: 1 Character Points: 4

Move: 10

Species: Human

Advantages: Gifted Engineer

Disadvantages: Employed CSA: Research Division 2 **Equipment:** Fireproof Scientific Suit (+2D *Static* Energy resistance), datapad with scomp-link to centralized computer (+1D to Scientific Application AS), vehicle repair Tools (+1D General Maint/Repair & Walker Repair), Flame Pistol (6D/3D) 5 Shots,

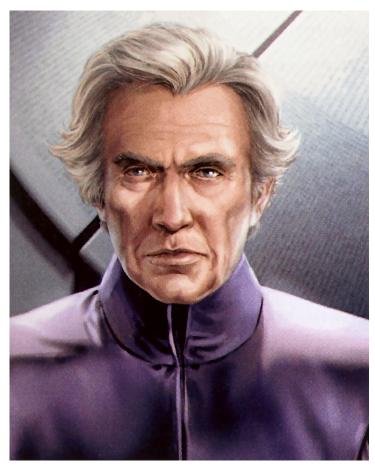
2,500 Authority Credits

A scientist in the Research Division, Dr. Jyng is a recent arrival in the Sector. Formerly design team chief at Ubrikkian, he was lured away by agents of the Authority. Since Ubrikkian is a sponsor of the CSA, such "talent-napping" is a breach of ethics, but business is business ...

Dr. Jyng lives for his work and has been know to spend days on end in his lab. He has an attentive staff of scientists and workers to aid his every experiment. He has caused some concern with his tendency to wander around unescorted, pondering design difficulties. Dr. Jyng takes great delight in field research, where he sees his working prototypes tested in near-combat conditions.

Currently, he is hard at work designing new siege and attack craft for the Authority. His "war wheel" (a walker-sized gyro-stabilized disk) may be just what the Authority is looking for ...

Viceprex Mirkovig Hirken



CSA Executive DEXTERITY 3D+1

Gunplay 4D+2, Unarmed Combat 6D, Dodge 4D, Missile Weapons 4D+1

KNOWLEDGE 3D+1

Bureaucracy 7D: CSA 8D, Business 6D+2: CSA 7D+2, Intimidation 5D: CSA Torture 6D, law enforcement 5D+2, Scholar 5D: *Alien Species* 6D, *Law Enforcement* 7D, *Planetary Systems* 7D+1, Streetwise 3D+2

MECHANICAL 2D+2

Beast Riding 4D, Starship Piloting 4D+2

PERCEPTION 4D

Command 7D: CSA 8D, Gambling 8D, Hide 6D+2, Sneak 5D+1, Investigation 4D+1, Search 6D+1

STRENGTH 2D+2

Athletics 6D, Climbing/Jumping 4D+1, Lifting/Carrying 4D+2, Endurance 6D

TECHNICAL 2D

Droid Programming/Repair 6D: gladiator Droids 8D, Security 7D

Edge Points: 1

Character Points: 13

Move: 10

Species: Human

Advantages: Steel Will, Subculture & Jargon, Secret

Base 3D, Reputation 2D

Disadvantages: Employed 2D: CSA, Dependent:

Wife, Enemy 1, Gambling Addiction

Equipment: Unlimited Authority Cash Voucher, Encrypted Military comlink, three luxury residences, a stable of over 27 exotic gladiator Droids, Master Command Unit (allows total control over Stars' End)

Mirkovig Hirken wasn't the sort of person to be taken lightly. Destiny had provided for him from the beginning. You might find wealthier and more powerful families on Alsakan, but you wouldn't find any older ones. There were Hirkens on the Kuat Explorer when Alsakan was first settled, pre-dating even the Republic.

The youngest of nine children, Mirkovig
Hirken was pampered and spoiled from the start. His
earliest memories were of his parents' indulgences and
games they had anything that could be desired and
delighted in manipulating those who craved power
and wealth. His parents taught him of his importance
as a Hirken, he was clearly a cut above the common
rabble. He was from a family of honor, position and
respect. So it was only to be expected that he grew up
knowing that he had a great destiny ahead of him. Of
course, the life of a dilettante would never do. One
couldn't rest on the laurels of one's forebears it just
wasn't proper.

The Hirken name had been built reaching for what others said couldn't be done. Mirkovig's parents urged each child, in turn, to pick a life's goal and to uphold the family honor by being a leader in that field or pursuit. Private tutors and the finest finishing schools were the order of the day for this youngest Hirken. His parents reassured him that he must pick something truly extraordinary. When he first attended secondary school, he began to think in earnest about his destiny. It came to him in a flash as he read datatexts on the famous merchants of Republic history. He had a particular affinity for Arlo Hirken, a partner of Rin Assid, the legendary adventurer and businessman. The galaxy was a much different place then, of course. Thousands of years ago, merchants were wealthy explorers and speculators. Modern merchants lacked that sense of dignity the modern merchant trade was such a grubby way to make a living. The essence of his ancestor's fame lay in his economic and political

resourcefulness. Mirkovig knew that he could bring the same things to his life and he began an advanced preparatory program in economics. Graduating at the top of his class made him a valuable prospective employee. His family contacted friends and an adequate position was secured for him in the Corporate Sector Authority. Some of his fellow workers complained, in their ill-bred manner, of his quick advances, but Mirkovig knew that his breeding and inherited abilities far better prepared him for his duties than any amount of actual experience could.

Mirkovig found himself in the Security Division. He passed time uneventfully. Duties were small, his time was free, and he spent much of it socializing with higher-ups jealous of his background and contacts. He advanced higher and higher until he was made the Viceprex of Corporate Security. At a party to celebrate his promotion, he made quite a discovery. A friend had purchased some gladiator Droids, and at the party she offered to stage a match or two for Mirkovig's benefit. The executive found himself entranced. He began collecting them, installing an arena in each of his residences. Year after year passed and life was better than ever. He was cutting a considerable figure among his fellows as Viceprex. With his new wife, Neera, by his side, all he needed was a cap to his career. Neera was ever so insistent that he accomplish something great. As if a Hirken could do otherwise, but Neera, alas, was all too insensitive to such matters. He idly wondered what sort of woman his parents might have selected for him, but Hirkens believed in arranged weddings, so he had little choice.

Mirkovig realized that destiny had once again provided for him when his staff informed him of a feasibility study they'd conducted on a prototype prison facility. He didn't need to understand the technical details to see the obvious merit of the project. He knew that this facility would bring fame and prestige to the Security Division, and Hirken was eager to take as much credit as possible for the project. Hirken took over the project, supervising construction. He'd altered the plans to include a private level built to his exact specifications. With that completed, he and Neera moved in. Now, there was nothing that he was lacking to live out his life as a great Hirken. But, as he authorized the landing of a ship purporting to be from the Imperial Entertainers' Guild, he couldn't have known that the one thing he needed was a future.

GM Notes: This is your plot hook for a group of players to step into the shoes of Han Solo and make or break this guy's life. You can have players from outside the CSA just as easily as you can have CSA Operatives there to step in and prevent the tradgedy that destroyed the first Stars End Facility.

In the context of the narrative of operating CSA Graduate students I will be placing my players against a cunning Smuggler and his Wookie companion. The same goes for his wife, listed ion the next page who actually kills him. The Player Operatives just might swoop in to prevent this form happening.

Neera Opatjji-Hirken



Arrogant Nobility DEXTERITY 3D+1

Gunplay 4D: Blaster Pistols 5D, Dodge 3D+2

KNOWLEDGE 3D+1

Scholar 4D: Cultures 5D+1, Languages 5D,

Appraisal 4D

MECHANICAL 2D+2

Beast riding 4D

PERCEPTION 4D

Command 4D+2, Gambling 4D+1, Persuasion 5D

STRENGTH 2D+2

Athletics 3D+2

TECHNICAL 2D

Droid program/repair 2D+2

Edge Points: 1 **Character Points:** 3

Move: 10

Species: Human Advantages: None Disadvantages: None

Equipment: Enormous collection of opulent designer

gowns and jewelry, hold-out blaster (4D+2)

Neera Opatajji was the fourth daughter of the Duke of Opatajji. Spoiled and willful, she initially flirted with Hirken to grab attention away from her hated sisters. She soon found herself promised to the executive. Neera's life was a dizzying mixture of high society functions and opportunities to flaunt her wealth. In a social class of superficial beings, she was perhaps the most superficial. Her sisters managed to attract most of the attention from eligible bachelors, but she had the superior fashion sense. She was pleased to leave her family's mansion and get on with what she knew would be an exciting life as the wife of an Authority executive.

The reality was as lonely and painful as her previous life. Hirken's success pleased her greatly, but she found his morbid fascination with gladiator Droids intolerable. She tried to make the best of it by throwing increasingly more elaborate parties and balls. To further amuse herself, she began a series of affairs with Hirken's officers. Nothing pleased her. Her life became even more wretched when she found herself and Mirkovig transferred to the remote Mytus system. Mirkovig got what he wanted, glory and absolute power, but Neera had nothing: no social functions, no wives to swap vicious gossip with, no shopping, no recreation, and no one to impress with her impeccable fashion sense. The little people just couldn't understand how horrible wealth and responsibility could be.

Oddly, she found herself feeling no regret when she killed Mirkovig. Of course, the disaster, and her lonely lifestyle, and everything else that was wrong with her life, was all his fault. She only wished she'd survived to spend the inheritance.

UuI-Rha-Shan



Tiss'shar Assassin DEXTERITY 3D+1

Gunplay 6D: *Disruptor Pistols* 7D+2, Unarmed Combat 6D+2, Martial Arts AP, Dodge 4D, Melee Combat 6D, running 5D, thrown weapons 5D+2 **KNOWLEDGE 2D**

Intimidation 6D+1, Languages 4D, Scholar 3D: *Law Enforcement* 3D+1, *Planetary Systems* 4D+1, Streetwise 5D+2, Survival 5D+2, Willpower 6D

MECHANICAL 2D

Ground/Water Vehicles 5D+1, Starship Piloting 4D **PERCEPTION 3D+1**

Bargain 4D+1, Gambling 6D, Hide 4D, Search 6D+1, Sneak 5D

STRENGTH 4D

Athletics 7D, Climbing/Jumping 4D, Lifting/Carrying 4D+2, Endurance 5D

TECHNICAL 3D

Demolition 6D, First Aid 5D+1, Security 6D

Edge Points: 1 **Character Points:** 8

Move: 12

Species: Tiss'shar

Equipment: Disruptor pistol (6D+2), spring loaded forearm holster (+2D to blaster in Quick Draw situations), Comlink

Special Abilities:

Body Armor +1D against physical attacks, +1 against energy.

Vision: Tiss'shar can see in the infrared spectrum, allowing them to see in complete darkness provided there are heat sources.

It is something of a status symbol to have bodyguards in the Corporate Sector. This isn't because there are frequent assassination attempts on the lives of the major executives and business leaders. Rather, it is the suggestion that one might be endangered that conveys prestige. With great responsibility comes great power, and there are those who covet this power. Uul-Rha-Shan likes to take advantage of that.

Uul-Rha-Shan was a famous gunfighter and assassin long before he came to the Corporate Sector. Uul-Rha-Shan's career began as a youth, when he started running black market weapons as part of a large smuggling ring on his home world of Tiss'sharl. In short order, the young Tiss'shar learned to kill and found that he liked it. He set out on his own, confident that he could make a good living by hiring out to anyone willing to put credits on the line. Uul-Rha-Shan's fame grew as he ended the lives of others famous gunfighters such as Terrlarn, Neena Garnet and Meelto of Rodia died at the hands of the reptilian thug. Eventually, he was contacted by operatives of the Corporate Sector Authority. A minor official wanted to hire Uul-Rha-Shan as a bodyguard. Uul earned his pay when he saved the life of the Assistant Advisory Undersecretary of Media. With his exotic looks, Uul became a minor celebrity.

No sooner did the reports hit the press than job offers came pouring in. The most unusual of these was from the Security Division. Some clown named Hirken was offering a hefty salary if Uul would work exclusively for him. Guarding stupid Humans was the next best thing to vacation time. Uul was happy to accept the position. Soon he was raking in the Authority Cash Vouchers for very little work. Uul had to laugh. If Hirken had any intelligence, he would just reprogram one of his stupid combat Droids to do the body guarding and save himself the credits. Of course, you didn't get ahead in the Sector by overestimating Human intelligence.

Commodore Jona Grumby



Picket Fleet Officer DEXTERITY 2D+2

Gunplay 6D: *Blaster Pistols* 7D, Unarmed Combat 8D, Martial Arts AP: Imperial Martial Arts (Mastery) **KNOWLEDGE 3D**

Appraisal 5D+2, Intimidation 6D+2, Scholar 5D: Alien Species 6D, Cultures 6D, Law Enforcement 7D, Planetary Systems 8D, Survival 7D+2, Tactics 6D: Fleets 7D+2, Snubfighters 7D, Capital Ships 8D+2, Teaching/Training AS 8D, Technology 7D+1

MECHANICAL 3D+2

Communications 6D, Navigation 7D, Capital Ship Gunnery AP, Capital Ship Piloting AP, Capital Ship Shields AP, Starship Gunnery 5D+1, Starship Piloting 6D+1, Starship Shields 5D+2, Sensors 6D+2, Zero G Operations AP

PERCEPTION 3D+1

Command 8D, Persuasion 6D, Search 6D, Investigation 5D+2

STRENGTH 2D+1

Athletics 4D+2, Endurance 9D, Punching Bag/Tank AP

TECHNICAL 3D

Computer Program/Repair 4D, Security 5D, Starship Repair 6D, Capital Ship Repair AP, Capital Ship Weapon Repair AP, First Aid 5D

Edge Points: 3 Character Points: 9

Move: 5 (Crawl); Move: 8 (Robotic Leg Braces);

Move: 12 (Repulsor Chair)

Species: Human

Advantages: Toughness 2, Skill Mastery 2 (Tactical Genius: -1DR Tactics; Command Mastery: -1DR to

Command Skills), Reputation 2

Disadvantages: Crippled Limbs 2 (Both Legs), Employed CSA: Picket Fleet 2, Mundane 2

Equipment: Heavy Blaster pistol (5D), Picket Fleet uniform, Military Encrypted Comlink, 2,500 Authority Credits, Repulsor Chair (Move: 12), Robotic Leg Braces (Allows walking movement: 8)

Commodore Grumby was one of the finest Admirals in the Empire. Injured during the battle of Ogoth Tiir, he lost the use of both legs and must now use a hoverchair to move about. Against his wishes, Grumby was forced to retire from the Imperial Navy. A career officer for over 30 years, he knew he still had productive years ahead of him.

Inactivity nagged at him until he was approached by the Corporate Sector Authority. A tough-as-ion-welds commander, he is a quick thinker and fearless in combat, as any number of now convicted pirates and smugglers will attest to. He has served faithfully since being recruited and has advanced to the rank of commodore. He seems a sure bet to make admiral in the next year or so, and his career is on the upswing. He has also helped train the Picket Fleet's officers and has no interest in slowing down. A regular sight at Institute of Applied Sciences training seminars, Grumby is well respected by his peers and students alike.

Odumin



Tynnan Executive DEXTERITY 3D+1

Gunplay 5D, Unarmed Combat 7D+1, Dodge 8D, Missile Weapons 3D+2, Theft 5D+1

KNOWLEDGE 3D

Appraisal 6D+1, Bureaucracy 8D, Business 7D+2, Languages 6D, Scholar: 5D: *Alien Species* 6D, *Cultures* 7D, *Law Enforcement* 7D: *Corporate Sector* 9D, *Planetary Systems* 8D+2, Streetwise 7D+1, Survival 7D: *Arctic* 9D+1, Willpower 5D

MECHANICAL 2D+2

Navigation 4D, Beast Riding 5D+1, Communications 8D, Ground/Water vehicles 9D, Starship Piloting 7D, starship gunnery 6D

PERCEPTION 3D+2

Bargain 6D+1, Command 4D, Con 9D+2, Hide 7D+1, Investigation 7D: Corporate Sector 8D+2, Persuasion 9D, Search 6D, Sneak 6D+1

STRENGTH 2D+1

Athletics 9D+2, Climbing/Jumping 5D+1, Lifting/Carrying 5D, Endurance 5D+1

TECHNICAL 3D

Computer Program/Repair 6D, Droid Program/Repair 5D+1, First Aid 5D, Security 9D

Edge Points: 2

Character Points: 14

Move: 10 (Ground); 17 (Swimming)

Advantages: Alternate Identity 3, Hyper Movement 2, Fast Reactions, Education

Equipment: Five IDs for various disguises, set of shipjacking tools, unlimited Authority Cash Voucher, comlink/emergency transponder disguised as a hydrospanner, datapad with "Red List" repossession files.

Special Abilities:

Low Temperatures: Tynnans are native to near-frigid waters and suffer no penalties while in extreme cold (temperatures equal to or above -50° Celsius). Swimming: Tynnans are excellent swimmers and can hold their breath for as many minutes as their stamina die code.

Odumin is something of a legend throughout the Corporate Sector, and the fact that no one seems to have met him or knows what he looks like adds to the mystique. Since he is unknown to most of his own staff, he can observe them and his territory with a directness other administrators can only envy. His territory is currently the largest and most productive in the Corporate Sector.

There are a number of rumors that have sprung up to explain his shyness: that he was deformed in an assassination attempt, that he is unspeakably ugly, even (to the especially gullible) that he is the Emperor in disguise. The truth is much simpler. Odumin is a Tynnan. One of the most powerful Tynnans in the Empire, in fact, and on his world, he is seen as a role model. Because of him, Tynnans are entering the business and cultural life of the galaxy in greater numbers than ever before.

What makes it all possible is the act he puts on. The biography released to the media is a fiction; the fact that no holoimage were released with the biography only increases curiosity. Were people to learn of his true nature it would weaken his impact. Under the identity of Spray, skip-tracer for Interstellar Collections Limited, he can travel and observe his territory without bodyguards or attention.

Fiolla of Lorrd



CSA Assistant Auditor-General DEXTERITY 3D

Gunplay 7D+1, Unarmed Combat 6D+2, Dodge 7D+1, melee combat 6D, pick pocket 5D+1, Thrown Weapons 6D+1

KNOWLEDGE 2D

Appraisal 5D, Bureaucracy 6D+2, Business 6D, Intimidation 5D+1, Languages 8D+2, Scholar 4D: *Alien Species* 5D, *Cultures* 6D, *Law Enforcement* 7D, *Planetary Systems* 5D, streetwise 5D+2, Survival 4D+1, Willpower 4D+2

MECHANICAL 2D+2

Beast riding 3D+1, Communications 30+1, Ground/Water Vehicles 4D, Sensors 3D+2, Starship Piloting 6D, Starship Gunnery 6D+2, Starship Shields 4D+2, Swoop Operation AP, Blaster Artillery AP **PERCEPTION 5D**

Bargain 5D+2, Body Language 8D, Command 5D: *CSA Auditor-General agents* 7D+2, *Detached Duty officers* 6D+1, Con 7D: *Forgery* 8D, Gambling 5D+2, Hide 5D+1, Investigation 7D+1, Kinetic Communication 9D, Persuasion 6D, Search 5D+2, Sneak 6D

STRENGTH 3D

Athletics 11D+2, Climbing/Jumping 5D+1, Lifting/Carrying 4D, Endurance 5D+1

TECHNICAL 2D+1

Computer Program/Repair 5D, Demolition 3D+1, Droid Program/Repair 4D+1, First Aid 4D+1, General Maintenance/Repair 3D+2, Security 6D

Force Points: 3 Character Points: 6

Move: 11

Species: Lorrdian Advantages:

Disadvantages: Employed CSA 2

Equipment: Authority Cash Voucher (75,000 credit limit), 5,000 credits cash (various currencies), shimmersilk gown, jumpsuit, holdout blaster (3D+1), pocket computer with coded files on current case

Fiolla's full name is "Hart-and-Pam Gorra-Fiolla of Lorrd." As a Lorrdian, she was taught how to read the most minute details from a person's posture, body language, gait and voice. She also mastered her people's "kinetic communication" system of subtle facial expressions, hand movements and body signals.

When she was young, Fiolla wanted to go places. Lorrd is a far happier world than it was during the Kanz Disorders, but she always felt stifled there and longed to become a powerful and important person.

She was born into a normal life of middle-class boredom. Her family owned a landspeeder dealership and lived a placid, uneventful life. Her favorite memories from those days are of her beloved uncle, Rewello, a comedian and mimic (as many Lorrdians are) who once performed before the Regent of Alderaan. He delighted her with tales of the court and of the glamorous life of show business.

It was later that she finally got her wish to travel. She was an exchange student at the University of Kalla, studying political science. It was a dare by her roommates that changed her life. When solstice recess came, her friends couldn't make up their minds on where to celebrate. Unable to decide, they agreed to toss a tracedart into a holomap of the Empire and go wherever it first hit. The tracedart hit the Etti system. Soon, Fiolla and her friends were off.

While Etti IV was great for shopping, it wasn't exactly a resort. There were no glamorous beaches or tour ships. Instead, Fiolla and her friends spent their vacation nights at the famed Free-Flight Dance Dome, flirting with young corporate stiffs and haughty aristocrats. She was growing bored with it when she noticed a famous holostar, Rex Shaxrigge.

Intrigued, she agreed to meet her friends back at the hotel and began surreptitiously following Shaxrigge around. She was even more intrigued to see him meeting an older woman in a corner of the Dome. This was getting more interesting all the time. She observed them closely. The woman was hiding something; so was he, but he was smug, like he was on to something.

Now Fiolla was hooked. The woman was dressed as an executive, but her mannerisms clearly indicated a military background — a subtlety of movement and behavior that only a Lorrdian would notice. When Shaxrigge pulled a vibro-shiv on the woman, Fiolla decided it was time to stop watching and do something. Concentrating as hard as she could, she impersonated the voice of a Twi'lek character actor who was always getting creamed by Rex in his holos. She screamed, "Welcome to the food chain, space slug!"

Just as Rex was distracted, Fiolla grabbed a tray of drinks from a passing droid and dumped the lot on him. Given the moment she needed, the woman hit a combutton hidden on her dress. In seconds, half a dozen Espos arrived and arrested Rex.

As the star was led away, the woman introduced herself. She was Dagmar Vozda, a Detached Duty agent for the Office of the Auditor-General. Dagmar explained the situation. Rex had been romancing a number of female executives and using them to steal industrial secrets. This was where Fiolla got her first experience with law enforcement and she liked it.

For a woman with her unique abilities, there was no limit to how far Fiolla could go in the Authority. Vozda was so impressed she offered Fiolla a job as her assistant. If she was willing to work hard and put herself in uncomfortable situations, then she could really go places. Fiolla didn't need to be asked twice.

Vozda eventually retired and Fiolla, then a full-fledged agent, took over her job. She had been working quite successfully for three years and was quickly promoted to Assistant Auditor-General - a startling leap for someone with so little experience. However, Fiolla needed little time to prove her worth. As a Lorrdian, Fiolla had a fierce hatred of slavery

and slavers. She learned that a new slavery ring was operating in the Corporate Sector, and no one had been able to crack it. Fiolla took the case.

Working with her hand-picked assistant, Magg, Fiolla headed toward the Authority territory frequented by the slavers. Fiolla and Magg heard about a drop-off that was going to happen at Bonadan. That was how she met Han Solo. Observing him while he waited to meet members of the slave ring, she saw that their goals were compatible. She worked out a deal with him.

The deal worked out well: they got the slavers, and Magg, who was actually the slavery ring leader, got busted. She made friends with Territory Administrator Odumin, and Solo got his ship back. It almost didn't end well for Solo, but she evened the odds out in his favor. After all, aren't the good guys supposed to do things like that?

Breaking the slave ring, which involved several highly placed Authority execs, earned Fiolla a big promotion to a full-fledged Auditor-General. She is the youngest Auditor-General in Corporate Sector history. This success has merely whetted her appetite - she has ambitions for the Direx Board.

Gallandro



Elite Gunman DEXTERITY 4D

Gunplay 14D: *Blaster Pistols* 15D+2, Unarmed Combat 7D+2, Martial Arts AP: Brawling (Mastery), Dodge 7D+1, Missile Weapons 8D+1, Thrown Weapons 6D+1

KNOWLEDGE 3D

Appraisal 6D+1, Bureaucracy 4D+2, Business 4D, Intimidation 11D, Languages 6D+1, Scholar: *Alien Species* 4D, *Cultures* 6D, *Law Enforcement* 5D: *Corporate Sector* 8D, *Planetary Systems* 4D+1, Streetwise 9D, Survival 7D+1, Willpower 7D+2

MECHANICAL 2D+2

Blaster Artillery AP, Beast Riding 5D, Communications 3D+1, Ground/Water Vehicles 4D+1, Starship Piloting 6D+1: *Repulsorlift* 8D, Starship Gunnery 3D+1: *Vehicle Weapons* 4D+2, Swoop Ops AP, Walker Operation 3D+2, Zero G Operations AP

PERCEPTION 3D

Bargain 5D, Command 7D+2, Con 3D+1, Gambling 6D+2, Hide 4D+1, Investigation 7D, Persuasion 7D, Search 9D, Sneak 7D+1

STRENGTH 3D+1

Athletics 6D: *Swimming* 7D, Climbing/Jumping 5D+1, Lifting/Carrying 4D+2, Endurance 6D+1, Punching Bag/Tank AP

TECHNICAL 2D

General Maintenance/Repair 7D+2, Computer Program/Repair 4D+1, Demolition 5D, Droid Program/Repair 5D+1, First Aid 5D, Security 9D

Edge Points: 6 Legend Points: 1 Character Points: 13

Move: 12 Species: Human

Advantages: Fast Reactions: Quick Draw AP,

Toughness 3 **Disadvantages:**

Equipment: Unlimited Authority Cash Voucher, Modified Caelli-Merced Heavy Blaster Pistol (6D), Quick Draw holster (+1D when Quick Drawing), private Espo lighter, Encrypted Military Comlink

People always take an interest in who or what is the best at something. The strongest animal, the most vicious carnivore, the swiftest runner. Many people have a secret interest in who the most lethal killers are, but they are rarely interested in seeing them face to face. Gallandro could understand all that. Once, he had been one of those people: a commoner tittering at news reports.

He came from a backwater world. He knew what it was like to be a little person. As a youth, he couldn't understand what made someone a hired killer. Later, he did understand. His world, Ylix, was occasionally attacked by revolutionaries and terrorists from Goelitz, a rival colony a few systems away. It was an ancient feud; no one remembered what caused it. The violence was infrequent and localized. Most people had grown inured to the occasional outbreaks. The sector Moff promised peace keeping forces to deal with the problem, but with other conflicts going on, forces were hard to spare.

So, the Goelitz terrorists attacked and the Ylix militia counterattacked. And civilians got caught in the crossfire. Gallandro's parents were civilians. As he saw them bleed to death in the streets, a burning hatred was born. He spent the rest of his childhood in an orphanage-workhouse on Ylix. In his teen years, with few job prospects, he enlisted in the planetary militia. It was a decent way to make a living and he

could always transfer up to Imperial forces when he was old enough.

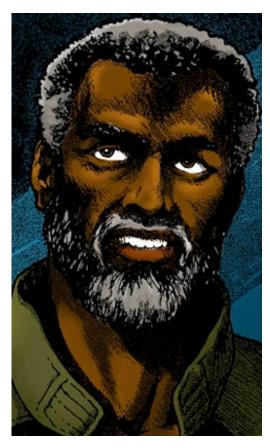
His service record was exemplary. As he volunteered for increasingly hazardous duty, he became a hero to some. He'd always wanted excitement and it was there in spades. But his downtime became unendurable, boring, stagnating, he needed the thrill of danger. He had to be the best. Otherwise, he might end up a victim like his parents.

Once, his unit attacked a hospital. Gallandro led the assault. While exploring the wreckage he heard a gun charge up. He'd always been fast, but this time his Quick Draw was blindingly quick. An old woman, guarding a gaggle of undernourished brats, fell dead. Gallandro found himself looking into the eyes of children ... orphans, as he had once been. He found out something important about himself. He didn't care. Not about them, not about his parents, not about himself. He called an officer to deal with the problem. He was a soldier, not a nanny. The war ended in victory. After seeing dozens of worlds, mostly from a trench or assault speeder, he found himself back in his home system. He mustered out.

He needed conflict and the excitement of battle. He felt an itch in the back of his skull. The medical Droids have a term for crisis addicts. It's a wonderful multi-syllable term that comes nowhere close to capturing what it is like to be someone who is trained to kill and learns that they like it. Most of these people find a place in the corps of enforcers for the New Order. Not Gallandro. Causes were for suckers. The only anthem he believed in was the sound of a gun clearing its holster. For years, he drifted from one hot spot to another; for a while, he had the death mark on over a hundred worlds. He was a mercenary, a bodyguard, and finally a bounty hunter. Along the way he made many enemies, but not many of them lasted. The gun was his only confidant and the code of the gunman was his only rule. By his own reckoning, he had killed one of just about anything that walked, crawled or moved.

Does Gallandro have an impact on the player's lives? Do they face off against him? Or do they work with him to take down a brash, young, smuggler in pursuit of riches, fame and glory?

Rekkon



Scholar DEXTERITY 3D

Gunplay 5D, Blaster Artillery 4D+1, Missile Weapons 4D+1, Unarmed Combat 7D+2, dodge 7D+1, firearms 4D, melee combat 6D+1, pick pocket 5D, running 5D+2, thrown weapons 4D+2, vehicle blasters 5D **KNOWLEDGE 4D**

Appraisal 6D, Bureaucracy 8D, Business 6D+1, history: galactic history 9D, history: Corporate Sector 10D, intimidation 5D+2, languages 10D+2, planetary systems 8D, scholar 11D+2: Alien Species 14D, Cultures 13D, Law Enforcement 13D, Planetary Systems 15D, Streetwise 8D, Survival 6D+1, Willpower 7D+1

MECHANICAL 2D+2

Communications 5D+2, Ground/Water vehicle 6D+1, Starship Piloting 8D, Sensors 5D, Swoop Operation AP

PERCEPTION 3D+2

Bargain 5D+1, Command 7D+2, Con 6D+1: *Forgery* 9D, Gambling 6D+1, Hide 6D, Investigation 8D+1, Persuasion 7D, Search 6D+1, Sneak 7D

STRENGTH 2D+2

Athletics 6D, Climbing/Jumping 6D+2, Lifting/Carrying 7D, Endurance 7D+2

TECHNICAL 2D

Computer Program/Repair 9D, Demolition 5D, Droid Program/Repair 9D+1, First Aid 6D, Medicine AS 3D, Repulsorlift Repair 5D+1, Security 8D+2

Special Abilities:

Voice Mannerism: Rekkon has vocal training and can speak non-Human languages (including Wookiee) that most other Humans can't speak.

Edge Points: 1 **Character Points:** 6

Move: 10 Species: Human

Advantages: Education, Subculture & Jargon

Disadvantages:

Equipment: Datapad, falsified Authority ID, 10,000 Authority credits, computer slicing kit (+1D to computer programming/repair)

Rekkon noticed things. From childhood he had a way of always seeing the forest and the trees together. To some, this would have indicated a career in the military or politics. Rekkon wasn't interested in glory or fame though; truth was what interested him. His desire for truth led him to question the policies of the Corporate Sector. The quest for truth was what got him killed on the journey to Mytus VII. (GM discretion, does he die?)

Born in the Roundtree system, Rekkon was the only child of a middle class family. He was an ordinary child on a world of technicians and programmers. His earliest pranks involved computer slicing, but he never took the amoral attitude that so many other slicers did. His parents had raised him to believe that behind every statistic was a person. The lesson stayed with him. They also taught him the value of education. He was taught that a book was always preferable to a toy. A book expanded your horizons and introduced you to new things: the stories of others helped you grow. He excelled at his school subjects. Rekkon proved a prodigious learner, mastering one field after another. Not content with his own studies, he began tutoring slower students to help them catch up. He found he enjoyed helping people learn. He decided to become a teacher. Here, he could take his knack for solving problems and apply it where it was needed most. He proved nearly as good a teacher as he was a learner, and his lectures as a guest speaker gathered huge crowds. Not everyone was impressed

with his notions of independence and freedom of inquiry, but few could argue with his popularity.

Rekkon was offered a post in the Corporate Sector and decided to accept. His brother and his family had immigrated there and his brother had a comfortable living as a programmer in an entertainment software division. Of some concern was their boy, Tchaka, who was unmotivated in his studies. Rekkon took the boy under his wing and showed him the joy of history and philosophy.

Rekkon was not a man content with the system. The Corporate Sector and the Empire both believed in totalitarian control. Rekkon could not hide from his conscience, and so he began slowly and subtly to hinder these policies in his own way. Rekkon knew that information was the key to success, and he began slowly collecting data on the Corporate Sector Authority and its policies.

While the Authority was considerably more lenient than the Empire when it came to dissent, there were still lines not to be crossed. Rekkon knew those limits and did not tempt the Espos. His nephew was unwittingly endangering all that, however.

As zealous as Rekkon himself, Tchaka began speaking about his objections with the Authority. Unlike Rekkon, Tchaka lacked the wisdom to know when to speak and when to hold his tongue. The boy had been very persuasive to the children of certain Authority officials. These officials decided to investigate this "dangerous revolutionary" in their midst. Rekkon was willing to quit his position to draw attention away from the boy, but before he could conclude his affairs the boy disappeared.

The stonewalling he got from the Espos was chilling in its lack of concern. Perhaps it was something more along the lines of a conspiracy. Realizing the danger of becoming personally obsessed with the problem, he began to look at the situation rationally and comprehensively. He was able to track down a few of those who had also lost family members.

Among those he gathered together were Torm (whose father, among other relatives, had disappeared), Atuarre (whose mate had disappeared), and Engret. With them as the core of his band, he began investigating in earnest.

To find out what he needed, he had to go to the source
— an Authority Data Center on Orron III. Such a task

is not handled abruptly and Rekkon was nothing if not meticulous. He made a few trips to the world, ostensibly for research on a project on agricultural methods. Rekkon's cover proved irresistible to the farm workers, who craved the opportunity to explain their work. They gave him a tour of the facilities, including the adjacent Data Center.

While on one of those visits, he noticed a repair team at work on the lift tube systems. He waited for the right moment, and then stole away to that lift tube station while the workers were on a brief break. In minutes he carefully installed his forged authorization into the security system. He was more than qualified to run the whole center and his new identity gave him access to almost every level of the Data Center. He quietly returned to his tour guides, confident that he could infiltrate the Data Center on later visits and learn what he needed to know.

Eventually, Rekkon assumed his false identity, who had been transferred to Orron III as a new computer programmer. Likewise, Torm, Atuarre and his other team members were also slowly and quietly transferred to Orron III. Then, the investigation began in earnest. Soon, however, things began going badly. Progress was difficult to make. As lead after lead dried up, Rekkon began to realize he had a traitor in his midst.

He called in a favor from one of his compatriots, a renegade tech named Jessa. She put him in contact with a rogue named Solo who hopefully could flush out the traitor. This he did indeed, but not in time to save Rekkon. Still, with the leads Rekkon had left behind, Solo kept his word and the lost ones were freed.

Since Rekkon's death, his nephew, Tchaka has committed himself to following in his uncle's footsteps. He has sworn to help lead the fight against the Authority, but in a quieter, yet more effective way. For the time being, he will continue his studies, but someday he will make the Authority pay for its actions.

Atuarre



Trianii Ranger DEXTERITY 4D

Acrobatics AS 10D, Gunplay 7D+1, Unarmed Combat 9D, Martial Arts AP: Trianii Martial Arts (Mastery), Dodge 10D, Melee Combat 8D+1, Thrown Weapons 8D+1

KNOWLEDGE 3D

Art 5D: Dance 6D: Trianii sacred dances 9D+1, Bureaucracy 4D, Intimidation 6D, Languages 5D, Scholar 4D: Alien Species 5D, Cultures 5D: Trianii sacred dances 8D+2, Trianii religion 7D, Law Enforcement 4D: Trianii 7D+2, Planetary Systems 7D+1, Streetwise 5D: Trianii space 6D+2, Survival 7D, Willpower 6D+2

MECHANICAL 2D+1

Navigation 5D, Beast Riding 6D+1, Communications 4D, Ground/Water Vehicles 4D+2, Jet/Rocket Pack Ops 5D, Starship Piloting 7D: Repulsorlift operation 8D+1, Sensors 5D, Starship Gunnery 7D+1, Starship Shields 5D+1, Swoop Operation AP

PERCEPTION 3D+2

Bargain 4D, Command 5D, Con 7D+2, Gambling 4D, Hide 6D+1, Investigation 7D+1, Persuasion 5D+2, Search 6D, Sneak 10D

STRENGTH 3D+1

Athletics: 8D+1, Climbing/Jumping 8D, Lifting/Carrying 5D+1, Endurance 6D+2

TECHNICAL 2D+1

Computer Program/Repair 5D, Demolition 4D, Droid Program/Repair 6D, First Aid 5D, Security 6D

Special Abilities:

Special Balance: +2D to climbing, jumping and other

actions requiring careful balance. Claws: Add +1D to brawling damage.

Force Points: 1 Character Points: 9

Move: 13

Species: Trianii

Advantages: Fast Reactions, Time Sense **Disadvantages:** Employed 2, Dependents 3

Equipment: Datapad, belt, slicing equipment (+1D to computerprogramming/repair), droid repair kit, dancer's costume (cape, streamers, jury-rigged ankletchimes), Trianii Ranger ID, Blaster Pistol (4D+2)

Atuarre was one of the famous Trianii Rangers, guardians of Trianii space. She became embroiled in the politics of the Corporate Sector Authority when her mate, Keeheen, disappeared while resisting the CSA's annexation of the Trianii colony of Fibuli. Atuarre hadn't planned on becoming a Ranger. She wanted a life as an executive in one of the prosperous Trianii companies, or as a model or dancer. However, as gepurrIta (a Trianii phrase that means "the will and destiny of the spirits of the ancestors") would have it, she had the luck to fall in love with a Ranger.

At first, Atuarre resisted the idea of joining her mate on the frontier. Although it was Trianii Ranger custom to assign family units to work together on patrol, Atuarre doubted she wanted to live on the frontier. She had been raised in a life of comfort and peaceful contemplation, a class accustomed to leading the people, not serving them. Life in the colonies was violent and dangerous. In time, she found she had an aptitude for the job. She didn't feel all that comfortable hefting a blaster, but her dance training as a youth helped her master the delicate and deadly Trianii martial arts. She also found that she had the most important quality that all Rangers must share - a desire to see justice prevail. She was awarded full Ranger status.

Atuarre, Keeheen, and their cub, Pakka, were assigned to Fibuli, one of the flashpoints of the continuing struggle between the Trianii and the Authority. Actually, most of their patrol tour had been relatively uneventfully - they stopped the herdbeast rustling ring on Ekibo and the thionarx dealers of Brochiib, but the Authority's raiders were largely inactive. They knew many Humans could be avaricious and cruel, but once you got used to dealing with their clumsy schemes, you could learn to predict their tricks.

Things changed when the Authority finally annexed Fibuli. The colony world was consumed in open warfare, as the Trianii desperately fought to repel the Authority. However, the efforts were to no avail, as the Authority asserted control in just over three months. In the fighting, Keeheen and Pakka were captured.

Atuarre vowed to rescue them or die trying. She rescued Pakka while he was being transported to an interrogation station in the heart of Authority space. While the cub was still alive, the interrogation at the hands of the Authority's goons traumatized the cub so badly that he refused to speak. Something hardened in Atuarre; she vowed to find her husband and to make the Authority pay in lives.

She hid out for the next few weeks, searching and checking, but finding nothing save for rumors. Then she found Rekkon. He was unlike any Human she had ever met before, he radiated trust and honesty. He had gathered others who had also lost loved ones and they worked together to find out what happened. It was Rekkon who introduced her to a Captain of a ship, that who took her to Stars' End. A Human who helped her rescue her beloved Keeheen.

Or is this tale a vastly different and tragic one? For her? Possibly even a promotional opportunity for CSA Academy students that thwart the rescue attempt? Or are your players that starship captain and support group that helps her.



Keeheen



Trianii Ranger DEXTERITY 3D+2

Acrobatics AS 8D, Gunplay 7D+1: *Archaic guns* 8D+1, *Slugthrowers* 9D, Unarmed Combat 9D, Martial Arts AP: Trianii Martial Arts (Mastery) & Martial Arts (Mastery): Tandem, Dodge 9D, Melee Combat 7D, Missile Weapons 5D, Theft 6D+1, Thrown Weapons 10D+2

KNOWLEDGE 3D

Bureaucracy 3D+2, Intimidation 5D, Languages 4D+1, Scholar 4D: *Alien Species* 5D+1, *Cultures* 5D, *Law Enforcement* 5D+1, *Planetary Systems* 5D: *Trianii Space* 7D, Streetwise: Trianii space 7D+2, Survival 7D+1, Willpower 8D

MECHANICAL 2D+1

Blaster Artillery AP, Navigation 6D+2, Beast Riding 4D, Communications 6D, Ground/Water vehicle 5D+2, Jet/Rocket Pack 5D, Sensors 5D, Starship Piloting 8D+1, Starship Gunnery 6D+2, Starship Shields 6D, Swoop Operation AP

PERCEPTION 3D+2

Command 6D, Con 4D+ 1: *Forgery* 5D, Gambling 5D+1, Hide 5D, Investigation 7D+2, Persuasion 6D+2, Search 7D, Sneak 5D

STRENGTH 3D

Athletics 10D, climbing/jumping 7D+2, lifting 8D, Endurance 7D

TECHNICAL 2D+1

Computer Program/Repair 4D, Demolition 5D+1,

Droid Program/Repair 5D+1, General Maintenance/Repair 7D, First Aid 6D, Security 8D, Starship Repair 7D Special Abilities:

Special Balance: +2D to climbing, jumping and other

actions requiring careful balance. Claws: Add +1D to brawling damage.

Edge Points: 1 **Character Points:** 8

Move: 12

Species: Trianii Advantages: Disadvantages:

Equipment: Blaster pistol (4D), Trianii Ranger ID

Even as a cub, Keeheen knew that becoming a Ranger was what he wanted to do with his life. He had been adopted by an aunt after his parents were poisoned by an "accidental" toxic dumping near their farm. He would never forget the image of a Trianii Ranger standing up to the people who feigned innocence.

This Trianii stood for something. He wouldn't be docile like most of the colonists; he couldn't be cowed by threats or be silenced by bribes. As he grew up in his aunt's home, Keeheen read about the Rangers and began training himself to make the grade.

He excelled in sports and studies. He soon surpassed all those in his age group, even beating out many of the females, and he was on the way to attaining his dream. He was the youngest fully commissioned Ranger in the history of the service. Then he fell in love.

Often, Trianii citizens would come to watch the Rangers training. The Trianii are proud of their Rangers: those brave few who make the sacrifices to preserve their way of life. One in the crowd stood out - a haughty female, sleek and graceful. He stopped his practice acrobatics and introduced himself to the female with the laughing eyes.

Pakka



Trianii Cub **DEXTERITY 2D+2**

Acrobatics AS 5D, Unarmed Combat 7D, Dodge 6D, Melee Combat 5D+1, Theft 7D, Thrown Weapons 4D+1

KNOWLEDGE 2D

Languages 3D, Scholar: Alien species 4D+2, Cultures 6D, Planetary Systems 4D, Streetwise 5D, Survival 5D+2, Willpower 6D

MECHANICAL 2D+1

Beast riding 7D, Communications 5D, Ground/Water Vehicles 6D+1

PERCEPTION 2D

Bargain 5D+1, Con 5D+1, Hide 6D+2, Persuasion 4D, Search 4D+1, Sneak 5D

STRENGTH 2D+1

Athletics 6D+1, Climbing/Jumping 5D+2, Lifting/Carrying 3D+1, Endurance 4D

TECHNICAL 2D

Computer Program/Repair 5D, Droid Program/Repair 5D+1, General Maintenance/Repair 4D, First Aid 4D Special Abilities:

Special Balance: +2D to climbing, jumping and other actions requiring careful balance.

Claws: Add +1D to brawling damage.

Character Points: 3

Move: 11

Equipment: Hold-out blaster (3D+2), medpac

Atuarre and Keeheen's cub, Pakka, is a strong young Trianii who is learning to overcome great trauma. The youngster has always known the travelling life of a Ranger, but until he and his father were captured by the Authority he never realized how dangerous it could be.

Before that, Pakka had always dreamed of being a Ranger like his parents before him. He had never settled on any one world, and had never formed friendships with young Trianii his own age.

After the rescue of his father and his family's return to Trianii space, Pakka's parents decided to settle and allow their son a "normal" life. He was enrolled in school and he quickly made friends. He had to get used to being treated like a celebrity (after all, how many other young Trianii have fought against the Authority's Espo goons), but he learned how to get along with others and handle his fame. His parents, meanwhile, decided to take a year off from active patrol duty while Pakka adjusted to normal life. Keeheen became a Ranger administrator, while Atuarre became a physical trainer for Ranger cadets.

After a few weeks, Pakka began to speak again. Speech was rare and halting, but it showed that the young cub was beginning to get over his trauma.

Torm Dadeferron



Espo Informer DEXTERITY 3D

Gunplay 4D: *Holdout Blaster* 6D+1, Unarmed Combat 6D+2, Martial Arts AP, Dodge 6D+1, Melee Combat 6D, Theft 6D+1

KNOWLEDGE 4D

Appraisal 7D+1, Business 6D, Intimidation 6D+2, Languages 5D+1, Scholar 4D: *Law Enforcement* 6D, *Planetary Systems* 5D, Streetwise 6D+1, Survival 5D+2

MECHANICAL 2D+2

Communications 7D, Ground/Water Vehicles 4D+1, Starship Piloting 5D

PERCEPTION 3D+1

Bargain 5D+2, Con 7D: Forgery 8D, Gambling 8D+1, Hide 7D+1, Investigation 6D, Persuasion 5D, Search 7D+1, Sneak 8D+1

STRENGTH 3D

Athletics 5D, Climbing/Jumping 6D, Lifting/Carrying 7D+1. Endurance 4D

TECHNICAL 2D

Computer Program/Repair 5D+1, Demolition 4D, Droid Program/Repair 5D+1, First Aid 3D+1, Repulsorlift Repair 4D+2, Security 6D

Character Points: 12

Move: 10 Species: Human

Equipment: False Authority ID, 3,000 Authority credits, Authority Cash Voucher (25,000 credit limit),

Holdout Blaster Pistol (4D), tool belt, Kail Ranges (valued at over three billion credits)

People often wonder what it is that makes someone turn against their own family. Sometimes it is hidden trauma or abuse or insane jealousy. For Torm Dadeferron, it was simple greed. His childhood on the Kail Ranges, a wealthy farming estate, was comfortable and stable. As the youngest of two brothers, he would live a comfortable life even if he wouldn't inherit the Ranges. He seemed to get along with the ranch families' other children and his older brother.

After his mother died of a prolonged illness, Torm was taken on a vacation by his father, Dixon and his brother, Trevim. They went to the resort world of Maryo. On this trip Torm was contacted by Authority security police. The undercover officers approached Torm while he was alone. What they had to say was interesting to Torm. They knew his father was displeased with the way the Authority was dictating operations on the Ranges. They told Torm that his uncles were also resisting and that Trevim was also a threat because he had sided with his father many times in disputes with the Authority. They were troublemakers because they resisted the Authority's will. The Authority needed someone to keep an eye on the old man and the others. They made it clear to Torm that it could be lucrative for him if he played along. While Torm didn't hate his family, the promise of complete control of the Ranges was too tempting. It wasn't as if they were dead, after all just not around. He could live with that.

It wasn't so simple to the Authority, however. After his family disappeared, the Authority wanted more from Torm. They wanted an angle on the work some scholar named Rekkon was doing. He could jeopardize the Authority's whole plan and that couldn't be allowed. They gave Torm special agent training and forced him to investigate. "Don't worry about finding Rekkon," they assured him, "he'll find you. And when he does, deal with him." Torm found that he liked being an Espo stooge. He liked having power and connections. What he didn't count on was Rekkon's new ally, some smuggler, and the way that smuggler honored debts. Who can say if Torm regretted his choices in those last seconds before the smuggler thumbed the airlock hatch. Only his family will ever care. Life's ironic that way ...

Roa



Businessman (Former Smuggler) DEXTERITY 3D+1

Gunplay 5D, Dodge 6D, Unarmed Combat 5D **KNOWLEDGE 2D+1**

Appraisal 8D+1: *Bulk Cargo* 11D+2, Bureaucracy 5D+1, Business 6D+2: *Shipping* 11D, Languages 5D+1, Scholar 3D: *Alien Species* 6D, *Cultures* 6D, *Law Enforcement* 8D, *Planetary Systems* 7D, Streetwise 8D, Survival 5D+1

MECHANICAL 3D+2

Navigation 6D, Capital Ship Piloting AP, Communications 4D+2, Ground/Water vehicle 4D+1, Sensors 5D+1, Starship Piloting 9D+2, Starship Gunnery 9D, Swoop Operation AP

PERCEPTION 3D

Bargain 7D, Con 6D+1, Gambling 5D+2, Hide 4D, Persuasion 6D+2, Search 7D+1, Sneak 6D

STRENGTH 3D

Athletics 4D+1, Climbing/Jumping 4D, Lifting/Carrying 3D+1, Endurance 5D

TECHNICAL 2D+2

Computer Program/Repair 4D, Droid Program/Repair 8D, Security 8D, Starship Repair 9D+1

Edge Points: 2 **Legend Points:** 1

Character Points: 5

Move: 10 Species: Human

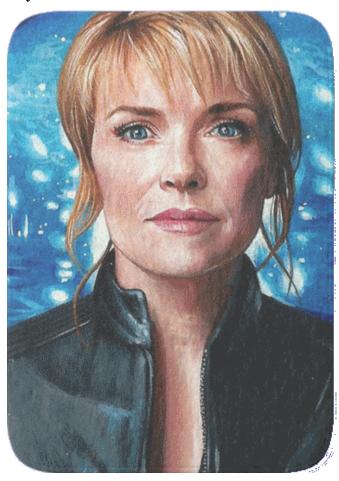
Advantages: Longevity, Luck 2, Toughness 1 **Equipment:** Command case, conservative suit, 5,000 Authority credits, ID, Pulse Wave Blaster Pistol (5D)

There are those who are good at what they do because they have talent. There are those who are good at what they do because they work hard and develop skill. Then, there are those who are good at what they do because they love what they're doing. The best are those who are all three. When it came to smuggling, Roa always considered himself to be one of the latter and there were few who could disagree with that. He had always been taken with the freedom of space travel and making his own way. Even when a freighter captain could still make an honest living during the Old Republic, he chose to work the wrong side of the law, becoming a legend in the process.

Among those who made the Kessel Run regularly, he was one of the first to really cut the margins narrow. He risked the pull of The Maw and set records. Roa didn't see what all the fuss was about. He just felt that playing it safe was a losing game. As one of the older smugglers around Nar Shaddaa, he did a lot of surrogate parenting. If you lived through what he did, you would too. Still if there was one risk he'd gamble it all on, it was the woman, Lwyll. Roa hardly ever looked at females, but after he saw her, he knew he'd been waiting for the right one all along. Still, she didn't live cheap and she didn't live easy. It was time to saddle up with some younger rocket bums and hit the stars for the big haul.

Good old Lwyll waited for him. He'd been courting her for over ten years and she still was holding back. Still, he got to make an honest woman out of her. Odd thing was, she wanted to make an honest man out of him, too. She said she didn't want to be a smuggler's widow. Said she'd leave him. He figured she'd still wait. Well, he was wrong. It hurt seeing her with other men. After he'd tried to patch his heart back together, he decided to go for broke. He made the riskiest jump of his life. He converted his ships for legitimate work and entered the shipping business. The adjustment took a while. With some hustling, it was even possible to score big. Eventually, he switched locales and came to the Corporate Sector. Over the years, Roa hauled cargoes and planned his future. In a few years he went from a couple of beatup Corellian transports to a fleet of two dozen bulk haulers.

Lwyll



Former Entertainer DEXTERITY 3D

Dodge 6D+ 1, Melee Combat 5D+2, Theft 6D, Unarmed Combat 6D

KNOWLEDGE 2D+2

Appraisal 4D+2, Art 5D: *Singing* 6D, Scholar 4D: *Alien species* 5D+1, *Cultures* 6D+2, *Planetary Systems* 5D+1, Languages 4D, Streetwise 8D+2, Survival 4D: *Urban* 5D+1 Willpower 7D+1

MECHANICAL 3D

Beast riding 5D, Ground/Water vehicle 5D+1, Starship Piloting 6D

PERCEPTION 3D

Bargain 7D+1, Con 7D+1: *Forgery* 8D, Gambling 6D, Hide 5D+1, Persuasion 8D+2, Search 4D+1, Sneak 5D

STRENGTH 3D+1

Athletics 5D, climbing/jumping 4D+2, Lifting/Carrying 3D+2, Endurance 4D

TECHNICAL 3D

Computer programming/repair 3D+1, Droid Program/Repair 5D+2, First Aid 6D, Security 5D Character Points: 1

Move: 10 Species: Human

Advantages: Attractive

Equipment: CSA ID, 3,000 Authority credits,

comlink

Lwyll often envied the people she saw in the audiences when she performed. As a chanteuse, she had plenty of opportunity to see the life she'd never been able to lead. Born to a dirt poor migrant laborer family, she'd fought tooth and nail to avoid working in mines like the people around her. If you went down in the pits too often part of you would always stay. Fortune had blessed her with looks and a passable voice, but her persistence and enthusiasm could bring her more.

She wished she could be attracted to ordinary men. They were boring but dependable. But somehow, they always left her cold. She didn't want to like the men with the fire in their eyes. That had doomed her sisters, languishing even now in some flea infested dome habitat, widowed and penniless, with an armful of brats. Somehow it never worked out. She had nearly given up on ever finding someone to look after when Roa came by. She could tell he was hooked. Of course, most of them were as long as you were still in front of them. This one was different, however. He came back to hear her sing and actually seemed to see her. Not the revealing costume some slug figured would sell more drinks. But her. One day, she invited him backstage and when she fell for the stranger, she fell hard. It figured that he wasn't just a smuggler, but a boss smuggler at that. Here he was with half a dozen young maniacs eager to get themselves killed for a half-share, and he was trying to keep up with them. She decided to play it cool.

There'd never be any man but Roa for her. Not any that she cared about, anyway. Still, she had lost too many friends to the odds and she'd rather live without him than live with the chance he might end up dead over a deal gone bad or a random encounter with a patrol ship. After enough threats and an affair or two, Roa changed his career. Lwyll came back. No one had ever been so willing to give up what they loved for her. It was only fair that she made it worth it to him. Sure, it hurt her to see how wistful he was when he saw some souped-up hot rod soaring skyward on a prayer. But regret is a luxury for the living, and Lwyll wouldn't have it any other way.

Mor Ewwen Glayyd



Youthful Planetary Noble DEXTERITY 3D+1

Gunplay 5D+1: *Archaic Guns* 6D+2, Missile Weapons 5D+2, Unarmed Combat 4D, Dodge 4D, Melee Combat 5D

KNOWLEDGE 3D+1

Appraisal 4D, Bureaucracy 6D+1, Business 4D, Scholar 4D: *Alien Species* 5D, *Cultures* 5D: *Code of Ammuud* 7D, *Law Enforcement* 5D+1, *Planetary Systems* 5D, Languages 3D+2, Willpower 7D+2

MECHANICAL 2D+2

Archaic starship piloting AP, Navigation 3D+1, Beast Riding 6D+1, Ground/Water vehicle 4D, Starship Piloting 5D, Swoop Operation AP

PERCEPTION 4D

Bargain 5D, Command 6D+1, Gambling 4D+2, Hide 4D+2, Investigation 5D, Persuasion 6D, Search 5D, Sneak 5D+1

STRENGTH 2D+2

Athletics 5D+2, Climbing/Jumping 4D, Lifting/Carrying 3D+1, Endurance 3D

TECHNICAL 2D

General Maintenance/Repair 4D, computer program/Repair 4D+1, Droid program/Repair 5D, First Aid 3D, Security 5D+1

Edge Points: 1 **Character Points:** 4

Move: 10

Species: Human

Advantages: Educated **Disadvantages:** Unlucky 1

Equipment: Pocket computer (with datafiles on his personal diary, various languages and rival clans),

comlink

From his earliest childhood, Ewwen remembers the townsfolk looking at him oddly. At first, they looked at the sickly youth and wondered if their leader-to-be had the strength and fortitude to maintain the power of the Glayyds. Ewwen was not the kind of child that had been prayed for. He was not a strong, imposing warrior. He was given more to thought and reflection than action.

Ewwen was thrust into the role of clan leader far sooner than he had expected. His father, Agmor, died under questionable circumstances. An investigation by Glayyd doctors showed the cause of death to be poison that somehow had been put in Agmor's food. Most suspected treachery but without proof of who had done it there was no revenge to be had.

Ewwen's reign as the Mor nearly ended a mere halfmonth later, when a stranger committed a grave offense against his sister, Ido. Ewwen had no choice but to challenge the man to a death-duel. Later, the Glayyds learned that this man's name was Gallandro and that he was a hired gunman in the service of the Reesbon clan. Only the intervention of a Corellian smuggler stopped the duel.

Ewwen, despite his youth, has a strong vision of the future of Ammuud. He foresees a future where the Glayyds rule in peace and prosperity and Ammuud's days of barbarism and poverty are forgotten. He is working hard towards that goal and is trying to convince the other clans to change their warring ways. He hopes that someday Ammuud can move on from the Code, which is the only thing preventing war among the clans. He wants to see his world take its rightful place in galactic society.

Ido Glayyd



Young Noble DEXTERITY 3D

Gunplay: Archaic Guns 4D, Beast Riding 6D, Missile Weapons 3D+2, Unarmed Combat 3D+1, Dodge 5D, Melee Combat 3D+2, running 5D, Thrown Weapons 3D+1

KNOWLEDGE 4D

Art 5D: *Dancing* 6D: *Courtly Dancing* 7D, Alien species 5D+2, bureaucracy 5D, cultures 4D+2, languages 6D, planetary systems 5D, value 4D, willpower 5D+1

MECHANICAL 2D+2

Beast riding 6D+1, ground vehicle operation 4D, Ground\Water vehicle 4D+1, Starship Piloting 4D

PERCEPTION 3D+1

Body language 5D+2, Command 5D, Con 3D+2, Hide 4D+1, Investigation 4D, Persuasion 7D, Search 4D+2, Sneak 5D

STRENGTH 3D

Athletics 8D, Climbing/jumping 4D+2, Lifting/Carrying 3D+2, Endurance 5D

TECHNICAL 2D

Computer program/Repair 3D+1, Droid program/repair 4D+2, First Aid 6D

Character Points: 3

Move: 10

Species: Human

Advantages: Beautiful? (I just don't see it...)

Disadvantages: None

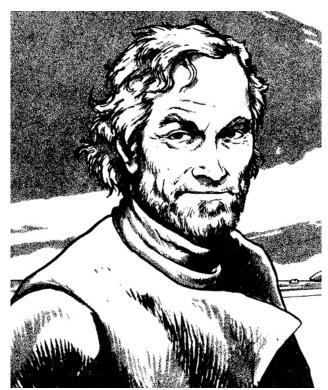
Equipment: Comlink

Ido Glayyd is an intelligent, strong-willed and beautiful young woman who works very hard at preserving the power base of her family. As a child, she had been encouraged by her father to only worry about seeking out an appropriate mate from within the clan. However, she had other ideas: even if by the Code she could never be the Mor, she was determined that she would take an active role in guiding the destiny of her clan and her planet. Despite her world's archaic social order, she knows that she can make a difference. After her father's sudden death, her brother Ewwen became the Mor and he has relied on Ido's advice since being recognized as clan leader. Now, she finds herself able to put her ideas into action.

Ido is too busy with her duties to truly worry about a suitor. She has fended off the affections of other heirs from the clans of Tikeris, Melchett and Odoon. However, few of them seem as interested in her as they are in her family's holdings — only Kyle Odoon is pleasant and he seems embarrassed by all the plotting.

Ido has used her experience to learn about the other clans. She was privileged to have a Lorrdian tutor who taught her how to read the moods of others by observing posture and body language. She plans on using this information to help the Glayyds hold power and keep the other clans off balance. Perhaps the recent visit by Fiolla and that curious alien, Spray, will lead to some favors for her clan ...

"Doc"



Master Technician DEXTERITY 2D+1

Gunplay 6D+2, Unarmed Combat 3D, Dodge 4D, Thrown Weapons 4D+1, Melee Combat 3D, Missile Weapons 6D

KNOWLEDGE 4D

Appraisal 15D, Bureaucracy 6D, Business 8D, Languages 6+1, Scholar 5D: *Alien Species* 6D, *Cultures* 6D+2, *Planetary Systems* 7D, Streetwise 9D, Survival 5D+2, Willpower 5D

MECHANICAL 2D+2

Navigation 5D+2, Capital Ship Pilot AP, Capital Ship Shields AP, Communications 7D, Ground/Water Vehicles 7D, Powersuit Ops 4D, Sensors 8D, Starship Piloting 6D+1, Starship Shields 7D, Starship Gunnery 5D+1

PERCEPTION 2D+1

Bargain 7D+2, Command 6D+1, Con 5D+2: Forgery 8D, Imperial ship registrations 9D+2, Hide 4D+2, Persuasion 7D

STRENGTH 2D+2

Athletics 6D, Climbing/Jumping 3D+1, Lifting/Carrying 3D, Endurance 5D

TECHNICAL 4D

General Maintenance/Repair 11D, Capital Ship Repair AP, Capital Ship Weapon Repair AP, Computer Program/Repair 8D+2, Droid Program/Repair 11D+2, Engineering 5D: *Repulsorlift* 6D, *Space Transports*

6D+2, Repulsorlift Repair 13D+2, Security 9D, Starship Repair 15D, Starship Weapon Repair 9D+1

Edge Points: 3 Legend Points: 1 Character Points: 15

Move: 10 Species: Human

Advantages: Gifted Engineer Disadvantages: CSA Record

Equipment: Tech's coveralls, starship repair tools, portable computer w/engineering software (+2D to all starship repair skills & +1D to engineering skills)

A gifted mechanic and technician, "Doc" is perhaps the finest outlaw-tech in the Corporate Sector. He also has one of the most elaborate security systems, including dozens of secret base worlds, several reserve ships for defense, and an elaborate warning system in case of Espo intrusion.

Doc's background is far removed from the world of smuggling. Born on Coruscant, Doc, or Klaus Vandangante as he was known then, was the only child of Carmilla Vandangante, Deputy Viceprex of the Rigahuerr Publishing Combine. Doted on by his widowed mother, young Klaus was raised in luxury and privilege.

At the age of seven, bored by his lonely life, he rebelled against the staid atmosphere of his surroundings. He showed a remarkable aptitude for technology and reprogrammed his Droid nanny to stop serving foods he didn't like. This convinced his private tutors that the boy's natural gifts were of a technical nature. Once teachers began tailoring their lessons to his interests, he found himself enjoying the challenge of learning.

However, Doc's life of luxury and security was to end. After graduation, he transmitted his resume to various companies and accepted a lucrative position as design systems team leader at Alkherrodyne Propulsions. Klaus had great hopes of putting his education to work, but programmed obsolescence wasn't something they taught you in engineering classes. Neither was shoddy work obscured by flashy advertising and marketing.

He swallowed his pride and continued, but when the Azaria 66 began exploding in minor accidents, as he warned that it would, Alkherrodyne was plagued with lawsuits. They needed a scapegoat and with just a tiny bit of data doctoring by company slicers, Klaus fit the bill. Several billion credits later, Klaus was bankrupt, his family fortune wiped out in the lawsuits.

Alkherrodyne was bankrupt and gone, but that didn't make up for the slander to his name. Thoroughly disillusioned, Klaus (or "Doc" as he now called himself) became a drifter. He drifted to the Corporate Sector, where he met Shardra, a smuggler's technician. It was love at first sight: she was tweaking some alluvial dampers on a spice freighter and covered in grease up to her elbows.

She introduced him to her comrade smugglers and Doc never looked back. Doc teamed up with the smugglers and made their ships among the fastest freighters in the Sector. Years later, Shardra died in a fuel dump explosion, leaving Doc to raise their young daughter, Jessa. He found being a parent was a lot harder than tweaking a starship, but he did the best he could. Keeping the free-spirited young woman out of trouble got harder and harder as Jessa got older, especially with young smugglers around. Still, despite their flaws, most of the smugglers he kept around had a solid core to them.

That came in handy when the Authority tracked him down and put him in their Stars' End icebox. Or does it? Does a smuggler actually manage to free Doc? Or do the players as CSA Operatives put him in the icebox themselves? Does the first Stars End prototype ever get destroyed? Perhaps the CSA Operatives show up in the nick of time to save the day. Those stories are up to you.

Jessa



Master Technician DEXTERITY 2D+1

Gunplay 5D+2, Blaster Artillery AP, Unarmed Combat 5D, Dodge 5D, Melee Combat 3D

KNOWLEDGE 4D

Appraisal 7D+2, Bureaucracy 5D+1, Business 6D, Languages 5D+2, Scholar 5D: *Alien Species* 6D, *Planetary Systems* 7D+1, Streetwise 7D: CSA 8D+1, Survival 4D+1, Willpower 6D

MECHANICAL 2D+2

Navigation 5D, Capital Ship Shields AP, Communications 5D, Ground/Water Vehicles 3D+2, Sensors 6D, Starship Piloting 8D, Starship Gunnery 7D, Starship Shields 8D, Swoop Operation AP

PERCEPTION 2D+1

Bargain 8D, Command 6D+2, Con 5D: *Forgery* 6D+2, Gambling 3D, Hide 4D+1, Persuasion 7D, Search 4D, Sneak 4D+2

STRENGTH 2D+2

Athletics 6D, Climbing/Jumping 4D, Lifting/Carrying 4D, Endurance 5D

TECHNICAL 4D

Capital Ship Repair AP, Capital Ship Weapon Repair AP, Scientific Application AS 4D, Computer Program/Repair 8D, Droid Program/Repair 10D, general Maintenance/Repair 8D+2, Repulsorlift Repair 9D, Security 6D+2, Engineering 2D: *Space Transport Engineering* 4D, *Starship Weapon Engineering* 3D, Starship Repair 10D, Starship Weapon Repair 9D, Repulsorlift Repair 8D, Walker Repair 4D+1, First Aid 4D+2

Edge Points: 1 **Character Points:** 7

Move: 10 Species: Human

Advantages: Gifted Engineer, Attractive

Disadvantages: Imperial Record, CSA Record

Equipment: Tech tools, tool belt, blaster pistol (4D)

Jessa doesn't like to think of herself as a mother figure. Not when she's younger than half the techs running around her father's camp. Still, it seems like she's the only one with enough common sense to keep juggling everything at once. Somehow it's always seemed that way. Even when she was a child, she was helping out and offering advice to those around her. Technical advice, helpful suggestions on personal matters, you name it. A few might argue with Doc's right to pass his legacy to his only child, but when she's in action, whether training some techs to fly Z-95 Headhunters or cutting a tough deal with some smugglers for spare parts, it becomes easy to see that she has more than earned her position. She inherited natural leadership qualities from her mother and grandmother. This has served Doc and the outlaw techs well since Doc has often been called away to negotiate deals and scout potential new bases for their renegade band. She has been around the insides of starships since she could crawl. Some might wonder if she has ever resented her father for "condemning" her to a life of hard work among the less savory elements of the Sector. They couldn't be further from the truth. Doc's parenting style suited her just right. She learned more from reading Doc's extensive data libraries than most folk learn in twice as many years at school. When her father disappeared. Some panicked and suggested running. Nonsense, she said. She knew she had to keep things going to do right by Doc and all he'd accomplished. Someone came into her life and saved Doc for her, is that you?

Sonniod



Ex-Smuggler DEXTERITY 3D+1

Gunplay 4D+1, Unarmed Combat 4D+2, Dodge 6D+2, Theft 5D+1

KNOWLEDGE 2D+1

Appraisal 4D+1, Business 4D+2, Scholar 3D: *Alien Species* 6D, *Cultures* 4D, *Planetary Systems* 5D+2, Languages 6D, Streetwise 5D

MECHANICAL 3D+2

Astrogation 4D+1, communications 5D+1, Ground/Water Vehicles 5D+1, Starship Piloting 8D, Sensors 5D, Starship Gunnery 4D+2, Starship Shields 5D

PERCEPTION 3D

Bargain 6D, Con 4D, Gambling 3D+2, Hide 4D, Persuasion 4D, Search 5D+1, Sneak 5D+1

STRENGTH 3D

Athletics 5D+1, Climbing/Jumping 3D+1, Lifting/Carrying 3D+1, Endurance 3D+1

TECHNICAL 2D+2

Computer Program/Repair 5D+1, Droid Program/Repair 5D, General Maintenance/Repair 6D: *Holoprojector* 7D+2, First Aid 4D+2, Starship

Repair 6D

Character Points: 2

Move: 10 Species: Human

Advantages: Luck 1, Reputation 1

Disadvantages: None

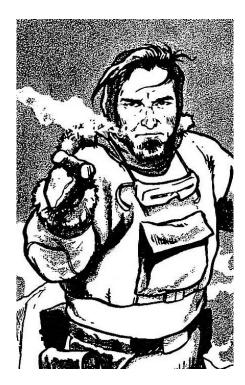
Equipment: Comlink, blaster pistol (4D), datapad

He's just a quiet, legitimate cargo hauler, earning a modest living on the frontier systems near the border of the Corporate Sector. Still, he's beaten the odds for smugglers because he's still alive. He got into smuggling as a favor for a relative. His cousin was manager for a local "meeting place." As he explains, "You couldn't call it a tavern because the planet was run by a wacko cult that banned just about everything that was pleasurable: cold brew, dancing, gambling, the whole 'misery makes us holier' line. They kept a close watch on everyone, making sure the residents were properly repentant and guilty for being so lucky to live in such squalor and misery. I was asked to "bring a little joy to the world."

Sonniod owns a small freighter, and was working oncontract as circuit rider for a holotheater chain. He had to stop at every backwater planet for 50 systems, bringing new features and maintain the aging projection equipment they had. Sonniod's cousin made her profits from under-the-table chak-root sales. When her previous supplier nearly got nabbed and quit, she turned to Sonniod. The cult had no problem with holodramas, at least ones that taught approved virtues and values. Sonniod had come by there many times in the past. When she asked him to sneak just a few bunches of chak-root in, what choice did he have? He was nervous as all get out, however, the credits she paid him went a long way toward easing his nerves.

After that, he continued for a few months in the smuggling trade. Word got around and he even made some smuggler acquaintances of his own. He ended up joining Roa's organization. Times have changed. Sonniod knew too many people who got killed while smuggling, and he decided he'd rather live a long life. Sonniod took his ship and went into legitimate cargoes. Now, he spends his days hustling small cargoes, going from one frontier world to another, but at least no one's shot at him in a long time. He even runs into some of his old buddies from time to time.

Magg



Corrupt Detached Duty Agent/Slaver DEXTERITY 3D+2

Gunplay 7D+1, Dodge 6D+2, Melee Combat 6D+1, Missile Weapons 5D+2, Theft 6D, Thrown Weapons 6D+1, Unarmed Combat 8D+2

KNOWLEDGE 2D

Appraisal 7D+1, Bureaucracy 6D+1, Business 6D+2, Intimidation 6D+2, Languages 4D+1, Scholar 3D: *Alien Species* 4D+1, *Law Enforcement* 7D, *Planetary Systems* 4D, Streetwise 6D: *Corporate Sector* 8D, Willpower 4D+1

MECHANICAL 3D+2

Blaster Artillery AP, Capital Ship Gunnery AP, Capital Ship Piloting AP, Capital Ship Shields AP, Communications 4D+1, Ground/Water Vehicles 6D, jet pack operation 4D, Starship Piloting 5D+2, Starship Gunnery 7D, Starship Shields 6D+1, Swoop Operation AP, walker operation 5D+1

PERCEPTION 3D

Bargain 6D+1, Command 6D, Con 9D: Forgery 10D, Hide 4D+2, Investigation 7D+1, Persuasion 9D+1, Search 6D, Sneak 7D+2

STRENGTH 2D+2

Athletics 4D+2, Climbing/Jumping 5D+1, Lifting/Carrying 4D, Endurance 5D

TECHNICAL 3D

General Maintenance/Repair 8D+1, Computer Program/Repair 4D+2, Demolition 5D, Droid Program/Repair 6D, First Aid 5D, Security 8D,

Walker Repair 4D, Capital Ship Repair AP, Starship

Repair 5D **Edge Points:** 1

Character Points: 10

Move: 10

Species: Human

Advantages: Dual Identity*, Erzatz

*Secret Identity: Magg is head of the slaver ring.

Disadvantages: Employed 2 CSA

Equipment: Slave director unit, blaster pistol (4D), armored spacesuit, slicing kit (+1D to computer program/repair), Authority Cash Voucher (10,000 credit limit), Auditor-General agent ID, false ID

When you're born in the Corporate Sector, you have few illusions about how hard life can be. On one hand, there is the Authority and its franchise companies: good pay (if you're lucky), hard work and boredom. On the other hand, there is the criminal world: better pay, less work and lots of danger. When it came time to pick, Magg did what came naturally: he sat on the fence and played both angles at the same time. Who says you can't be a dirty Detached Duty agent and still do your duty? Taking bribes and kickbacks wasn't exactly Authority policy, but the whole Sector ran on greed, so why should some occasional inconsistency be a problem?

Magg actually got quite a kick out of the double life bit. He had two apartments, two styles of dress, two circles of contacts: two separate lives. Anything that could help him keep things separated and compartmentalized in his mind. He didn't make mistakes, and in a game like this, he couldn't afford any. One hand could wash the other. Magg could use Zlarb's inside information on the crime syndicates to finger the competition while keeping his own affairs far from the noses of the Espos. Despite Zlarb's initial mistrust, the plan worked wonders. They had a small private army with their own small fleet. Life was good. At times it seemed too sweet to last, but last it did. While slaving made him more credits than he could spend, his "day job" took him to the Auditor-General's office.

As an independent agent, he had a lot of leeway. He could go anywhere, meet anyone, and do almost anything without having to explain his actions to anyone but Fiolla, his supervisor. He had to work to keep her in the dark because she was sharp. Still, she trusted him, and that was her mistake. She wanted to believe That he was honest and hardworking, and that was all he needed to fool her.

Zlarb



Outlaw Slaver DEXTERITY 4D

Gunplay 6D, Unarmed Combat 7D+2, Dodge 7D, Melee Combat 7D+2, Missile Weapons 6D, Theft 6D+1, Thrown Weapons 7D+1

KNOWLEDGE 3D

Appraisal 9D+1, Bureaucracy 4D+2, Business 6D+1, Intimidation 7D, Languages 5D+1, Scholar: *Alien Species* 3D+1, *Law Enforcement* 8D, *Planetary Systems* 9D, Streetwise 8D: *Corporate Sector* 10D, Survival 6D

MECHANICAL 2D+2

Capital Ship Piloting AP, Capital Ship Shields AP, Communications 6D, Ground/Water Vehicles 5D+1, Starship Piloting 8D, Sensors 4D, Starship Gunnery 8D+1, Starship Shields 5D+1, Swoop Ops AP, Capital Ship Gunnery AP

PERCEPTION 2D

Bargain 7D, Command 7D+1, Con 5D: *Forgery* 6D, Gambling 7D+1, Hide 3D, Persuasion 6D+1, Search 5D, Sneak 4D

STRENGTH 3D+1

Athletics 5D+1, Climbing/Jumping 6D, Lifting/Carrying 5D+2, Endurance 5D+1

TECHNICAL 3D

Capital Ship Repair AP, Computer Program/Repair 4D, Demolition 6D, Droid Program/Repair 5D, First Aid 4D+1, Security 6D+1, Starship Repair 6D

Character Points: 4

Move: 10

Species: Human

Equipment: Thermosuit, facebowl (to protect against cold temperatures), short-range palmgun (3D+2), slave director unit, security case, Malkite poisoner's kit, data plaque, message tape

According to your average holomedia feature, most gangsters are a desperate lot. They come from a shadowy world of violence, fear and vicious paranoia. This is undeniably true in many instances, but a number of them come from stable home environments and privileged backgrounds. For Zlarb, the choice to turn to crime was easy: it beat killing yourself at 70 hour work shifts or answering to some incompetent's demands. Honesty was a loser's game. He started as a knee-breaker for Ploovo. He had a sense of business and some wit about him and he soon found himself promoted to one of Ploovo's bodyguards. He liked the work, but he could see that his days with Ploovo were numbered. Ploovo lacked the ambition to make it to the top. Ambition that Zlarb had in spades. The big credits were in organ-legging, extortion and slavery.

Zlarb's own criminal enterprises started off slowly. He found how difficult running a gang, even a small one, could be. Then he got fingered by that Espo suit, Magg. Organ-legging wasn't the best thing to get nabbed for considering it could lead to the death penalty. He thought it was over. Then the suit started talking about a deal: he was interested in a half share. Only one thing had the kind of profit margin the two of them could agree on. Slavery.

Magg could see to it that the Espos never caught on and they could split the take. Just to show he meant it, Magg wouldn't take a cut until they were into heavy profits. Slavery is a dangerous business at best. Depending on the sector and governor, you might end up going to Kessel or swimming out an airlock. Magg's inside contacts made the business a whole lot less dangerous and much more profitable.

Sure, Zlarb resented having to do most of the dirty work, but he couldn't deny the information and help Magg brought to the operation made it worthwhile. They ran for four years without a hitch. Still, even the Empire was starting to pay attention to slaving and it looked like it was time to quit. Besides, they both had sizable fortunes by then. Magg wanted one more run as a retirement guarantee. He never figured things would go bad. Sometimes things just don't work out the way you expect them to.

Ploovo Two-For-One



Loan Shark DEXTERITY 3D+1

Gunplay 5D+1: *Blaster Pistols* 6D, Dodge 8D+1, Theft 6D+2, Unarmed Combat 5D+2

KNOWLEDGE 3D+1

Appraisal 10D+1, Bureaucracy 7D+1, Business 10D+2, Intimidation 8D+1, Languages 8D, Scholar 4D: *Alien Species* 5D, *Cultures* 5D, *Law Enforcement* 10D, *Planetary Systems* 7D, Streetwise 9D: *Corporate Sector* 11D+1, Survival 8D+2, Willpower 4D

MECHANICAL 2D+2

Communications 3D, Ground/Water Vehicles 6D+1, Sensors 4D+1, Starship Piloting 4D+1: *Repulsorlift Operation* 5D+1, Navigation 4D

PERCEPTION 4D

Bargain 10D, Command 5D, Con 8D+1, Forgery 9D+2, Gambling 8D, Hide 8D+1, Investigation 7D+2, Persuasion 8D, Search 5D+2, Sneak 6D

STRENGTH 2D+2

Athletics 8D, Climbing/Jumping 4D, Lifting/Carrying 3D+2, Endurance 5D, Pack Mule AP

TECHNICAL 2D

Computer Program/Repair 4D+1, Droid Program/Repair 4D+2, Security 6D+2, First Aid 5D

Edge Points: 1 Character Points: 11

Move: 12 Species: Human

Advantages: Erzatz, Time Sense, Education

Disadvantages: Quirk 2: Bad Taste

Equipment: Military Encrypted Comlink (with remote transceiver patched into his ship's comm system), Hold-Out Blaster (4D+2) & +2D Quick Draw Holster, 5,000 Authority credits, Medpack,

Reflect Body Glove

Typical Bodyguard For Ploovo: 2-3 at any given time; All stats are 2D except: Gunplay 4D, Dodge 4D, Intimidation 3D, Unarmed Combat 3D; **Move:** 10. Blaster pistol (4D), comlink.

If there is one thing that Ploovo Two-For-One will always prove by his very existence is that good breeding and a fine education still can't prevent someone from turning out rotten to the core. Once just a minor loan shark, he has become one of the major gangster lords of the Corporate Sector and is now expanding his influence into the outside Empire. Aside from his enormous collection of faux gem pinky rings, he hasn't got much of a reputation for taste. Every sort of thug, goon and part-time criminal in the Sector will end up working for him sooner or later.

Ploovo learned from the best. Once, he was a midlevel underling for Jigoba. There, he learned the fine art of cheating your employees. After Jigoba bought the moisture farm, Ploovo made off with what profits he could before Jabba filled the vacuum left behind. Wisely deciding that a change of scenery would be good for his health, Ploovo set out for the Corporate Sector, where he began muscling in on the nightclub circuit. First as a silent partner, then later as boss outright, he expanded his power and influence, buying up many of the shadier establishments on the main trade worlds. Soon, he had his fingers in nearly every protection racket and loan sharking effort in the Sector. All things considered, Ploovo wouldn't be quite as powerful as he is if he worked elsewhere. He is too subtle (some say too timid) for the Empire, where organized crime wields a lot more influence. Ploovo prefers not to get his hands dirty, handing off most of his work to affiliated gangs. He takes a modest cut.

He got this amount of control because the Authority prefers a small fish like him to some bigger and more independent people like Karrde or Jigoba. Ploovo has made all the right contacts during his career. And despite his preference for flashy clothing and jewelry, he lacks the ego of a Jabba the Hutt. All things considered, Ploovo is the perfect sort of criminal for the Sector. He may lack the long-term vision to be a great gangster and own the galaxy's crime, but don't let his occasional bad luck (like his run-in with a dinko) or odd appearance throw you off. He can be a mean customer when he has to be.

Han Solo



Smuggler DEXTERITY 3D+1

Gunplay 6D+1: *Blaster Pistol* 8D+2, *Blaster Rifle* 7D+2, Unarmed Combat 8D+2, Dodge 7D+2, Thrown Weapons 4D+1, Melee Combat 6D, Theft 4D+1, vehicle blasters 5D+1

KNOWLEDGE 2D

Appraisal 3D+2, Bureaucracy 4D+2, Business 3D+2: Smuggling 4D+2, Intimidation 5D, Languages 4D+1, Scholar 3D: *Alien Species* 5D+1, *Cultures* 4D, *Law Enforcement* 4D, *Planetary Systems* 6D+2, Streetwise 6D, Survival 5D, Tactics 4D: *Starship Evasion* 6D, Willpower 6D+2

MECHANICAL 3D+2

Navigation 7D+2, Beast Riding 4D+2, Blaster Artillery AP, Capital Ship Gunnery AP, Capital Ship Piloting AP, Capital Ship Shields AP, Ground/Water vehicle 5D, Sensors 4D+2, Starship Piloting 6D+1: Space Transports 8D, YT-1300 9D, Snubfighter Piloting 8D, Starship Gunnery 8D+2, Starship Shields 5D+1, Swoop Operation AP

PERCEPTION 3D

Bargain 7D+1, Command 5D+1, Con 6D+2: *Forgery* 7D: *Ship IDs* 8D, forgery: ship IDs 6D+1, Gambling 6D+1, Hide 7D, Persuasion 4D+1, Search 5D+1, Sneak 4D

STRENGTH 3D

Athletics 4D+1, Climbing/Jumping 5D+2, Lifting/Carrying 4D+1, Endurance 6D+1

TECHNICAL 2D+2

General Maintenance/Repair 4D, Computer Program/Repair 6D+1, Demolition 4D, Droid Program/Repair 4D+1, Repulsorlift Repair 6D+2, Security 6D+1, Starship Repair 4D+1: *Space Transports* 5D+1, *YT-1300* 8D, Starship Weapons Repair 3D+2

Edge Points: 4 Character Points: 23 **Move:** 10

Species: Corellian (Human)

Advantages: Fast Reactions, Toughness 2, Luck 3

Disadvantages: Imperial Record, Bounty 2

Equipment: Heavy blaster pistol (5D+1), Quick Draw Holster (+2 pips to Quick Draw), Military Encrypted Comlink, 500 Credits, Blast Vest (+1D Physical, +2 Energy)

In the event you want to include him your story.



Chewbacca



Droid Program/Repair 6D+1, First Aid 4D, Repulsorlift Repair 5D+2, Security 5D+1, Starship Repair 4D+1: YT-1300 transports 9D+1

Special Abilities:

Berserker Rage: Chewbacca gains +2D to Strength

when

brawling in berserker rage.

Climbing Claws: +2D to climbing.

Edge Points: 3 Legend Points: 1 Character Points: 22

Move: 13

Species: Wookiee Advantages: Disadvantages:

Equipment: Bowcaster (6D), ammo bandolier, Droid

tool kit, starship tool kit, waist pouch

Presented here in the event you wish to include him.

Wookiee Smuggler DEXTERITY 2D+2

Gunplay 5D: Bowcaster 8D, Unarmed Combat 9D+1, Dodge 5D+2, Melee Combat 8D+2,

Thrown Weapons 5D

KNOWLEDGE 2D

Appraisal 4D+2, Bureaucracy 3D+2, Business 3D+1, Intimidation 8D, Languages 4D+2, Scholar: *Alien Species* 6D, *Cultures* 3D+1, *Planetary Systems* 6D+1, Streetwise 6D, Survival 6D, Willpower 9D

MECHANICAL 3D

Beast Riding 3D+2, Navigation 8D, sensors 4D+1, Starship Piloting 6D+1: *YT-1300* 7D+1, Starship Gunnery 6D, Starship Shields 5D

PERCEPTION 2D

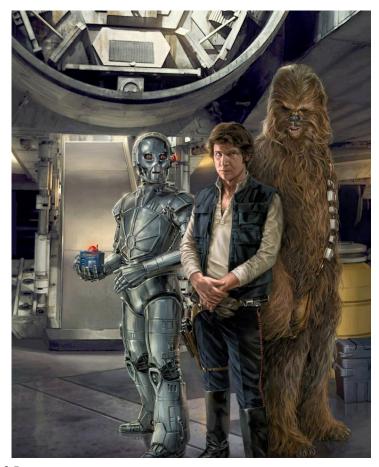
Bargain 4D+2, Command 3D+2, Gambling 4D, Hide 3D+1, Search 3D, Sneak 3D

STRENGTH 5D

Athletics 6D, Climbing/jumping 5D, Lifting/Carrying 8D, Endurance 9D

TECHNICAL 3D+1

General Maintenance/Repair 5D: *Bowcaster Repair* 6D+2, Computer Program/Repair 7D, Demolition 5D,



Generic NPC Templates

Typical Espo Trooper

Dexterity 3D

Gunplay 3D+2, Unarmed Combat 4D+1, Melee

Combat 4D: Stun Baton 5D

Knowledge 2D

Intimidation 3D, Scholar: Law Enforcement 3D,

Streetwise 3D

Mechanical 2D

Beast Riding 3D, Ground/Water Vehicles 3D,

Starship Piloting: Repulsorlift 3D

Perception 2D

Bargain 2D+1, Search 3D+1

Strength 2D

Athletics 3D, Climbing/Jumping 3D, Lifting/Carrying

3D, Endurance 2D+2

Technical 2D

Security 3D

Move: 10.

Equipment: Blast helmet with visor (+2 energy, +1D physical), blast vest (+2 energy, +1D physical), stun

baton (STR+2D+2), blaster pistol (4D), comlink.

Typical Espo Elite Trooper

Dexterity 3D

Gunplay 5D+2, Dodge 4D, Unarmed Combat 5D+1,

Martial Arts AP, Thrown Weapons 4D, Melee

Combat 5D: Stun Baton 7D+1

Knowledge 2D

Intimidation 3D+1, Scholar 3D: Law Enforcement 4D,

Streetwise 3D+2, Survival 3D

Mechanical 2D

Beast Riding 3D+2, Ground/Water vehicles 4D,

Starship Piloting: Repulsorlift 4D, Starship Gunnery

4D+1, Walker Ops 4D

Perception 2D

Bargain 3D, Search 4D, Sneak 3D+2

Strength 2D

Athletics 4D, Climbing/Jumping 3D+2,

Lifting/Carrying 3D+2, Endurance 3D

Technical 2D

Computer Program/Repair 3D, Droid Program/Repair

3D, Security 4D

Move: 10

Character Points: 1-3

Equipment: Blast Helmet with visor (+1D energy,

+1D physical), blast suit (+2 energy, +2D physical), stun baton (STR+2D+2), blaster pistol (4D), comlink,

1 glop grenade, 1 sound grenade, 3 pairs binders (5D

Strength).

Typical Espo Officer

Dexterity 3D

Gunplay 4D+2, Unarmed Combat 4D, Martial Arts

AP, Melee Combat 4D: Stun Baton 5D+2

Knowledge 2D+1

Bureaucracy 4D, Intimidation 4D, Scholar 3D: Alien

Species 4D, Law Enforcement 4D+2, Planetary

Systems 4D, Streetwise 3D+2, Tactics 3D+2

Mechanical 2D

Beast Riding 4D, Communications 4D+1,

Ground/Water Vehicles 3D+2, Starship Piloting 4D:

Repulsorlift 5D, Walker Operation 4D

Perception 2D

Bargain 4D, Command 4D, Investigation 4D, Search

4D, Sneak 3D+2 Strength 2D+1

Athletics 4D+1, Climbing/Jumping 3D+1,

Lifting/Carrying 3D+1, Endurance 4D

Technical 2D

Computer Program/Repair 4D, Demolition 3D+1,

Droid Program/Repair 4D, First Aid 4D, Security

5D + 2

Move: 10

Character Points: 1-6

Equipment: Blast helmet with visor (+1D energy,

+2D physical), blast suit (+1D energy, +2D physical), stun baton (STR+2D+2), blaster pistol (4D), Military

Encrypted comlink, 3 pairs binders (5D Strength)

Typical Espo Picket Fleet Trooper

Dexterity 3D

Gunplay 4D+2, Dodge 4D, Unarmed Combat 4D+2:

Zero G Combat 5D+2, Melee Combat 4D: Stun Baton

5D,

Knowledge 2D

Intimidation 3D+1, Scholar: Law Enforcement 3D,

Streetwise 3D. Survival 3D

Mechanical 2D

Zero G Ops AP, Capital Ship Gunnery AP,

Ground/Water Vehicles 3D, Power Suit Ops 4D,

Jet/Rocket Pack Ops 4D, Starship Piloting 4D:

Repulsorlift 5D, Space Transports 5D, Starship

Gunnery 4D

Perception 2D

Bargain 3D, Search 4D, Sneak 3D+2,

Strength 2D

Athletics 4D, Climbing/Jumping 4D, Lifting/Carrying

4D, Endurance 4D+2

Technical 2D

Computer Program/Repair 3D, Droid Program/Repair

3D, Security 4D.

Move: 10

Equipment: Blast helmet with visor (+2D energy, +1D physical), blast suit (+2D energy, +1D physical), stun baton (STR+2D+2), blaster pistol (4D), blaster carbine (5D), military encrypted comlink, Space Battle Armor (+3D energy, +3D+1 physical, -1D+2 Dexterity and all related actions only if layering armor, 6 hours of life support, mag lock boots, micro thrust jets allow limited space 1 movement: 2 rounds of fuel), 1 glop grenade, 1 sound grenade, 3 pairs binders (5D Strength).

Typical IRD Pilot Dexterity 3D

Gunplay 5D, Dodge 4D, Unarmed Combat 5D: *Zero G Unarmed* 6D, Martial Arts AP, Melee Combat 5D: *Knives* 6D

Knowledge 2D

Intimidation 3D+2, Scholar 4D: *Planetary Systems* 5D Survival 4D, Tactics 3D, Technology 3D, Willpower 4D

Mechanical 4D

Capital Ship Gunnery AP, Capital Ship Piloting AP, Capital Ship Shields AP, Ground/Water Vehicles 4D+2, Starship Piloting 5D+2: IRD 6D+2, Starship Gunnery 6D, Starship Shields 5D, Zero G Ops AP

Perception 3D

Bargain 4D+1, Search 5D+2, Sneak 4D, Hide 5D

Strength 2D+2

Athletics 4D+2, Endurance 5D+2

Technical 2D

Computer Program/Repair 3D, Droid Program/Repair 3D, General Maintenance/Repair 4D, Security 4D, Starship Repair 5D, Starship Weapon Repair 4D, First Aid 4D

Move: 10

Character Points: 1-2

Equipment: Flight helmet (+1D physical & energy), high G resistant flight suit (+1D physical & Energy), reflect body glove, blaster pistol (4D), Survival Backpack, Combat Knife (STR+1D+1)

Grad Student Washout / Black Ops Espo Trooper Dexterity 3D

Gunplay 6D+2, Dodge 6D, Unarmed Combat 5D+2, Martial Arts AP: Martial Arts (Mastery), Thrown Weapons 5D, Melee Combat 6D: *Stun Baton* 7D+1, *Knives* 7D+2

Knowledge 2D+2

Appraisal 4D, Business 4D, Bureaucracy 4D, Intimidation 4D, Investigation 3D: *Forensic Auditing* 4D, Scholar 4D: *Alien Species* 5D, *Law Enforcement*

5D, *Planetary Systems* 5D, Streetwise 4D+2, Survival 4D, Tactics 4D, Willpower 5D

Mechanical 2D+2

Beast Riding 4D+2, Ground/Water vehicles 5D, Navigation 4D, Starship Piloting 4D: *Repulsorlift* 5D, Starship Gunnery 4D+2, Starship Shields 3D, Walker Ops 4D, Zero G Ops AP

Perception 3D

Bargain 4D, Search 5D, Sneak 5D+2, Hide 4D+1 **Strength 3D**

Athletics 5D, Climbing/Jumping 4D+2, Lifting/Carrying 4D+2, Endurance 4D, Damage Sponge AP

Technical 2D+1

Computer Program/Repair 4D, Demolition 4D, Droid Program/Repair 3D+1, Security 5D, First Aid 4D: *Human* 5D

Edge Points: 0-1

Character Points: 5-10

Move: 10 Species: Human

Advantages: Toughness 2

Disadvantages: Employed CSA 2

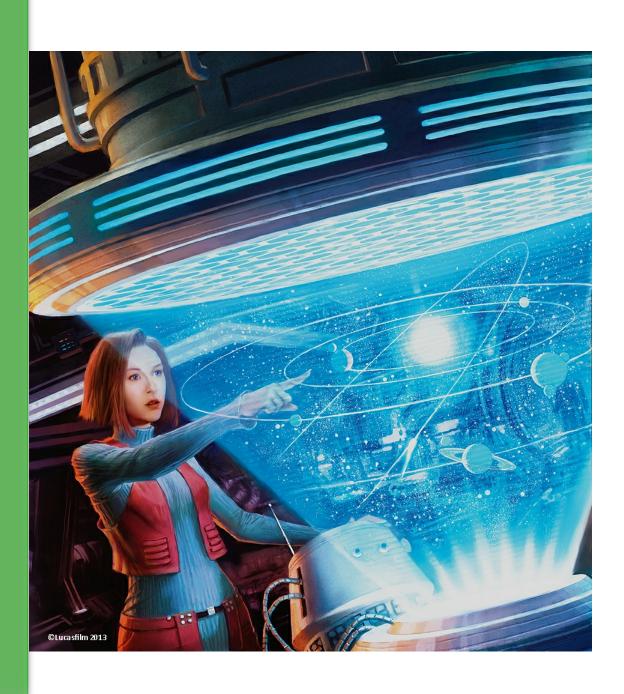
Equipment: (same as the Espo Officer's suit, save that it affords Low Light out to 60m and image magnification is x2. Blast helmet with visor (+1D energy, +2D physical), blast suit (+1D energy, +2D physical), stun baton (STR+2D+2), Heavy Blaster Pistol (5D), Blaster Rifle (5D), Military Encrypted comlink (2: One integral helmet and one separate), 2 glop grenades, 2 sound grenades, 4 pairs binders (5D Strength); *Access to advanced gear and weapons*.

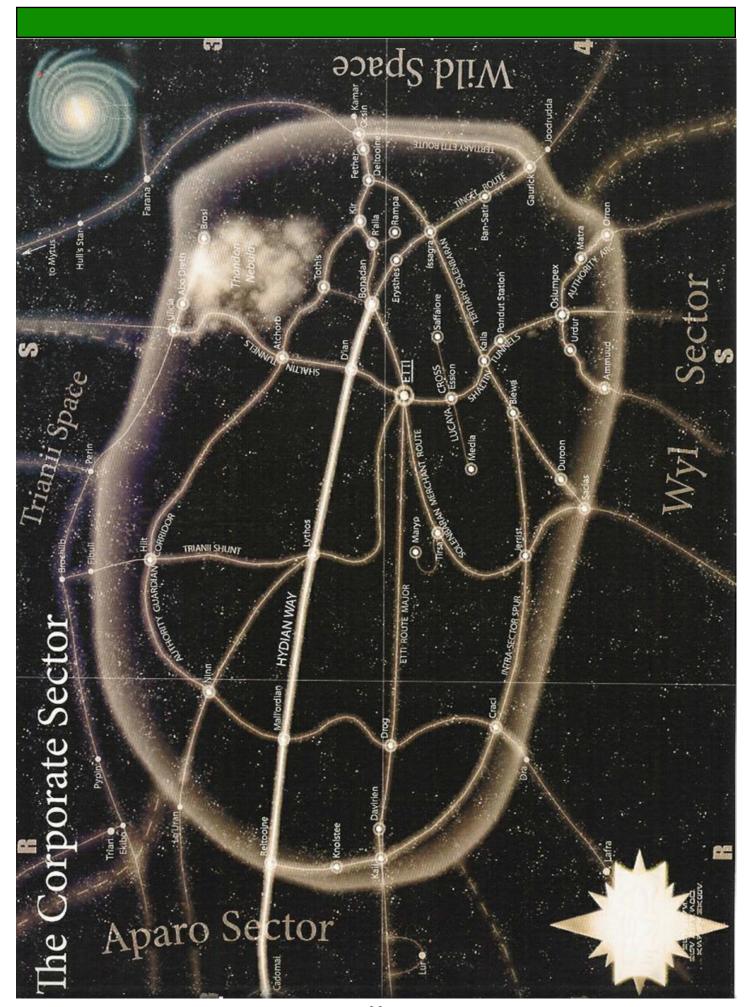
Outlaw Techs

Typical Outlaw-Tech: 12D Attributes, All technical skills are 2D above base except: Starship Repair 6D, Starship Weapon Repair 5D+2, Repulsorlift Repair 6D, General Maintenance/Repair 6D. Move: 10.



Planets of the Corporate Sector





"The largest corporate territory in the galaxy is the Corporate Sector, which includes over 30,000 habitable star systems, and is owned and governed by the Corporate Sector Authority."

The Corporate Sector or "CorpSec" is an independent sector created in order to resolve differences between Galactic Republic lawmakers and the heads of many of the galaxy's largest corporations. It is located in the Outer Rim Territories, at the front end of the Tingel Arm region.

Note: Systems in red Italics are not Corporate Sector and refer to species present in the source book.

Corporate Sector Astrological information Region(s): Outer Rim Territories, Wild Space Systems

Abo Dreth system

Atchorb system

Ban-Satir system

Biewa system

Bonadan system

Brosi system

Craci system

D'ian system

Daermor system

Davirien system

Deltooine system

Dostra system

Drog system

Duroon system

Erysthes system

Etti system

Fether system

Fibuli system (CSA Annexation, Trianii Space)

Galleefryn system

Gaurick system

Hiit system

Issagra system

Jerrist system

Kail system

Kalla system

Kamar system

Kir system

Knolstee system

Kumasi system

Lucaya system

Lur sytsem

Lythos system

Mall'ordian system

Maryo system

Matra system

Media system

Ninn system

Ocsin system

Orron system
Oslumpex system

Pho Ph'eah system

R'alla system

Rampa system

Reltooine system

Saclas system

Saffalore system

Tirsa system

Tothis system

Ulicia system

Urdur system

Vexar system

Rinagom System

Stations

Eclipse station

Pondut station

Stars End I, II, III & IV

Nebulae

Thandon Cluster

Trade routes

Hydian Way

Authority Guardian Corridor

Shaltin Tunnels

Solenbaran Merchant Route

Etti Route Major

Tertiary Solenbaran

Tertiary Etti Route

Authority Arc

Lucaya Cross

Tingel Route

I 4 C 4 C

Intra-Sector Spur

Sector capital

Etti IV

Affiliation(s)

Corporate Sector Authority

Confederacy of Independent Systems

Galactic Empire

Independent

Zsinj's Empire? (I don't think so, lol)

Trade Routes

Hydian Way

"Eriadu would be grateful for any help. Stability in the Seswenna could ease tensions all along the Hydian Way."

—Tarkin requests aid from Palpatine

The Core World of Corulag influenced the establishment of the route so that it would include the space around the Outer Rim planet Eriadu on its path in order to force the planet to produce shipments of lommite ore more regularly. Eriadu was later able to transform itself into a major trade world, partly due to the fact that it lay at the confluence of the Hydian Way and the Rimma Trade Route. When Wilhuff Tarkin, a young student of the Sullust Sector Spacefarers Academy, first met Senator Sheev Palpatine, he requested aid in enforcing law in the Greater Seswenna region around Eriadu as he believed doing so could ease tensions along the entire Hydian Way.

Much later in Tarkin's life, his personal corvette, the Carrion Spike, was stolen by a rebel cell who used it to attack several Imperial targets. While the ship was still at large, the Empire deployed additional forces along both the Hydian Way and the Rimma Trade Route in order to try and fend off further attacks.

The planet Dathomir was near the Hydian way and the Salin Corridor.

Region(s): Outer Rim Territories Sector(s): Corporate Sector, Seswenna sector

Included Systems: Bonadan, Cadomai, Ruuria, Listehol, Telos, Pho Ph'eah, Toprawa, Junction, Celanon, Botajef, Bandomeer, Corsin, Bogden, Paqualis, Drearia, Champala, Uviuy Exen, Brentaal IV, Skako, Fedalle, Bellassa, Exodeen, Denon, Chardaan, Pax, ZeHeth, Malastare, Darkknell, Eriadu, Shumavar, Atravis, Rutan, Terminus, Imynusoph

Authority Guardian Corridor

The Authority Guardian Corridor was a hyperspace route in the Corporate Sector.

Region(s): Outer Rim Territories

Sector(s): Wyl Sector

Included Systems: Lafra, Dra III, Craci, Drog, Mall'ordian - Ninn, Hiit, Atchorb, Tothis, Kir

Shaltin Tunnels

The Shaltin Tunnels are a hyperspace route between the Corporate Sector and Lianna in the Outer Rim Territories. While in the Corporate Sector, the Tunnels skirted the Thandon Cluster.

The route was the site of an Imperial campaign shortly after the Declaration of a New Order.

Region(s): Outer Rim Territories
Sector(s): Farana, Corporate Sector: Wyl Sector,
Chorlian, Mortex, Sertar, Thanium Worlds, Allied
Tion

Included Systems: Ulicia, Atchorb, D'Ian, Etti IV, Ession, Kalla VII, Pondut Station, Oslumpex V, Zygerria, Tervissis, Syngia, Lianna

Solenbaran Merchant Route

The Solenbaran Merchant Route is a remote hyperspace trade route that connects the distant world of Saclas with more profitable and populous worlds such as Etti IV and Bonadan.

Region(s): Outer Rim Territories
Sector(s): Corporate Sector: Wyl Sector

Included Systems: Kir, R'alla, Bonadan, Etti IV, Tirsa, Jerrist VI, Saclas

Etti Route Major

Etti Route Major is a trade route which passes through the Davirien, Drog, Etti, and Kail systems.

Region(s): Outer Rim Territories Sector(s): Corporate Sector

Included Systems: Kail, Davirien, Drog, Etti IV

Tertiary Solenbaran

Tertiary Solenbaran is a trade route in the Corporate Sector.

Region(s): Outer Rim Territories Sector(s): Corporate Sector

Included Systems: Saclas, Duroon, Biewa, Kalla VII,

Issagra, Deltooine

Tertiary Etti Route

The Tertiary Etti Route is a hyperspace route that passes between the Gaurick and Ocsin systems in Corporate Sector. Beyond this sector the route continues in Wild Space and leads to Mytus VII and the Stars' End prison.

Region(s): Outer Rim Territories, Wild Space Sector(s): Corporate Sector: Farana Sector

Included Systems: Gaurick, Ocsin, Farana, Hull's Star, Mytus VII

Authority Arc

The Authority Arc is a hyperspace route in the Corporate Sector.

Region(s): Outer Rim Territories

Sector(s): Corporate Sector: Wyl Sector

Included Systems: Ammuud, Urdur, Oslumpex V, Matra VI, Orron III

Lucaya Cross

The Lucaya Cross is a hyperlane located in the Corporate Sector. It intersects the Shaltin Tunnels hyperroute at Ession, with endpoints at Media and Saffalore.

Region(s): Outer Rim Territories Sector(s): Corporate Sector

Included Systems: Media, Ession, Saffalore

Tingel Route

The Tingel Route is a hyperlane in the Corporate Sector that acts as an extension of the Hydian Way. It continues out into Wild Space.

Region(s): Outer Rim Territories, Wild Space *Sector(s):* Corporate Sector

Included Systems: Bonadan, Erysthes, Issagra, Ban-Satir, Gaurick, Joodrudda

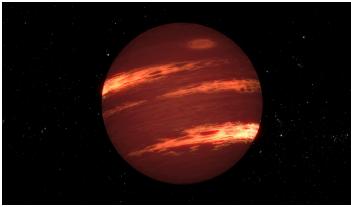
Intra-Sector Spur

The Intra-Sector Spur is a trade route along the southern border of the Corporate Sector.

Region(s): Outer Rim Territories Sector(s): Corporate Sector

Included Systems: Reltooine, Knolstee, Kail, Craci, Jerrist VI, Biewa

Abo Dreth System



Location: Tingel Arm, Corporate Sector

Type: III

System: Lightly Patrolled (CSA)
Climate: Nitrogen Based Atmosphere

Gravity: Standard **Species:** Vicious Avians

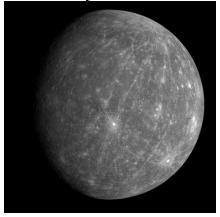
Population: Criminals in hiding & mining interests

Government: CSA Starport(s): None Station(s): None Tech Level: Low

Import / Exports: Nothing Wage Rate: CSA Standard

Abo Dreth is a planet in the Abo Dreth system, within the Corporate Sector of the Outer Rim of the galaxy. Located in the Tingel Arm, it was large and, at least from orbit, dark brown in color, and its terrain was sprinkled with hundreds of silver lakes and rivers. The atmosphere was Type III, nitrogen-based, and the planet was thus rich in that gas, while a breath mask was required to travel on or near the surface. The planet was mostly known for its vast number of vicious avians. There are 4 planets in the system Abo Dreth being the only one of note due to it's life forms and barely breathable atmosphere.

Atchorb System



Location: Shaltin Tunnels, Authority Guardian

Corridor, Corporate Sector

Type: IV

System: Patrolled (CSA), light military presence

Climate: Varies from planet to planet

Gravity: Low **Species:** Varies

Population: CSA inhabitants

Government: CSA

Starport(s): One Standard on Atchorb

Station(s): None Tech Level: Low

Import / Exports: Nothing Wage Rate: CSA Standard

No specific planets of note in this system other than Atchorb, however, it's proximity to two trade routes make it an ideal way station for refueling and refitting. The Shaltin Tunnels & Authority Guardian Corridor trade routes intersect here. Atchorb station is not self sufficient, supplies are regularly ferried to the station to maintain it. Atchorb does not have an atmosphere, the world has been thoroughly explored and aside form some basic metals the planate is largely devoid of any individual value.

Ban-Satir System



Location: Tingel Arm/Route, Corporate Sector

Type: I (Ban-Satir II)
System: Patrolled (CSA)

Climate: None & Temperate on Ban-Satir II

Gravity: Low

Species: Hapan (Near-Human) Descendants

Population: CSA inhabitants

Government: CSA

Starport(s): One Medium on Ban-Satir II

Station(s): None

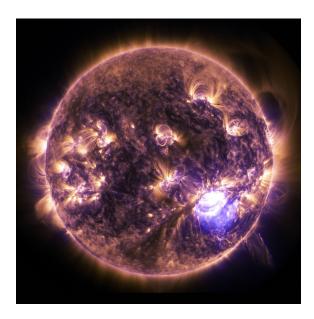
Tech Level: Moderate

Import / Exports: Novanian grog, water

Wage Rate: CSA Standard

The most notable planet in this system of three is Ban-Satir II, which is the home of the Novanian Grog corporation, which produces Novianian Grog of all things, which is an expensive alcoholic beverage infused with natural aphrodisiacs unique to Ban-Satir II. The alcohol is produced on the north side of the planet's isle of N'van. The world itself is primarily water dotted with broken island masses. The planet orbits a binary star which tends to bask the planet in nearly endless days. Nights only last 4 standard hours and the planet never truly experiences a period of true darkness. Likely this alone, is what caught the Hapan's attention when they discovered this planet after a hyperdrive malfunction six hundred years ago. The planet was annexed into the CSA and has thrived ever since from the profits of it's alcohol. The system's proximity to the Tingle Route make it a must stop for traders and offers high transport availability for the planet's exports.

Biewa System



Location: Corporate Sector, Wild Space Edge

Type: IV

System: Patrolled (CSA), Capital Ship(s) present

Climate: Planetary Storms
Gravity: Twice Standard

Species: Mixed

Population: mining interests only

Government: CSA

Starport(s): One commercial class

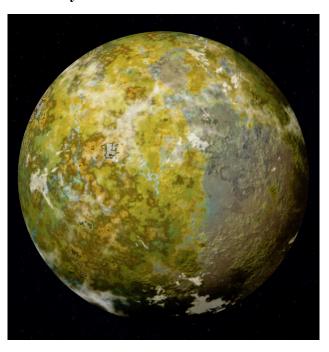
Station(s): Ore Processing Orbital Platforms

Tech Level: Moderate

Import / Exports: Hyperbarides Wage Rate: CSA Hazard Pay

There are six planets in this system. Each of them has deposits of the radioactive elements known as Hyperbarides which are essential in powering Turbolasers. While the deposits don't appear to be rich, they are possessed on each planet in the system. Every time one deposit is tapped out another is discovered. The planets themselves are subjected to high gravity due to their rotation, the planets themselves have violent radioactive storms, thus any facilities there are shielded and armored. The single commercial class startport only does business for the sole purpose of transporting the hyperbarides.

Bonadan System



Location: Hydian Way, Tingle Route, Solenbaran

Merchant Route, Corporate Sector

Type: II (Polluted) Bonadan; I Roonadan

System: Lightly Patrolled (CSA)

Climate: Varies, Engineered storms on Bonadan

Gravity: Standard

Species: Mixed; Duros, Humans, Tiss'shar, Hiitans,

Timbu, other

Population: CSA citizenry

Government: CSA

Starport(s): Several; Standard and Imperial Class

Station(s): Naval Base **Tech Level:** High

Import / Exports: I: Foodstuffs, technology, consumer goods, luxury items; E: Industrial Goods,

Minerals

Wage Rate: CSA Standard

Bonadan is the chief port world of the Corporate Sector and the primary world in the Bonadan system, boasting 10 gigantic spaceports. It is a strip-mined planet at the end of the Hydian Way. The densely populated planet houses many exotic species from around the galaxy. Bonadanians found off-world are either from wealthy corporate families or those that had escaped the life of corporate servitude.

Bonadan's yellow, parched surface is heavily eroded, and its topsoil has been destroyed due to constant drilling and construction. The once-beautiful landscape was scorched and barren from years of strip-mining, pollution, and mismanagement. The remaining surface was covered with factories, refineries, docks, and shipbuilding facilities in ten spaceports, the largest being Bonadan Spaceport Southeast II.

A massive weather-control station lay in the mountains to the north of the main cities; it is used to generate sweeper storms to clean the polluted air. Despite this, foul smelling rain and pollution is widespread. Weapons are banned on Bonadan, and being caught by one of the omnipresent weapons detectors was grounds for immediate arrest. Newcomers are thoroughly scanned before landing.

From space, Bonadan is a yellow sphere covered with rust-red strips. It looks barren and parched, for whatever plant life not killed deliberately died due to careless mining operations, abundant pollutants, and simple neglect. The tortapo is some of the last surviving fauna on the planet.

An emerging society as of 3956 BBY, the Bonadan people financed efforts to explore the galaxy by selling weapons and armor. When producing this armor, the Bonadan preferred to use heavier materials so the wearer would be better protected. In the early

years of the Galactic Civil War, Bonadan was under the control of the Galactic Empire. The Imperials set up a supply commerce consisting of several cargo containers being readied for shipment by CT-11 space tugs. Two BFF-1 bulk freighters, Deddite and Banthar, were to pick up the cargo and deliver them to the Imperial fleet. However, two Y-wings arrived and destroyed the containers and the two freighters before the Imperial Nebulon-B escort frigate Enforcer could arrive. Despite a claim of neutrality during the Yuuzhan Vong Invasion, representatives of the Corporate Sector were bought off by the alien invaders. The Bonadan Cough is a contagious virus that originated from Bonadan and causes the sufferer to have a hoarse cough and deep fatigue.

Bonadan has two moons, the system has seven planets and the other location of note is habitable and called Roonadan.

Roonadan is the fourth planet in the Bonadan system of Corporate Sector. On Roonadan, passengers could board the Lady of Mindor. This is the cruise headquarters for Authority Tours. The tours travel between Roonadan and Ammuud.

During the Second Galactic Civil War, Boba Fett went to Roonadan looking for Taun We. However he soon realized that she was not on the planet, but instead on Vohai.

It is similar to Bonadan, but its ecosystem is not as ruined as Bonadan's. In some of the cities there are even constructed "rivers" and greeneries to add a level of appeal to the planet's appearance. There also aren't any laws against citizens carrying light fire arms, unlike Bonadan.

Major Cities: Varlo; Waterfront District. Points of interest: Upper Parkway

Upper Parkway was a community in Roonadan's Waterfront District filled mainly with apartment towers, town houses, and restaurants. Named after the park near which it was built, the Parkway was still relatively new and continuing to expand around 40 ABY. The community was predominantly occupied by Human scientists working for AruMed, due largely to the fact that it was only about five minutes from the AruMed labs. Its nightlife consisted mostly of people going to expensive bars and bistros.

Craci System



Location: Intra Sector Spur, Authority Guardian

Corridor, Corporate Sector

Type: I

System: Patrolled (CSA), military presence

Climate: Standard Gravity: Standard

Species: Near Human native

Population: CSA citizenry, Mixed

Government: CSA

Starport(s): Standard Class, Imperial Class, Minor

Station(s): None Tech Level: High

Import / Exports: D'ian Orchid Vines

Wage Rate: CSA Standard

The Craci system is a system located within the boundaries of the Corporate Sector, at the intersection of the Intra-Sector Spur and the Authority Guardian Corridor. It has five worlds, all populous, that are focused on agricultural and industrial pursuits. It is one of the busiest ports and trade hubs in the Corporate Sector.

All five worlds of the system possessed populations of Cracian thumpers, which were long used by the native Cracians as beasts of burden; they proved to be indispensable mounts and pack beasts when exported to the galaxy at large.

D'ian System

Location: Hydian Way, Morellian Trail, Shaltin

Tunnels, Corporate Sector

Type: I

System: Patrolled (CSA), military presence

Climate: Balmy, placid Gravity: Standard

Species: Near Human native **Population:** CSA citizenry

Government: CSA

Starport(s): Five Standard Class, several minor ones

Station(s): None Tech Level: Moderate Import / Exports: Nothing Wage Rate: CSA Standard

Sen III, best known as D'ian, is a planet with balmy weather and shallow seas that was located within the D'ian system of the Outer Rim Territories. After the rise of the Galactic Empire, which formed in 19 BBY, the planet came to be part of the Corporate Sector, an area of space controlled by the Corporate Sector Authority. While a part of the Corporate Sector, D'ian became a thriving merchant world with several successful business schools.

The region of space that D'ian fell within was first widely explored between the years 5000 BBY and 3704 BBY, by which time it had become part of the hyperlane known as the Morellian Trail. In 3704 BBY the hyperspace scout Freia Kallea joined the Morellian Trail to another hyperlane known as the Spurs of Celanon as part of the formation of a superhyperroute known as the Hydian Way, which included D'ian as part of its route. The system the planet was located in acted as the junction between the Hydian Way and another hyperlane known as the Shaltin Tunnels.

Following the rise of the Galactic Empire after its formation in 19 BBY, D'ian was one of many planets that were included in the newly expanded Corporate Sector. Its inclusion in the Corporate Sector meant that it fell under the control of the Corporate Sector Authority, the controlling body of the sector. As part of the Corporate sector it became a thriving merchant world, and several of the sector's leading business schools were set up there. Orchid vines were exported from D'ian, and became a common sight throughout the sector. By 25 ABY, Di'an fell within a region of space in which the average population per planet was between one billion and ten billion sentient beings.

Daermor System

Location: Intra Sector Spur, Authority Guardian

Corridor, Corporate Sector

Type: I

System: Patrolled (CSA), military presence

Climate: Tropical Gravity: Standard Species: Mixed

Population: CSA citizenry, Mixed

Government: CSA

Starport(s): Standard Class, a couple minor ones

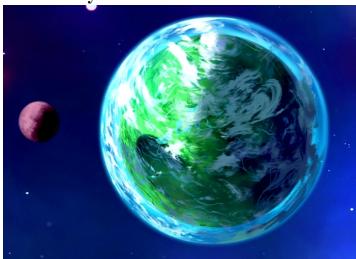
Station(s): None Tech Level: Moderate

Import / Exports: D Foodstuffs Wage Rate: CSA Standard

Daermor was a planet from the Daermor system. In 0 ABY, Auditor-General Fiolla conducted an audit

there.

Davirien System



Location: Tingel Arm, Corporate Sector

Type: I

System: Lightly Patrolled (CSA)

Climate: Standard Gravity: Standard Species: Mixed

Population: CSA citizenry, Mixed

Government: CSA

Starport(s): 3 Imperial Class

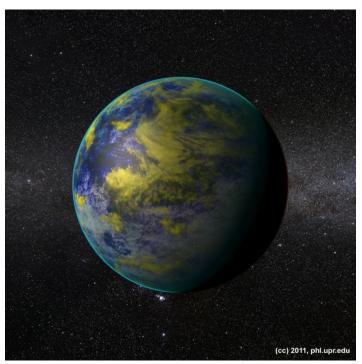
Station(s): None Tech Level: High

Import / Exports: Pharmaceuticals

Wage Rate: CSA Standard

Davirien was a jungle planet in the Corporate Sector owned by the Chiewab Amalgamated Pharmaceuticals Company. Chiewab used the planet for research, and also permitted the Galactic Empire to use the planet for training missions.

Deltooine System



Location: Solenbaran Hyperlane, Corporate Sector

Type: I

System: Heavily Patrolled (CSA), military presence

Climate: Temperate Gravity: Standard

Species: Mixed, primarily human **Population:** CSA citizenry, Mixed

Government: CSA

Starport(s): 1 Imperial Class

Station(s): Naval Base, Planetary Base

Tech Level: Moderate Import / Exports: Troops Wage Rate: CSA Standard

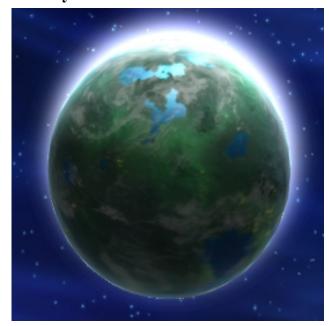
Deltooine was a world in the Corporate Sector. It is home to a Corporate Sector Authority military base used to monitor Farana and Wild Space. It is part of

the Tertiary Solenbaran hyperlane.

Farana was a planet in Wild Space. It was located on one end of Freia Kallea's galaxy-spanning route that would later be called the Hydian Way. Later the route shifted to terminate at Bonadan in the Corporate

Sector.

Dostra System



Location: Thandon Cluster, Corporate Sector

Type: I

System: Patrolled (CSA); Military presence

Climate: Temperate Gravity: Standard

Species: Near Human original population; 19 million

Population: Native & CSA Citizenry

Government: CSA

Starport(s): Three Standard Class

Station(s): None Tech Level: High

Import / Exports: I: trade Goods, medicines, high technology; E: Zinsian; Cortosis Veins (Unknown to

the CSA)

Wage Rate: CSA Standard

Brosi is the homeworld of the Brosin species (Humans), in the Thandon Cluster, a remote place in the Corporate Sector. It is the fourth planet in the Dostra system, and one of the few sentient home worlds within the Corporate Sector.

A lush, temperate forest planet with a large amount of natural flora and fauna, Brosi features a string of waterfalls more than two kilometers high as a natural wonder. It also has big natural reserves of Zinsian, a dry preservative & Cortosis.

While having a native sentient species, the Brosins, Brosi was nevertheless settled by Old Republic Military colonists centuries before the Galactic Empire. Those colonists brought with them Staplarints to be used as mounts. However, the

introduction of repulsorlift technology aided in the obsolescence of animal mounts, and Staplarints were eventually abandoned. They since became wild (mostly) and untamed, roaming throughout the countryside.

The discovery of the Zinsian reserves led the Corporate Sector Authority to build three Zinsian processing plants (Delta 1, Delta 2, and Mailor). To do so, they displaced thousands of native Brosins, and many young male Brosins were "hired" by supervisors to work in dangerous extractions. This gave rise to the Brosins dislike of the Corporate Authority government. Soon after the first plant began working, the Brosin Underground was created: A terrorist organization which fights the Corporate Authority power on Brosi. The Underground is led by charismatic young female Brosin, Randle Clanse, who is known to share the profits and equipment stolen from the CSA.

The Security Police that CSA commonly used prove ineffective against the Brosin Underground because of their ignorance of the natural landscape.

Commanding CSA officer, Supervisor Wasith, has tried hiring bounty hunters to remove the Brosin Underground from the Blan Forest, but they were again unsuccessful: At least one bounty hunter resigned claiming "inadequate support from CSA officers". Although the Underground interests are apparently similar to those of the Rebel Alliance, their methods were so different that each group considers the other a threat.

Drog System

Location: Corporate Sector

Type: I

System: Patrolled (CSA); Military presence

Climate: Temperate Gravity: Standard Species: Mostly Human

Population: Criminals in hiding & mining interests

Government: CSA

Starport(s): Four Standard Class

Station(s): None Tech Level: High

Import / Exports: None Wage Rate: CSA Standard

Six planets in this system are all inhabited and range wildly on what they provide, the system is self sufficient.

Duroon System

Location: Corporate Sector

Type: I

System: Heavily Patrolled (CSA); Military presence

Climate: Temperate
Gravity: Standard
Species: Mostly Human
Population: CSA Citizenry

Government: CSA

Starport(s): Four Standard Class **Station(s):** CSA Military Base

Tech Level: High Import / Exports: None Wage Rate: CSA Standard

During the Cold War, a Sarlacc which had died of disease was pulled above ground to have its stomach searched for any antiquities.

The planet is governed by the Corporate Sector Authority and is located well within "steer clear territory". As such the Sector Police did not take well to the smuggler's illegal activities in the system. The planet held a single major Corporate Sector Authority military installation. Duroon is also home to lush jungles, full of twenty-meter high plants that resembled ferns. Duroon had three moons.

This warm and foggy planet had no native sentient life, but it did contain an atmosphere suitable for most humanoid species and was home to a diverse array of exotic native creatures. According to the recollections of Captain Solo, these included strange "lacy white things" that resembled "flying dollies" and "swam through the air with ripples of their thin bodies." He also reported sighting a small, green, spheroid creature that navigated its way through the jungle by bouncing on its smooth form, extruding an eye-bump when needing to view its surrounding.

It is home to two primary native species, the Ball Creatures of Duroon and Sarlacc.

Erysthes System

Location: Tingel Arm, Corporate Sector

Type: I

System: Heavily Patrolled (CSA); Military presence

Climate: Swamp Gravity: Standard

Species: Mostly Human **Population:** CSA Citizenry

Government: CSA

Starport(s): Several smaller starports, smugglers

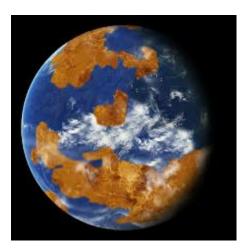
Station(s): None Tech Level: High

Import / Exports: Chak-Root Wage Rate: CSA Standard

Erysthes is known as a very fertile place to grow chak-root, it is also native to the planet. **Chak-root** was a flavorful red plant that grew in the marshlands of Erysthes. There are high taxes on the sale of this plant, so it was a favorite of smugglers. This plant

can also be found on Naboo.

Etti System



Location: Shaltin Tunnels, Trianii Shunt, Solenbaran Merchant Route, Etti Route Major, Corporate Sector

Type:]

System: Heavily Patrolled (CSA); Military presence

Climate: Hot / Storming / Dense

Gravity: Standard

Species: Human, Etti, Rakririan **Population:** CSA Citizenry

Government: CSA

Starport(s): Five Imperial Class

Station(s): CSA Military Base, CSA Naval Base

Tech Level: Ultra High Import / Exports: None Wage Rate: CSA Premium

The Etti system contains Etti IV and Etti V. It is located in the Corporate Sector and was the capital star system of the Corporate Sector Authority.

Etti IV is the capital of the Corporate Sector and a hot, stormy and dense world. The planet was settled by the Etti, a blue-skinned race of Near-Humans who left the Core Worlds circa 20,000 BBY to escape persecution. The world is a crossroads for several major trading routes, and is hospitable to most Human and humanoid races, making it a logical center for Authority administration. The planet is the headquarters of Cybot Galactica. In 321 BBY, an embezzlement scandal resulted in twelve Cybot Galactica executives being imprisoned on the penal colony of Ord Cestus. In 2 BBY, crime boss Ploovo Two-For-One was operating on Etti IV. An attempt by him to double-cross Han Solo resulted in a major panic throughout Mondder's spaceport district, however Solo was able to escape with the Millennium Falcon which was being held in Docking Bay 45.

Planetary terrain: Moss covered plains

Shallow saline seas

Capital City: Mondder

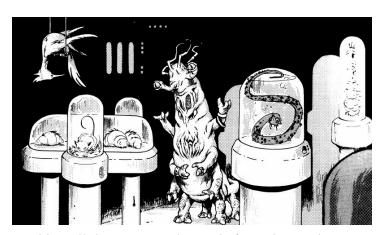
Points of Interest: Sabodor's pet shop, The Free-

Flight Dance Dome, Dream Emporium

"Any pet worth having is to be had at Sabodor's, best in the Sector."

—Sabodor

Sabodor's is a pet shop on Etti IV. Run by the Rakririan Sabodor, it caters to the wealthy upper class of Etti, and is considered the best of the numerous pet stores there. The store is equipped with an expensive muting system, but even that was not capable of



masking all the scents and sounds from the stock.

The Free-Flight Dance Dome is an elegant bistro on the planet Etti IV. Dancing is essentially controlled in

artificial gravity wells, where the dancers can be at differing elevations at any given time.

The Dream Emporium is an entertainment complex located within the primary spaceport on the planet Etti IV. The business caters to the local Ettis and the wealthy members of the Corporate Sector Authority.

Etti V was a planet in the Etti system in the Corporate Sector of the Outer Rim Territories. By the time of the Battle of Yavin, the Corporate Sector Authority moved the Etti species off Etti IV to the planet and did not allow anyone else access to Etti V.

The Institute of Applied Sciences is located on Etti IV with several satellite campuses elsewhere in the CSA.

Fether System

Location: Corporate Sector, no major routes

Type: II

System: Lightly Patrolled (CSA) Climate: Humid (Polluted) Gravity: Just under standard Species: Human, Mixed Population: CSA Citizenry

Government: CSA

Starport(s): One Standard Class

Station(s): None Tech Level: Moderate

Import / Exports: Plunomium Wage Rate: CSA Premium

The planet Fether is known for it's hanging gardens and suspended crop growth. What is less known is that industry almost destroyed the world. The hanging gardens are in initiative led by the local governors to strip pollutants from the atmosphere, as well as, providing locally gown foods. At one time the world was not self sufficient, now year after year the polluted atmosphere gets just a little bit cleaner.

Plunomium is a local element that is unique to the world. It is considered radioactive and while it had been depleted, or so many believed, it "grew back" over a century. It's primarily used as a substitute to other elements that make up battery cells.

Fibuli System



Location: Wild Space, Trianii Space, Later:

CSA / Trianii Neutral Zone **Type:** I / II; After 3 year war

System: Heavily Patrolled (CSA); Capital Ships always in system, Military Force on the ground **Climate:** Desert & Tropical / Later Wasteland

Gravity: Standard **Species:** Trianii

Population: CSA Citizenry (Occupation Force)

Government: Trianii / CSA (Contested)

Starport(s):1 Standard Class, 1 Imperial Class (CSA)

Station(s): None Tech Level: Standard

Import / Exports: None; was self sufficient

Wage Rate: CSA Hazard Pay / Later CSA Standard

Fibuli is a planet in Trianii Space annexed by Corporate Sector Authority. It was once the site of a major Trianii colony before three years of fighting turned it into a wasted neutral land. After the Battle of Yavin it served as the location for peace talks between the Trianii and the CSA. One of the planet's major cities was Knanan.

Tensions rose as CSA greed mandated they seize the Trianii system of Fibuli. The CSA has over 30,000 star systems yet to explore, thus, the Trianii never truly expected that the CSA would set their sights on the Fibuli sector. They underestimated the corporate greed behind the acquisition of their system.

Long has the CSA believed that exploring new systems is one thing, however, seizing a system that's already been discovered and it's riches explored is even better. Thus the CSA seized control of the Fibuli sector in 3 BBY, and tensions with the Trianii immediately began to mount. This was, clearly, a test. The CSA was flexing it's muscle, feeling invincible and the Empire was nowhere to be seen. They never even batted an eye when word reached the Emperor's ears of the brewing conflict. And why should the Empire care? The system was located in Wild Space, so far from the Imperial routes as not to be a threat or of any significant value. Or, perhaps, the Empire was watching and evaluating the strength of this Corporate Sector that they had largely left to their own devices and governance.

In the intervening three years prior to the Battle of Yavin, the Corporate Sector Authority would taste blood in their mouths. The annexation of the Fibuli sector escalated into a police action at first, with resistance largely on the ground and the, occasional, light space encounter. However, this did not last, as the other independent systems of the Trianii banded together and started sending troops and war materials to the Fibuli system. This, in and of itself, was not the match that lit the fire. The Trianii Rangers, got involved first. They blooded the CSA forces in every initial engagement of the conflict.

The Rangers were the torch bearers that lead the battles, excellent warriors, pilots and tacticians. They humiliated the token forces that had initially annexed System. Sending them into at least two full routes. A furious and shamed CSA retaliated with Imperial, like, doctrine. In, perhaps, the very first mass deployment of a sector fleet. Until then the Picket Fleet was just that, a small grouping of warships. The CSA sent in a full fleet. Institute of Applies Sciences: Naval Division trained, crack troops, retaliated with force and savagery.

For the better part of two and a half years the Trianii and the CSA bled in fierce combat. The Trianii fielded warships the likes of which the galaxy had never seen until that point in time, vastly different from their freighters, and it was a bloody conflict. Debris from the naval battles fell on Fibuli and the fighting on the ground was utterly without remorse. After the Battle of Yavin the CSA and the Trianii sat down at Fibuli for peace talks, both sides exhausted from the fighting.

Galleefryn System

Location: Corporate Sector, no major route

Type: I

System: Lightly Patrolled (CSA); small military

Climate: Humid (Jungle)
Gravity: Just above standard
Species: Human, Mixed
Population: CSA Citizenry

Government: CSA

Starport(s): One Standard Class

Station(s): None Tech Level: Moderate

Import / Exports: Wildlife, tourism, archeology

Wage Rate: CSA Low

Galleefryn II is the habitable planet in system. It's known for it's dense jungles. At some point in galactic history a seed ship attempted to colonize the system. Ruins of a civilization that spanned three of it's jungles can be found from time to time. The planet is thus used as a source for tourism and xeno-archeologists as many of the sites tend of uncover ancient technological oddities. It is not known why the colony failed, that mystery is still being researched.

Gaurick System

Location: Tingel Route, Tertiary Etti Route,

Corporate Sector

Type: I

System: Lightly Patrolled (CSA)

Climate: Temperate

Gravity: Just above standard

Species: Human

Population: CSA Citizenry **Government:** CSA, Religious **Starport(s):** Small, non standard

Station(s): None **Tech Level:** Primitive

Import / Exports: I: Smuggled Goods, E: Local

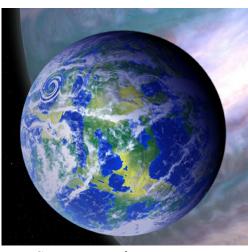
Trinkets

Wage Rate: CSA Low

Gaurick is a planet in Corporate Sector. It is controlled by a religious cult, with leaders known as muftis. It's a favorite spot for smugglers brining in an goods from the outside galaxy. Most of the local workers are part of some cult that has control and they brought a mufti with them to be overseer. A bizarre planet to be certain where some *bullshit* cult was

brought into power for control of the local populace...and they buy into it of all things.

Hiit System



Location: Corporate Sector, no major route

Type: I

System: Lightly Patrolled (CSA); small military

Climate: Monsoon (Maal)
Gravity: Just above standard
Species: Human, Mixed

Population: CSA Citizenry, Hiitians (Natives)

Government: CSA

Starport(s): One Sub-Standard Class

Station(s): None **Tech Level:** Low

Import / Exports: I: Everything; E: Religious

Trinkets

Wage Rate: CSA Low

Hiit is a desolate moon which orbits the gas giant of Maal. Is located at the intersection of the Authority Guardian Corridor and the Trianii Shunt, in space annexed by the Corporate Sector in 5 BBY.

Hiit is the home of the Hiitians, a massive, avian species. They were first contacted by the Trianii Rangers, after which many left Hiit to seek their fortunes elsewhere. The Hiitians maintained good trading relations with the Trianii, in contrast to the warily hostile stance taken towards the Corporate Sector following the moon's annexation.

The main planet **Maal** is inhabitable.

Issagra System

Location: Corporate Sector

Type: I

System: Lightly Patrolled (CSA); military presence

Climate: All Gravity: Standard

Species: Human, Mixed **Population:** CSA Citizenry

Government: CSA

Starport(s): One Standard Class **Station(s):** Issagara Space Station

Tech Level: Moderate

Import / Exports: Trade & Gambling

Wage Rate: CSA High

Issagra is a planet in the Issagra system. It is located approximately twelve hours hyperspace travel from Fether. Its most notable location was a large space station. Over three kilometers long, the station was devoted to trade and gambling, and could house tens of thousands of visitors and hundreds of freighters at a time. The station's atmosphere was often regarded as grand and exotic, though organized crime held sway in the background and contraband could be found in numerous locations.

One of the station's casinos was patronized by the wealthy Rodian Garoush.

Jerrist System

Location: Corporate Sector, no major route

Type: I

System: Patrolled (CSA); Quarantined

Climate: Temperate
Gravity: Standard
Species: Human, Mixed
Population: CSA Citizenry

Government: CSA

Starport(s): One Standard Class

Station(s): None Tech Level: Standard

Import / Exports: Factory / Mining World

Wage Rate: CSA Standard

Jerrist VI was a factory and resource mining world in the Corporate Sector. It was quarantined by the Corporate Sector Authority when a plague broke out.

Kail System

Location: Intra-Sector Spur, Etti Route Major,

Corporate Sector

Type: I

System: Patrolled (CSA)

Climate: Desert Gravity: Standard Species: Human, Mixed **Population:** CSA Citizenry

Government: CSA

Starport(s): One Standard Class

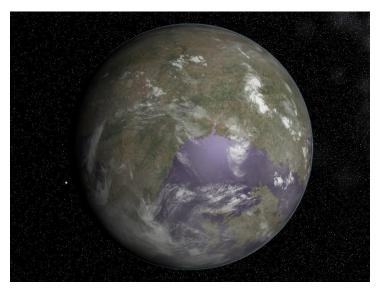
Station(s): None Tech Level: Standard

Import / Exports: Factory / Mining World

Wage Rate: CSA Standard

The world is a source of starship grade heavy metals

Kalla System



Location: Tingel Arm, Shaltin Tunnels, Tertiary

Solenbaran, Corporate Sector

Type: I

System: Patrolled (CSA); Military Presence

Climate: Tundra
Gravity: Standard
Species: Human, Mixed
Population: CSA Citizenry

Government: CSA

Starport(s): One Standard Class

Station(s): Planet Based Military Base(s)

Tech Level: Standard

Import / Exports: Mining World

Wage Rate: CSA Standard

"Not long ago, I was hired as an instructor at an Authority university on Kalla. It is a place for higher education, mostly for Authority scions, a school rooted in technical education, commerce, and administration, with minimal stress on the humanities."

-Rekkon

Kalla VII, also simply known as Kalla, was a planet in the Corporate Sector. It was the location of the University of Kalla, an Imperial base, and the headquarters of Unlimited Horizons Inc.

During Operation Skyhook, while the Rebel Alliance was looking for the location of the first Death Star, Alliance Intelligence discovered that Imperial ships were using the base for supplies and repairs on their way to the Death Star. General Jan Dodonna proposed that if the base was destroyed, any passing ships heading for the Death Star would be stranded there, leaving them open to capture.

According to this, Keyan Farlander led three X-wings from Red Squadron to destroy the base. The mission was successful as the Rebels destroyed all supply containers, the defensive minefield and two BFF-1 bulk freighters from Diputs group, though Breth Gart was killed during a freak collision with the Imperial frigate Priam as it emerged from hyperspace. The Rebels later returned to capture the now stranded Priam.

Natives of Kalla included Evir Derricote.

The University of Kalla on Kalla VII is a prestigious college in the Corporate Sector run by the Authority. It is a place of higher education for the children of influential Authority families, primarily. The institution is rooted in technical education, commerce, and administration, with minimal stress on the humanities. Rekkon was a teacher at the University. Fiolla of Lorrd was an exchange student at the university, studying political science.

Kamar System



Location: Wild Space, near the Corporate Sector

Type: I

System: Not Patrolled

Climate: Dry Mountainous, Desert Badlands

Gravity: Standard **Species:** Human, Mixed

Population: Kamarians, Kamarian Badlanders

Government: Kamarian

Starport(s): Two Primitive Starports

Station(s): None

Tech Level: Nuclear; Pre Fusion Import / Exports: None; I: Smuggling Wage Rate: Primitive, Feudal Society

Kamar is a dry and arid planet located in Wild Space near the Corporate Sector, home to the insectoid Kamarian species and the Howlrunner. It has deserts and mountains across its surface that scorched under the hot-white sun. Various plant life such as the miser-plant, barrel-scrub, and sting-brush sprouted grow on it's surface. Other creatures native to Kamar included digworms, stingworms, bloodsniffers, and nightswifts. In the year 3668 BBY, the Zabrak female Akaavi Spar was born on Kamar.

The system has three planets, only Kamar is habitable. The other planets are largely undiscovered, though it is known that the Kamarians have traveled to them and have identified potential mining sites of value for the future.

The planet Kamar is a favored locale for Smugglers form the Corporate Sector to peddle trinkets, holo vids and other basic equipment in return for anything from alien goods, equipment, heavy metals, etc. While this is profitable it carries with it certain risks. The native population varies from a feudal society (Kamarians) to cultists (Kamarian Badlanders). The feudal society can be difficult to deal with, seeing as they tend to war between their "Noble" houses. One can never tell if you will be imprisoned, executed or welcomed.

On the other hand, the Kamarian Badlanders tend to fawn over all manner of foreign goods, especially holo dramas and anything that depicts water "en masse". However, here, the issue is that cults may spring up centered entirely around such displays of the greater galaxy. Which can be very dangerous, should your holo projector cease to function or, say, you change the holo film.

Kir System

Location: Authority Guardian Corridor, Solenbaran

Merchant Route, Corporate Sector

Type: I

System: Patrolled (CSA); Military Presence

Climate: Arctic Gravity: Standard Species: Human, Mixed Population: CSA Citizenry

Government: CSA

Starport(s): One Imperial Class

Station(s): One Deep Space Research Station

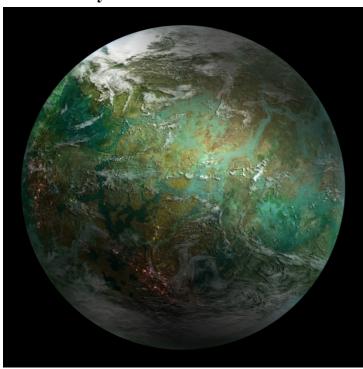
Tech Level: Ultra High

Import / Exports: Research World Wage Rate: CSA Standard - High

The Kir system has long been a research locale in the CSA. The planet's atmosphere is Arctic and at one time was rich with life and more of a Temperate world. At some point the planet's rotation around it's sun decayed causing a climate shift. The garvitic anomalies were likely due to the planet narrowing it's distance from it's largest moon which can be seen, easily, as if it is about to slam into the planet. It's primary moon (2 moons) moon has begun to evolve over the centuries, exhibiting properties that (researcher's believe) it once possessed. The location became a focus of gravitic study and led to many advances including enhanced gravity manipulation technologies used in the CSA as well as concussion field technology. It remains a key center of learning and technology. Kir Prime remains largely developed and populated, while only outposts have been constructed on it's closest moon, Kir II. Kir III has a couple research outposts and mostly monitoring gear to detect gravity shifts and attempt to interpret the actual positions of the planetary bodies in the system.



Knolstee System



Location: No direct trade route access, Corporate

Sector **Type:** I

System: Patrolled (CSA); Military Presence

Climate: Temperate Gravity: Standard Species: Human, Mixed Population: CSA Citizenry

Government: CSA

Starport(s): One Imperial Class, Two Corporate **Station(s):** Several Luxury Orbital Stations

Tech Level: Standard

Import / Exports: Luxury World

Wage Rate: CSA Moderate to Enhanced

Knolstee is a near-virgin planet in the Corporate Sector owned by Park Holdings Inc. Park Holdings use the planet as a layover for traveling tourists. Sightseers are welcome to stay in small luxurious orbital stations then descend to Knolstee's surface where they could take tours lead by Park Holdings mostly Ithorian staff. The Ithorians take care to monitor the world and maintain it's current near-virgin status, some believe they are attempting to convert the world into a Gaia world, as some have mentioned that the Ithorian herd ship in orbit tends to manipulate the atmosphere from time to time. This is actually the Ithorians merely maintaining the current ecosystem as the corporations pollute it.

Kumasi System



Location: Authority Arc, Corporate Sector

Type: I

System: Patrolled (CSA)
Climate: Temperate
Gravity: Standard

Species: Human, local wild life **Population:** Local Nobility, Human **Government:** CSA, Mor (Clan Law) **Starport(s):** One Standard Class

Station(s): None Tech Level: Low

Import / Exports: I: High technology, E: Manpower

Wage Rate: CSA Standard

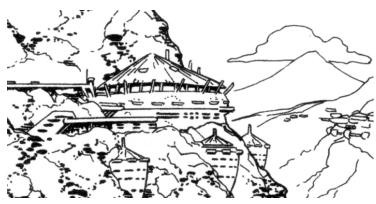
Ammuud is a planet located in the Corporate Sector. It is ruled by seven major clans operating under Corporate Sector Authority subcontract. It is a cold planet with a short rotation located in the Kumasi system of the Corporate Sector. The people of Ammuud constructed a large, main spaceport within a well-defended structure adjacent to a snow-capped mountain range. People of all types inhabit the surrounding city, which is composed of wood and stone buildings, slums, and open gutters.

Ammuud was first colonized approximately 10,000 BBY by settlers from Thokos, and each of the seven original colony ships formed the basis of Ammuud's seven clans; the House Glayyd, Reesbon clan, Tikeris clan, Owphrin clan, Melchett clan, Almowri clan, and the Odoon clan. Appointing patriarchs called the

Mors the clans fell nevertheless into barbarity over time. Indeed, Ammuud was forgotten by the galaxy, and the clans evolved into quarreling nation-states, continually testing each other in an endless series of savage battles. Circa 100 BBY, the clans called a truce, and formed the Code of Ammuud to govern their future conduct.

The Galactic Republic eventually made contact with the worlds of the region following the blazing of the Hydian Way, when they reached Bonadan. Joining the massive government, the area of space was organized into the Corporate Sector in 490 BBY to free the Republic's lawmakers and the corporate moneymakers from their differences. Ammuud was eventually encompassed into the Corporate Sector but the planet was permitted to keep its traditional laws. Ammuud was later placed under Corporate Sector Authority subcontract.

In 10 ABY, the New Republic, reeling from the destruction of their command base on Nespis VIII, scattered its command ships and fighter units across the galaxy. One of them, the fleet transport Vindicator carrying Luke Skywalker and his Jedi trainees, was stationed out beyond the planet Ammuud, providing cover from the Dark Empire.



Lucaya System

Location: Lucaya Cross, Shaltin Tunnels, Corporate

Sector **Type:** I

System: Patrolled (CSA)
Climate: Temperate
Gravity: Standard
Species: Human

Population: Mostly Human

Government: CSA

Starport(s): One Standard Class, Two Imperial Class

Station(s): None Tech Level: Standard

Import / Exports: Talent / Manpower

Wage Rate: CSA Standard

The Lucaya Cross is a hyperlane located in the Corporate Sector. It intersects with the Shaltin Tunnels hyperroute at Ession, with endpoints at Media and Saffalore.

Ession is a planet in the Corporate Sector, located at the nexus of the Shaltin Tunnels and Lucaya Cross hyperlanes. It was settled around 4000 BBY. An industrial manufacturing center, it was the headquarters of Pakkerd Light Transport, formerly a division of Sienar Fleet Systems.

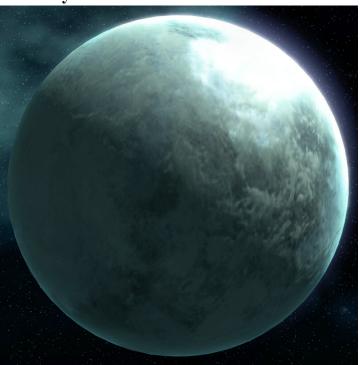
The fourth planet in the Lucaya system, Ession was settled some 4,000 years before the Battle of Endor. Since that time, it evolved into a major center of industrial manufacturing, and managed to remain neutral during the Galactic Civil War. The warlord Zsinj had built the Pakkerd Light Transport Company on the planet, building TIE Fighters for use in his war machine, and sent the Night Caller under the control of Wraith Squadron to protect the Implacable while it received the first shipment of new Snubfighters. However, the New Republic managed to get three squadrons of X-wings to the planet aboard the Blood Nest, and was able to knock out the Pakkerd plant before the TIEs could launch. The Republic also managed to take out the Implacable.

Ession was one of a number of planets where Roa encountered the Ryn. It was also home to the Ession Freedom Front, a violent revolutionary party.

Ession's primary moon was the primary satellite of the planet Ession in the Corporate Sector. Its surface was rocky, barren, and dusty. Wraith Squadron used the moon's surface as cover for their commandeered

corvette Night Caller during the Battle of Ession by using tractor beams to raise a dust cloud for concealment from the Star Destroyer Implacable. A relay dish on the moon's surface was also used to jam the Star Destroyer's sensors. Implacable ultimately fell prey to the Wraiths' assault and crashed into the moon with heavy casualties.

Lurr System



Location: Outer Rim Territories, Aparo Sector

Type: II

System: Quarantined (Empire); Lightly Patrolled

Climate: Arctic, Ice & Snow

Gravity: Standard Species: Lurrians Population: Lurrians Government: Lurrian Starport(s): None Station(s): None

Tech Level: Ultra High, Genetic Manipulation **Import / Exports:** None; Captive Scientists (Empire)

Wage Rate: Local Economy, Self Sufficient

Lur is a planet in the Outer Rim Territories' Aparo sector. The planet is noted for its geneticists. The world remained loyal to the Galactic Republic during the Clone Wars, although restrictions on non-military cloning hindered much of the Lurrians' genetic research. Under the New Order, Lur is quarantined in fear that Lurrian technology would be used for evil, though this quarantine was lightly enforced.

The Empire would often raid the planet for slaves as well. During the Yuuzhan Vong War the New Republic took great interest in the Lurrian's bioengineering.

Lur was one of the places the Shi'ido anthropologist Mammon Hoole visited after his graduation from the Chandrilan Academy of Sciences to study genetics.

It was also one of the many organizations the Null Arcs stole data from in order to gather enough information on how to stop their accelerated aging.

The slaver Zlarb attempted to transport Lurrian slaves as geneticists, saying they would fetch around a thousand credits.

Import / Exports: Agricultural products, mineral

resources

Wage Rate: CSA Standard

The Lythos system is a system in the Corporate Sector that contained the planet of Lythos Nine. Lythos VI through Lythos IX were considered significant agricultural worlds. There are fourteen planets in the system.

Miners had a selection between two planets with extensive mineral holdings: Lythos I, a tidal-locked furnace with mining on the night side, or Lythos XIV, a frigid world with supersonic winds. This choice between two equally bad outcomes became known as "Picking Between One and Fourteen", and became a slang term among miners in the Corporate Sector.

Lythos System



Location: Hydian Way, Trianii Shunt, CSA

Type: I

System: Patrolled (CSA), Military presence

Climate: Temperate Gravity: Standard Species: Human

Population: Human, Mixed

Government: CSA

Starport(s): Three Imperial Class **Station(s):** Agricultural Dome

Tech Level: High

The system is ideally located for trade and transport of it's goods. It sees brisk trade from standard trade routes to the galactic whole as well as a farily good deal of commerce to and from Trianii space.

The CSA military presence on world is moderate, and the space lanes are patrolled with moderate force as well, you can typically expect to see at least one Marauder Corvette in system at any given time.

Mall'ordian System

Location: Hydian Way, Authority Guardian Corridor,

Corporate Sector

Type: I

System: Patrolled (CSA); small military presence

Climate: Molecular Jungle Odities

Gravity: Standard **Species:** Human

Population: Human, Mixed

Government: CSA

Starport(s): One Imperial Class

Station(s): Orbital Planetary Optics & Research

Tech Level: High

Import / Exports: Crystalline Plant Lifeforms

Wage Rate: CSA Standard

Mall'ordian is a planet in the Corporate Sector. A popular tourist destination, it was renown for its crystalline forests. The Corporate Sector Authority was interested in the planet for its potential resources.

Maryo System

Location: No direct trade Routes, Corporate Sector

Type: I

System: Patrolled (CSA)
Climate: Temperate
Gravity: Standard
Species: Human

Population: Human, Mixed

Government: CSA

Starport(s): One Imperial Class, One Corporate

Station(s): Pleasure Dome

Tech Level: High

Import / Exports: Hunting, Resort World

Wage Rate: CSA Standard

Maryo is a resort world in the Corporate Sector. It is well known for its bazaars and is often visited by idle wealthy beings. Those who visit the planet also enjoy hunting the native peckvas and fishing for colossus fish amongst the world's vast seas.

It was visited by Dixon, Torm and Trevim Dadeferron after the death of Torm and Trevim's mother. There, Torm was recruited by the Corporate Sector Authority to spy on Dixon and Trevim. N'zaet Nir also lived on Maryo.

Matra System

Location: No direct trade Routes, Corporate Sector

Type: IV

System: Secured (CSA); Blockaded **Climate:** Poisonous Atmosphere

Gravity: Standard Species: None

Population: Human, Mixed

Government: CSA Starport(s): None Station(s): Stars End II

Tech Level: Low

Import / Exports: Everything Wage Rate: CSA Standard

The Matra System is not connected to any direct route, with it being an inhospitable locale with heavy metals and all necessary materials for heavy construction it was ideal for the location of the first, non prototype, Stars End facility.

Media System

Location: Lucaya Cross, Corporate Sector

Type: II

System: Lightly Patrolled (CSA)

Climate: Arid Gravity: Standard

Species: None, native wildlife **Population:** Human, Mixed

Government: CSA

Starport(s): Two Standard Class

Station(s): None
Tech Level: Standard

Import / Exports: Woonga Bat Wage Rate: CSA Standard

Essentially a nondescript system that is capable of supporting life. It has a standard range of available minerals and some of the native species, like the Woonga Bat, are seen externally as delicacies.

Ninn System

Location: Lo'Uran-Lythos Hyperlane, Authority

Guardian Corridor, Corporate Sector

Type: I

System: Patrolled (CSA); small military presence

Climate: Terran, Scarred Lansscape

Gravity: Standard

Species: None, native wildlife **Population:** Human, Mixed

Government: CSA

Starport(s): Two Standard Class

Station(s): None

Tech Level: Standard

Import / Exports: Archeological Conflict Studies

Wage Rate: CSA Low to Moderate

During an ancient conflict, the Ninn was depopulated and despoiled. Later is was resettled by a group that became known as the Priests of Ninn. Following the rise of the Galactic Empire after its formation in 19 BBY, Ninn was one of many planets included in the newly-expanded Corporate Sector. Its inclusion in the Corporate Sector meant that it fell under the control of the Corporate Sector Authority, the controlling body of the sector. The Ninn star system came to be part of the Authority Guardian Corridor hyperlane and another hyperlane that connected it to the Lo'Uran system and the Lythos system.

By around 2 BBY, the planet had been settled by a group that became known as the Priests of Ninn. The priests lived in a planet-wide refuge, where they practiced their beliefs, including formalistic absolution. Members of the nomadic Ryn species also sometimes visited the world.

The Priests of Ninn are a religious order from the planet Ninn. The Priests dress in green vestments and practice formalistic abstinence. They carry clay begging bowls as they spread throughout the Corporate Sector.

Ocsin System

Location: Tertiary Etti Route, Authority Guardian

Corridor, Corporate Sector

Type: I

System: Patrolled (CSA); military presence

Climate: Stormy & Gloomy

Gravity: Standard

Species: Near Human, native wildlife

Population: Human, Mixed

Government: CSA

Starport(s): One Imperial Class, 3-5 Smaller

Station(s): None **Tech Level:** Low

Import / Exports: Foodstuffs

Wage Rate: CSA Low

The Ocsin system is a star system located within the Corporate Sector. It is at the intersection of the Authority Guardian Corridor and the Tertiary Etti Route.

Ocsin is an Ocsinin colony world in the Corporate Sector. The planet was at the intersection of the Authority Guardian Corridor and the Tertiary Etti Route. Ocsin accepted annexation by the Corporate Sector Authority few years before the Battle of Yavin in exchange of technological assistance but the CSA eventually didn't respect the deal.

Orron System

Location: Tingel Arm, Authority Arc, Corporate

Sector **Type:** I

System: Patrolled (CSA); military presence

Climate: Mild Gravity: Standard Species: None

Population: Human, Mixed

Government: CSA

Starport(s): One Imperial Class,

Station(s): Authority Data Center, Stars End III

Tech Level: Ultra High Import / Exports: Foodstuffs Wage Rate: CSA Standard

The Orron system is located in the Corporate Sector. It contains Orron III, site of a facility called the Authority Data Center.

"Orron III. That's mostly an agricultural world, except that the Authority has a data center there."

—Jessa Vandangante

Orron III is an agricultural world located in the Orron system, in the Corporate Sector. An Authority Data Center is located there. Incoming traffic is restricted to drone barges for transporting crops and Authority fleet vessels. Orron III has three moons.

Near the completion of the first Death Star, when the Alliance captured Toral, Intelligence examined documents found in its memory and discovered that a weapon convoy was to be found near the planet. The Tone, Uhuru and Hyko was gathered there when the forces showed up; the convoy was destroyed by Y-wings from Red Squadron and Gold Squadron and X-wings from the Blue Squadron.

Communications Satellites were stolen by the BFF-1 bulk freighter Phoenix from that base.

What is not known, is that there is a planetoid masked in system near the sun, by dense radiation fields, that is the location of the Stars End III facility.

Oslumpex System

Location: Shaltin Tunnels, Authority Arc, Corporate

Sector **Type:** I

System: Patrolled (CSA); military presence **Climate:** Perpetual Rain, Lush vegitation

Gravity: Standard **Species:** None

Population: Human, Mixed

Government: CSA

Starport(s): Two Standard Class

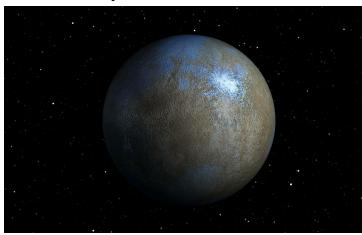
Station(s): None Tech Level: Ultra High

Import / Exports: Mongo Plant Wage Rate: CSA Premium

Oslumpex V is a planet that was the site of Starshipwrights and Aerospace Engineers Incorporated. Olumpex is located in the south of the Corporate Sector at the intersection of the Shaltin Tunnels and the Authority Arc.

The entire system is known for a local plant called the Mongo Plant, it is a large, mango flavored fruit that is delicious.

Pho Ph'eah System



Location: Outer Rim Territories, Kalamith Sector

Type: I

System: Not Patrolled

Climate: Wind Swept Mountainous, Cliffs

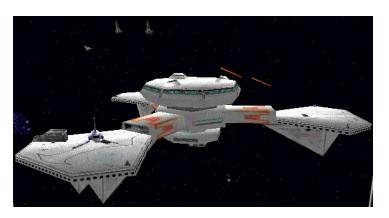
Gravity: Standard Species: Pho Ph'eahians Population: Pho Ph'eahians Government: Pho Ph'eahian Starport(s): None Station(s): None Tech Level: Standard

Import / Exports: Minerals & Heavy Metals

Wage Rate: Local Government

The Pho Ph'eah system is a star system located within the Kalamith sector in the Outer Rim Territories region of the galaxy. It contains the planet of Pho Ph'eah, home world of the Pho Ph'eahian species.

Pondut Station

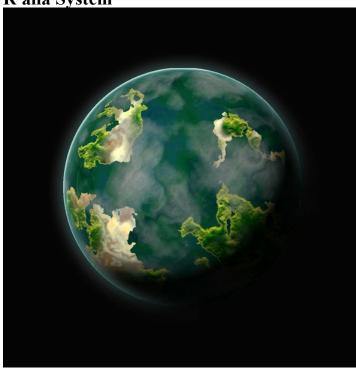


Pondut is a research station for the Galactic Electronics company located in the Corporate Sector. The station developed the magnetic pulse warhead which had the ability to temporarily knock out the weapons systems on an enemy craft.

They decided to sell it to the Rebel Alliance. However, there was an Imperial law banning the sale of such weapons, although, since the Corporate Sector was neutral in the war, they could easily bypass this law. The Rebels used the magnetic pulse in a raid on an Imperial Research Station. The station security forces managed to capture a Rebel B-wing Snubfighter using the warhead, and traced it back to the Corporate Sector, Galactic Electronics, and more specifically, research station Pondut.

Grand Admiral Demetrius Zaarin was sent to capture Pondut, and freeze Galactic Electronic's assets. This would mean entering neutral Corporate Sector territory, but the deed was still completed. Zaarin was "frantic about capturing everybody!" according to an Assault Gunboat pilot. Pondut was captured with all personnel accounted for. Needless to say the Imperial-Corporate Sector relations were at an all time low after the skirmish at Pondut.

R'alla System



Location: Solenbaran Merchant Route, Corporate

Sector **Type:** I

System: Patrolled (CSA); military presence **Climate:** Pure Atmosphere, mild climate

Gravity: Standard **Species:** None

Population: Human, Mixed

Government: CSA

Starport(s): One Imperial Class, 3 Corporate Class

Station(s): None Tech Level: High

Import / Exports: R'alla Mineral Water

Wage Rate: CSA Premium

R'alla is a planet known for its pure, sweet water springs. It produces R'alla mineral water and hold many of the CSA's leading media companies. The system is renowned for it's pure water and it's healthy lifestyle. The planet is actually almost idyllic, it tends to also be a vacation resort for many.

Celebrities should be wary, however, since this is truly the seat of the CSA's Media companies. Many an aspiring holo actor's fame has become infamy due to the paparazzi here.

There are no other planetary bodies in the system aside from it's small, uninhabitable, moon and the system's sun itself.

Rampa System

Location: Hydian Way, Intra-Sector Spur, Corporate

Sector **Type:** I

System: Patrolled (CSA); military presence

Climate: Temperate Gravity: Standard Species: None

Population: Human, Mixed

Government: CSA

Starport(s): Two Standard Class

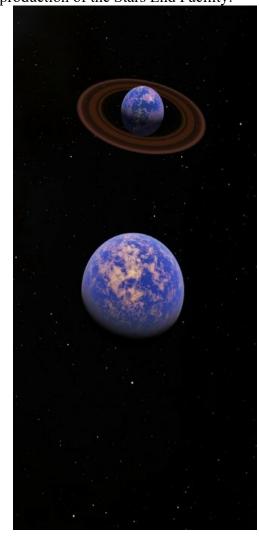
Station(s): Stars End I (Design, non prototype)

Tech Level: Standard

Import / Exports: Nothing Significant

Wage Rate: CSA Standard

A binary system, in close proximity to one another. Rampa Minor and Rampa I are actually two sister systems. The intersection of these two systems creates a gavitic anomaly where navigation between them becomes dangerous and a patch of dark space exists that absorbs all light, this is the location of the first reproduction of the Stars End Facility.



Reltooine System



Location: Hydian Way, Intra-Sector Spur, Corporate

Sector **Type:** I

System: Patrolled (CSA); military presence

Climate: Gas Giant Gravity: Standard Species: None

Population: Human, Mixed

Government: CSA

Starport(s): Two Standard Class

Station(s): Eclipse Station Tech Level: Standard Import / Exports: Tourism Wage Rate: CSA Standard

Reltooine is a gas giant in the Tingel Arm. It is a part of the Corporate Sector and a member world of the Corporate Sector Authority. Reltooine's many moons were popular tourist destinations, replete with breathtaking sights such as rings, erupting cryovolcanoes, and fiery auroras. The luxury liner Lady of Mindor stopped here during its voyage between Roonadan and Ammuud.

Eclipse Station was a Jedi stronghold on the planet Eclipse in the Deep Core during the Yuuzhan Vong War. It was one of the results of the Great River scheme. The Yuuzhan Vong threatened the New Republic that if they didn't reveal the location of Eclipse, they would destroy thousands of refugee ships. The Jedi however were, with help from the New Republic, able to free the refugees.

Unfortunately, Eclipse Station's coordinates were leaked by a captured yammosk around the same time Anakin Solo fell in battle over Myrkr. The station was carved out of the planet's crust and sealed against vacuum with a white plastiform. Its residents wore emergency vacsuits as a precaution against the void.

Saclas System

Location: Solenbaran Merchant route, Tertiary

Solenbaran, Corporate Sector

Type: I

System: Lightly Patrolled (CSA); military presence

Climate: Temperate Gravity: Standard Species: None

Population: Human, Mixed

Government: CSA

Starport(s): One Imperial Class, other smaller

Station(s): Stars End IV construction

Tech Level: Ultra High

Import / Exports: Prisoners, Scientists

Wage Rate: CSA Standard

The site of the first "public" Stars end prison facility. Advertised as the most secure facility in the galaxy. It is thought in some circles that the station under construction is nothing more than a marketing tool for the other facilities as it's scale is not up to snuff on the other locations that some individuals have stumbled

across.

The reality of the situation is three fold, it is a marketing tool to be certain. Showing off high tech facility features that do not compromise the other facilities layouts. The station will be fully functional as a prison for minor offenders by comparison to the other locations. Finally, it is actually a high tech weapons development and engineering lab, hidden in plain sight that attempts to recruit the top talent in the galaxy for furthering the CSA Naval designs, engineering refits and experimental weaponry.

Saffalore System

Location: Lucaya Cross, Corporate Sector

Type: III

System: Heavily Patrolled (CSA); Large military presence; Multiple Capital Ships in system; Yards

Facility in System

Climate: Polluted Super Storms

Gravity: Standard under normal condiitons, up to 3

times standard in the eye of a super storm

Species: None

Population: Human, Mixed

Government: CSA

Starport(s): One Imperial Class, other smaller **Station(s):** Anti Pollution Orbital Sweepers, Naval

Base

Tech Level: High

Import / Exports: I: Terra forming Equipment /

Foodstuffs

Wage Rate: CSA Premium

The Saffalore system has been mined and produced almost into oblivion, however, the system continues to yield a never ending stream of heavy metals, hyperbarides, reactor materials and other precious elements. Much like what happened to Kuat this system seems to have suffered the same fate. However, some believe it is not too late and the planets in the system undergo a recovery rate from the pollution by as much as 5% annually. Saffalore III has finally begun to grow its own crops once again in the past two years.

Tirsa System

Location: No Direct Trade Route, Corporate Sector

Type: I

System: Patrolled (CSA); military presence

Climate: Volcanic Gravity: Standard Species: None

Population: Human, Mixed

Government: CSA

Starport(s): One Imperial Class, other smaller **Station(s):** Ore Refinery Orbital Platforms

Tech Level: High

Import / Exports: Foodstuffs Wage Rate: CSA Standard

Tirsa is an industrial planet located within the Tirsa system of the Outer Rim Territories. It is home to the Tirsa Wargear armaments company that manufactures the Leviathan submersible carrier.

Tothis System

Location: Authority Guardian Corridor, Corporate

Sector **Type:** III

System: Patrolled (CSA); military presence,

quarantined

Climate: Nuclear Winter

Gravity: Standard **Species:** None

Population: None, workers

Government: CSA

Starport(s): One Orbital Standard Class **Station(s):** Orbital radiation sweepers

Tech Level: High

Import / Exports: Foodstuffs, Technology, Archaeology, smugglers, treasure hunters

Wage Rate: CSA Hazard Pay

The Thothis system wiped itself out at some point in the past 2-3,000 years and that exact time line has yet to be established. There is so much interest in the system because the base technology level of items found on planet is vastly more advanced than it should be. In some instances, the tech found on world outstrips anything seen today in the galaxy.

Ulicia System

Location: Tingel Arm, Corporate Sector

Type: II

System: Lightly Patrolled (CSA); small military

Climate: Terran, Strip mined

Gravity: Standard **Species:** None

Population: Human, Mixed

Government: CSA

Starport(s): One Imperial Class, other smaller **Station(s):** Ore Refinery Orbital Platforms

Tech Level: Standard

Import / Exports: Foodstuffs Wage Rate: CSA Standard

Ulicia is an industrial planet within the Ulicia system, located in the Tingel Arm region of the galaxy's Outer Rim. Situated in the Corporate Sector, naturally it fell under Corporate Sector Authority rule. In 0 ABY, one Authority executive named Fiolla departed the world with a prisoner on her starship, the Tydia Rish, en route to deliver her charge back to a Direx, one of the fifty-five who sat on the Corporate Sector's board.

Urdur System

Location: The Fringe, Corporate Sector

Type: II

System: Not Patrolled; Outlaw Techs

Climate: Frozen
Gravity: Standard
Species: None

Population: Human, Mixed

Government: None

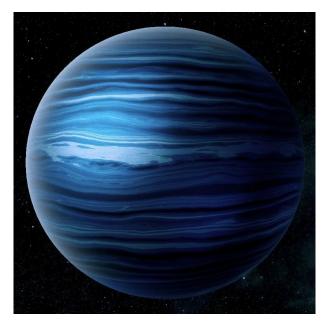
Starport(s): Small Independent

Station(s): None
Tech Level: Ultra High
Import / Exports: Foodstuffs

Wage Rate: Outlaw tech, superior rates

Urdur was a remote planet in the Urdur system. It was located so far from its sun that it was perpetually frozen. It was the site of an outlaw tech base run by Klaus "Doc" Vandangante.

Vexar System



Location: No direct trade route, Corporate Sector

Type: IV

System: Patrolled (CSA); medium military; capital

Ships in System (always) **Climate:** Tibanna Gas Giant

Gravity: High **Species:** None

Population: Human, Mixed

Government: CSA

Starport(s): One Imperial Class, Two Corporate

Station(s): Ore Refinery Orbital Platforms

Tech Level: High

Import / Exports: I: Foodstuffs, E: Tibanna Gas

Wage Rate: CSA Premium

The Vexar system was a star system located in the Corporate Sector of the Outer Rim Territories. It contained the gas giant Vexar and at least three moons, including the third moon of Vexar. *It is the leading source for Tibanna gas in the Corporate Sector.*

Rinagom System



Location: No direct trade route, Corporate Sector

Type: 1

System: Patrolled (CSA); small military

Climate: Moderate to Mild

Gravity: Standard Species: None

Population: Human, Mixed

Government: CSA

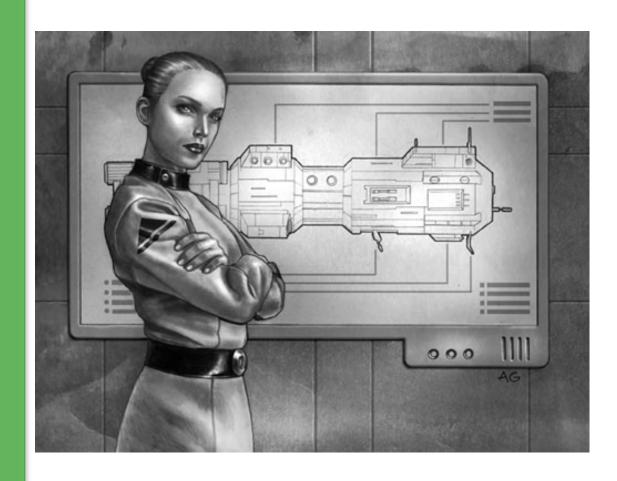
Starport(s): One Imperial Class

Station(s): food Processing Orbital Platforms

Tech Level: High to Ultra High Import / Exports: E: Foodstuffs Wage Rate: CSA Standard

Another bread basket world in the Corporate Sector. The planet is known for the Dulan Field Harvesting Center, an extremely high tech operation of thousands of Droids and artificial intelligence working in unison to farm the world at maximum efficiency.

Starships of the Corporate Sector



Overview

From the blazing majesty of the Core regions to the far scattered stars of the Corporate Sector, space travel is the glue that holds galactic society together. Thousands of years have passed since hyperdrive became the galactic standard for faster than light travel. Whether military or passenger liner, bulk cargo or "discreet private transportation," there are starships to fill any niche. The Corporate Sector is no different in this regard. Here, one can find ships of any age and origin, making legal cargo runs and those of dubious legality and morality.

Capital Ships

Even in a section as controlled as the Corporate Sector, large capital combat starships are required to enforce the peace and control smugglers and pirates. However, when the Corporate Sector was first chartered, there wasn't much serious thought about providing any substantial sector navy. It was thought that pirate and Rebel activity in the region would be minimal. The Authority centered its naval plans on patrol ships with advanced scanners; almost as an afterthought, the Authority built a few carriers for IRD fighters.

What the Authority didn't take into account was the fabulous lure its wealth would have. Without the comforting power of Imperial cruisers and destroyers, the Corporate Sector had its work cut out for it. The Authority has slowly realigned its priorities, and is allocating more funding for the design and purchase of adequate capital ships. For the time being, however, roughly two-thirds of the Picket Fleet has been assigned to patrolling major trade routes, leaving most of Corporate Sector space poorly defended.

Victory Star Destroyers

While Victory-class Star Destroyers trace their origins back to the final days of the Clone Wars, these vessels remain a prime component of many space fleets, including the Authority's Picket Fleet. The Authority acquired the ships at bargain prices when the Empire decided to remove 520 of these cruisers from the 27th Denarian Fleet to make room for the newer Imperial-class Star Destroyers. The ships were stripped of weaponry. However, the Authority then purchased surplus weapons through a third party company, refitting them. Currently, about half of the Authority's

Star Destroyers meet the Imperial fleet's original armament specifications.

Invincible Heavy Cruisers

"Prevailing wisdom," an old merchants' saying goes, "is not wise, just popular. And fickle." This truth applies directly to the ancient Invincible-class Dreadnought heavy cruiser.

These mammoth ships were first designed over 3,000 years ago, and drew their inspiration from the titanic battle cruisers from the eras of Xim the Despot and the Alsakan Conflicts. At the time, it was one of the largest battle cruisers in the Old Republic fleet. For the time, these ships were an amazing feat of engineering. They were equipped with weapons that could shred any ship of the day. These two-kilometer long vessels were feared throughout the civilized worlds.

However, the pace of technological advancement outdated the Invincible within a few decades. Space fleet policy shifted from large battle platforms, like the Invincible, to smaller cruisers. While these newer and smaller ships had to work in concert for applied firepower, they were much more effective in small scale engagements and battle maneuvers. These smaller ships mounted better weapons, more powerful shields and could rely on far fewer crew members, and soon the days of the Invincible Dreadnought were past. The Invincible's were retired and history marched on. Now, these ancient ships find service with the Corporate Sector. Again, battle fleet philosophy has shifted toward larger weapons platforms such as the older Dreadnought-class cruisers and Victory-class Star Destroyer and the modern Imperial-class and Super-class Star Destroyers.

The Authority decided upon the Invincible's for a number of reasons. One was cost: ships that were three millennia behind the cutting edge of technology were not in high demand for any modern navy. Second was the mission profile of the Authority's Picket Fleet: since these ships would only be engaged in piracy prevention, smuggling interdiction and system patrol, these ships were perfect. They couldn't stand up to Imperial battle cruisers, but they were more than sufficient to contain sorry smuggling vessels and tramp freighters.

The ancient ships maintain most of their original running gear, but often weapons, control and shield

systems have been substantially upgraded (again, not competitive with modern warship standards, but more than adequate for smugglers and pirates). These ships are still incredibly wasteful of energy and crew resources: the sublight drives of the Invincible's fill one-third of the ship's interior space.

Marauder Corvettes

Marauder Corvettes form an important part of the Picket Fleet's patrol system by jumping from system to system to perform quick scans for unregistered ships. While Marauders lack the weaponry of Victory Star Destroyers or the Invincible's, they are capable of holding their own against pirates and smugglers. These ships are typically equipped with one squadron of Authority IRD fighters (12 ships) as well as two platoons (eight squads of ten soldiers each; each squad has a heavy repeating blaster, with each platoon having an armored repulsor transport with artillery batteries) and an armored troop transport shuttle.

The Marauder design was a victim of the Republic's bureaucracy. The ship was developed by Republic Sienar Systems, but it was passed over in favor of other designs. Republic Sienar recouped some of its money through sales to small system navies, but the ship was a major failure for Republic. The Marauder was to be officially discontinued but the Authority offered to buy the design and produce the ship internally. In Authority service, Marauders are often sent to isolated systems that are a tempting target for pirates and outlaw bands. They are used to try to patch the gaps in the Authority's patrol network.

Recusant Battleships

Six of these Separatist vessels were actually purchased during the early days of the Corporate Sector prior to the time of the Authority. The interesting thing to note here is they were purchased directly from the Separatist shipyards, *during the Clone Wars*, and the Corporate sector was affiliated with the Republic (not the Separatists)! They policed the space lanes during the time of the Republic. They have continued on and still remain in active service with the CSA. *Rumors indicate that the CSA Navy may have recently acquired several more of these vessels, as well as, other Separatist ships that are capable of projecting their own version of the Holonet. Could this be the CSA attempting to create their own locked down, moderated, holonet?*

Space Transports

The galactic economy is totally dependent on transporting materials and products from world to world. The Corporate Sector is even more dependent upon this transportation network because it derives a majority of income from exporting goods to other sections of the Empire. The Corporate Sector provides the raw materials of heavy industry, the blaster gases of the military and the food to feed the masses in the densely populated Core Worlds. To get these goods to market, cargo transports are necessary.

In the Corporate Sector, one can find hundreds of different types of vessels: large bulk haulers, immense container ships, and small, privately owned light freighters. The corporate-owned bulk ships handle the major cargo contracts and most of the bulk cargo is out of reach of the smalltime freighter captain. Light freighter captains make do with small cargoes going to isolated colonies. Some make a living transporting more exotic cargoes, such as rare crystals, foodstuffs and luxury goods.

Of course, there are also the smugglers. These freighter captains rely on stealth and secrecy to haul contraband from one side of the Corporate Sector to the other. In an area as tightly regulated as the Corporate Sector, there is enormous profit potential for hauling restricted goods. The Espo fleet is notoriously ineffective in hunting down smugglers. Almost as bad, in fact, as the interdiction fleet around Nar Shaddaa (of course, the Hutt penchant for bribery could have something to do with that).

The Waivers List

The Corporate Sector Authority's smuggling and piracy control policy is based more on prevention than confrontation. All space transports and freighters are bound to a very detailed code of specific regulations, collectively known as the Authority Starship Code Safety Registry, or ASCSRs (known among spacers as "askers").

CSRs regulate every aspect of starship systems and operation, including offensive weaponry, defensive sys-t.ems (including shields and hull plating specifications), sensor and counter-sensor suites, escape mechanisms, radiation shielding, landing gear, power plants, communications systems, acceleration and speed specifications, cargo space allocations and almost anything else which can be found on a starship.

Due to these regulations, the Espos can be sure they always have the upper hand in combat. All ships operating in Authority space are listed on the Authority Ship Registry. The Registry is a comprehensive database of all space vessels legally operating in the Sector, including trade ships, Corporate Sector transports, private freighters, Espo military ships and the occasional envoy from the Empire. All owners wishing to have their ships legally registered with the Authority must submit their vessels to a thorough examination and the ship will not be approved until it meets the ASCSRs.

The Authority will, however, acknowledge that certain ships do need a certain amount of modification. Ships that handle especially valuable cargoes are allowed to install more powerful weaponry, for example. Thus, the Authority has the Waivers List, which lists all ships and the ASCSRs exclusions they have been granted.

Whenever a ship docks or is encountered by Authority patrol ships within Corporate Sector space, its transponder code is cross-referenced with the Registry. Ships not on the Registry or which are found to be in violation of the ASCSRs are immediately detained, forcibly if necessary. Naturally, the Authority has been known to change these regulations with no warning. Ships not meeting ASCSRs regulations may be impounded or grounded until the owner alters the ship to conform to those standards. In some cases, the Authority confiscates the vessel, with no recourse for the ship's former owner.

As one might suspect, an Authority Waiver is a most cherished document. Of course, the Authority is stingy with Waivers and often assignment is based more on connections within the Authority's corporate structure than actual demonstrable need for a Waiver. Those who have performed favors in the past (or paid the appropriately enormous bribes) get on the List while many reputable shippers don't. The Waivers List is one of the most secure information stores in the Authority, which makes every attempt to protect it from intrusion by slicers or droids.

Rin Assid Bulk Hauler

Most of the fame in space hauling goes to the small time operators: they may not be respectable, but they are legendary. Still, there is something to be said for those souls who pilot huge bulk cargo vessels. The job may not be glamorous, heroic or risky, but the galaxy

would grind to a halt if not for the people who keep these lumbering titans on the move. While there are countless makes and models of bulk cargo ships, a few have stood the test of time. One of these is the Rin Assid bulk hauler.

Rin Assid was a famous, almost mythical trader who lived during the Republic's fourth millennium. Called "Assid the Lucky," he was a jovial and good-natured fellow, and very fond of food and drink. He made and lost fortunes as readily as others changed clothing. When he did go broke it was because he used his wealth to help those in need.

The ships themselves are little more than large cargo holds strapped to engines and a crew and passenger compartment. Nonetheless, the ships are sturdy, dependable and have a certain charm all their own. The design has been around, in one variation or another, for over seven centuries, making the ship almost as enduring as its namesake.

Gigs

"Gig" is but one of the countless nicknames for the myriad of ships designed to operate in planetary atmospheres or to serve in low-orbit and close starship support functions. These ships are generally characterized by streamlining, making them formidable atmospheric combat ships. The TIS Zeta 19 is one such example. Gigs are inexpensive compared to Snubfighters and the technology is common enough that modification of these ships for specific mission profiles is extremely easy. Typically, gigs round out planetary or starship fighter fleets that cannot afford Snubfighters. Larger models of these vehicles serve as personnel transports; the more extravagant models are used as personal shuttles for Imperial officials, planetary governors and Corporate Sector Authority executives. They are used to move such individuals between large starships or between a planet and an orbiting starship. The Funny thing about Gigs in the setting is that there are no "Gigs" in the starships section of the original book. I have added them.

Pinnaces

Pinnace's are small combat and supply ships that are typically assigned to transports and cruisers that do not have sophisticated facilities for servicing Snubfighters but have need of defense vessels. They are also assigned to ships that require armed cargo

transports, such as those operating in hostile fire zones.

Pinnaces are notable in that they have moderate cargo space, but also have the armor, armament and speed to serve in fighter combat. While they can compete with modern designs, like the TIE Interceptor (just not in speed), they also perform very well when compared with Z-95 Headhunters and other older designs.

Passenger Liners

The beings of the galaxy have always loved travel. From luxury to no-frills travel, there are a wide variety of cruise liners to take tourists to exotic resort planets, worlds of amazing natural wonders and exciting trade centers. Many cruise liners offer economy deals so that even average citizens can afford a modest travel package aboard these ships. Despite the strict policies of the New Order and the Corporate Sector, tourism is a booming business.

Many passenger liners, especially for short trips between nearby systems, are no-frills affairs, with little more than seating and a holo-theater to entertain bored passengers. By comparison, even the smallest luxury liners have moopsball courts, saunas, banquet chambers and any number of exotic thrills.

The Lady of Mindor

The Lady of Mindor is a luxury liner owned by Authority Tours, a small tourism subdivision of the Authority. It is a typical liner of that class, offering budget to luxury accommodations and a wide variety of activities. It travels several routes throughout the Corporate Sector.

Authority IRD

The Corporate Sector Authority designed a unique fighter to fit the various mission profiles of the Picket Fleet's mission. The result was the IRD (Intercept, Reconnaissance, Defense) fighter. The IRD is a swift and heavily armed snubfighter, but it was designed specifically for space combat: the original models were so un aerodynamic and ill-handling that many pilots refused to engage enemy craft within an atmosphere. Like the TIE, the IRD is a combatdedicated fighter with powerful engines and effective weaponry. It lacks a hyperdrive unit, so the ships must be ferried to every engagement. Unlike the standard Imperial fighters, every attempt is made to

protect the pilot and the IRD has unquestionably the best ejection mechanism of any modern fighter.

Since the glaring deficiencies of the fighter in an atmosphere are apparent even to Authority execs, the Authority's engineers have begun development of a streamlined variant designed specifically for atmospheric combat. The ship, dubbed the IRD-A, has a molded fuselage, streamlined to channel air through a vector stabilizer. The result is enhanced maneuverability and increased speed. Missiles were added to the weapons package to make the IRD-A a tough opponent. The limited production run fighters are seeing limited service. The Authority is expected to begin full production on the new ships very soon.

Z-95 Headhunter

Cheap, easy to maintain and long lasting. the Incom/Subpro Z-95 Headhunter is one of the most durable snubfighters ever designed. Much of this reliability is what has made its follow-up, the X-wing, so popular. It has become a popular fighter for those who can't afford or obtain more modern fighters. In any of a hundred systems, there are fly-by-night techs and engineers like Doc who know just what to do with these old craft. With the countless variety of weapons systems, sensors and defensive packages, the idea of a standard Z-95 is nearly as inaccurate as that of a "stock" light freighter. Many an enemy pilot has underestimated the Headhunter's abilities to his or her peril.

The Z-95 fighter is a ship that has gone through countless incarnations. Incom insisted on continually upgrading the ship with each new year, so while the original Z-95 had the look of an older, atmospheric fighter, the last few production runs of the Z-95 were a good preview of what the new X-wing fighter would look like. While many groups, such as the Rebel Alliance, use the more modern version of the Z-95, Jessa's outlaw-techs employ the original Z-95, also known as the Z-95 Mark I. These early ships featured a bubble canopy (for greater pilot visibility) and a swing-wing design. Later versions of the Z-95 went to the more streamlined "snubfighter canopy" design and employed fixed wings (advances in maneuvering thrusters made up for the loss of the swing-wings).

CSA Victory I Star Destroyer

Craft: Rendili Star Drive's Victory I

Affiliation: Corporate Sector

Era: Clone Wars+ (Obsolete, still produced)

Type: Victory-class Star Destroyer

Scale: Cruiser (Heavy +2D to all hull/armor values

size close to battleship) **Length:** 900 meters

Skill: Capital ship piloting: Star Destroyer **Crew:** 2,825, gunners: 250, skeleton: 1,822/+5

Crew Skill: Typically 4D Passengers: 2,673 (troops)

Cargo Capacity: (9,000): 65 metric tons available Consumables: 4 Years (88.5 Million Refit cost) Cost: 52 Million (New); 39 Million (Used)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x15 Nav Computer: Yes

Maneuverability: 1D (2D in Atmosphere)

Space: 4

Atmosphere: 800 kmh (can land on planet surface)

Hull: 6D + 2D Armor; Hull Points: 750/Arc

Armor Points: 600/Arc

Shields: 3D+1; Shield Points: 500/Arc

Sensors: Passive 40/1D Scan 70/2D Search 150/3D Focus 4/3D+2 Maximum 300/-1D

Weapons:

10 Quad Turbolaser Batteries

Fire Arc: 5 Fore/Port/Aft & 5 Fore/Starboard/Aft

Crew: 3

Skill: Capital ship gunnery

Space Range: 3-12/25/50

Atmosphere Range: 300m-1.2/2.5/5 km Damage: 5D; Nominal Damage: 5 (25)

80 Concussion Missile Launchers

Fire Arc: 20 Fore, 20 Port, 20 Starboard, 20 Aft

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D Space Range: 120

Atmosphere Range: 240 km

Damage: 9D (54)

Ammo: 165 Per Launcher

10 Tractor Beam Projectors

Fire Arc: 4 Fore, 2 Port, 2 Starboard, 2 Aft

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

Destrovers

in this

Expanded Snubfighter Complement: 4 squadrons

CSA Craft, 8 Gigs, 1 Skypray Blast Boat

Ground Compliment: 16 Espo Ground Units, 2 Floating Fortress, 4 Military Speeder Bikes, 4 Medium Hover Tanks, 1 Pre Fab Garrison (CSA)

Standard), 3 Landing Barges

These line ships represent units of the 520 Victory I Star Destroyer's that the Corporate Sector purchased from the Empire. They were stripped down and then refit by the CSA. *Approximately 260 of their Star*

have been fully refurbished fashion, with the eventual goal of fully refitting all Victory I's.

Fire Control: 4D

Space

Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km Damage: 8D; Nominal Damage: 7 (56)

40 Double Turbolaser Batteries

Fire Arc: 10 Fore, 10 Port, 10 Starboard, 10 Aft

Crew: 1

Skill: Starship Gunnery

Fire Control: 4D

CSA Victory I Star Destroyer (Stripped)

Craft: Rendili Star Drive's Victory I **Affiliation:** Corporate Sector

Era: Clone Wars+ (Obsolete, still produced)

Type: Victory-class Star Destroyer

Scale: Cruiser (Heavy +2D to all hull/armor values

size close to battleship) **Length:** 900 meters

Skill: Capital ship piloting: Star Destroyer **Crew:** 2,825, gunners: 250, skeleton: 1,822/+5

Crew Skill: Typically 5D Passengers: 2,673 (troops)

Cargo Capacity: (9,000): 8,799.7 Metric Tons Avail

Consumables: 4 Years (88.5 Million Refit cost)

Cost: 15.8 Million Credits Hyperdrive Multiplier: x1 Hyperdrive Backup: x15 Nav Computer: Yes

Maneuverability: 1D (2D in Atmosphere)

Space: 4

Atmosphere: 800 kmh (can land on planet surface)

Hull: 6D + 2D Armor; Hull Points: 750/Arc

Armor Points: 600/Arc

Shields: 3D+1; Shield Points: 500/Arc

Sensors:
Passive 40/1D
Scan 70/2D
Search 150/3D
Focus 4/3D+2
Maximum 300/-1D

Weapons:

2 Quad Turbolaser Batteries 60

Fire Arc: 1 Fore/Port/Aft & 1 Fore/Starboard/Aft

Crew: 3

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km Damage: 8D; Nominal Damage: 7 (56)

16 Double Turbolaser Batteries 320 kg

Fire Arc: 4 Fore, 4 Port, 4 Starboard, 4 Aft

Crew: 1

Skill: Starship Gunnery Fire Control: 4D

Space Range: 3-12/25/50

Atmosphere Range: 300m-1.2/2.5/5 km Damage: 5D; Nominal Damage: 5 (25)

8 Concussion Missile Launchers 12 MT

Fire Arc: 2 Fore, 2 Port, 2 Starboard, 2 Aft

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D Space Range: 120

Atmosphere Range: 240 km

Damage: 9D (54)

Ammo: 165 Per Launcher 99 MT

4 Tractor Beam Projectors 30 Mt

Fire Arc: 1 Fore, 1 Port, 1 Starboard, 1 Aft

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

Expanded Snubfighter Complement: 4 squadrons

CSA Craft, 8 Gigs, 1 Skypray Blast Boat

Ground Compliment: 16 Espo Ground Units, 2 Floating Fortress, 4 Military Speeder Bikes, 4 Medium Hover Tanks, 1 Pre Fab Garrison (CSA)

Standard), 3 Landing Barges

It's rather amazing that the CSA was even able to restore these ships to this level alone, while most of their efforts went into the first 260 of these ships they still retain all the performance characteristics and durability of standard Imperial Warships. While their weapons compliment is vastly deficient, they are what the CSA has to work with.

Gradually being fully refit, these ships can expect full refits at some point in time. These ships are seeing full refits at the rate of 2-4 per year depending upon necessity. Until they are refit, they will simply have to do.

Invincible Dreadnought Cruiser

Craft: Rendili/Vaufthau Shipyards Invincible-class

Affiliation: Corporate Sector

Era: Old Republic (Archaic, no production)

Type: Heavy Cruiser Scale: Dreadnought Length: 2,011 meters Skill: Capital ship piloting

Crew: 19,909, gunners: 512, skeleton: 12,066/+5

Crew Skill: Typically 5D Passengers: 10,458 (troops)

Cargo Capacity: (20,110): 126 Metric Tons avail Consumables: 8 Years (951.1 Million Refit cost) Cost: 130.3 Million (New); 97.6 Million (Used)

Hyperdrive Multiplier: x4 Hyperdrive Backup: x20 Nav Computer: Yes Maneuverability: 1D

Space: 3

Hull: 3D+2 + 6D Armor; Hull Points: 1,100/loc(4)

Armor Points: 5,400/loc(4)

Shields: 2D; Shield Points: 1,200/loc(4)

Sensors: Passive 30/0D Scan 50/1D Search 100/2D Focus 4/3D

Maximum: 200/-2D

Weapons:

11 Ultra Heavy Concussion Missile Tubes

Fire Arc: 3 Fore, 4 Port, 4 Starboard

Crew: 20

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 120 (Sensor Range*)

Atmosphere Range: 240 Km

(Sensor Range*)

Damage: 300/missile

Ammo: 60 Missiles/tube

RoF: 1/3 per tube

Notes: These missiles are **not** 2D *Snubfighter scale* like their Capital Missile Counterparts, these are 2D *Destroyer Scale.* They are target-able as if they were *Corvette Scale.* They possess the same characteristics as standard Concussion missiles do, moving at half the speed.

Resilience: You must possess weaponry capable of piercing 168 points of Capital Armor in order to detonate them. They are immune to Tractor Defense

(but can be Tractor Locked and held, 1 per Capital

Tractor Beam of at least 4D Rating).

These also ignore Void Generators of the Yuuzhan Vong (However they can be Tractored here as well).

60 Quad Pulse Wave Batteries

Fire Arc: 10 Fore, 20 Port, 20 Starboard, 10 Aft

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D+1 Space Range: 2-12/24/48

Atmosphere Range: 4-24/48/96 km Damage: 5D; Nominal Damage: 7 (35)

48 Quad Blaster Cannons (Fire-Linked)

Fire Arc: 12 Fore, 12 Port, 12 Starboard, 12 Aft

Crew: 1

Skill: Starship Gunnery Fire Control: 1D+2 Space Range: 1-5/10/18

Atmosphere Range: 100-500m/1/1.8 km

Damage: 4D; *Nominal:* 6 (24)

16 Tractor Beam Projectors

Fire Arc: 4/Arc

Crew: 4

Skill: Capital ship gunnery

Fire Control: 2D Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

Expanded Space Complement: 144 IRDs

Ground Compliment: 2 Prefab Bases, 22 Landing

Barges, 74 Espo Units, 38 Speeder Bikes

The CSA is anything but conventional. These 3,000 year old ships have been refit to a functional status level. While captains would prefer a posting on a Victory I or even a Marauder Corvette, those that have chosen to lead from these vessels have never regretted their decision. That is, those commanding from these ships that have been fully refit to stock standards.

The fact that Vaufthau is still in business and the Corporate Sector got Rendili involved in the refitting of these vessels there has been a remarkable level of interest in modernizing the ships (the Pulse-Wave point defense guns have been placed in surplus). While some may scoff at the weapons compliment, it's nothing short impressive. One of these ships could cut a Mon Calamari cruiser in half in minutes...

There are 16 of these ships in current service with one being refit and added annually.

CSA Sector Response Vessel

Craft: Hoersch-Kessel Drive's Recusant-class

Affiliation: Corporate Sector Authority

Era: Clone Wars+

Type: Heavy Screening Warship

Scale: Battleship Length: 1,187 meters Skill: Capital ship piloting

Crew: 1,425, gunners: 296, skeleton: 891/+5

Crew Skill: Typically 3D / 5D Passengers: 4,274 (troops)

Cargo Capacity: (11,870): 12 metric tons available Consumables: 4 Years (92.3 Million Refit cost) Cost: 39.8 Million (New); 29.8 Million (Used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 2D+2

Space: 8

Hull: 4D+1; Hull Points: 650/Arc

Armor Points: 900/Arc

Shields: 3D; Shield Points: 900/Arc

Sensors: Passive 30/1D Scan 60/2D Search 90/3D+2 Focus 6/4D

Maximum: 180/-0D+1

Weapons:

Ultra Heavy Quad Turbolaser Battery

Fire Arc: Fore / Port / Starboard (Turret)

Crew: 35

Skill: Capital ship gunnery

Fire Control: 3D+1

Space Range: 4-20/47/98 (Sensor Range*)

Atmosphere Range: 8-40/94/196 km (Sensor Range*)

Damage: 400 *RoF*: 1/3

Ammo: 160 Shots

Ultra Heavy Double Turbolaser Battery

Fire Arc: Fore / Port / Starboard (Turret)

Crew: 35

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 4-20/47/98 (Sensor Range*)

Atmosphere Range: 8-40/94/196 km (Sensor Range*)

Damage: 200

RoF: 1/3

Ammo: 320 Shots

10 Quad Turbolaser Batteries

Fire Arc: 2 Fore, 3 Port, 3 Starboard, 2 Aft

Crew: 4

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km Damage: 8D; Nominal Damage: 7 (56)

42 Dual Laser Cannon Batteries

Fire Arc: 10 Fore, 11 Port, 11 Starboard, 10 Aft

Crew: 3

Skill: Starship Gunnery Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300m/1.2/2.5 km Damage: 5D; Nominal Damage: 5 (25)

60 Point Defense Laser Cannons

Fire Arc: 10 Fore, 20 Port, 20 Starboard, 10 Aft

Crew: 1

Skill: Starship Gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300m/1.2/2.5 km Damage: 3D **Static;** Nominal Damage: 6 (18)

Snubfighter Complement:

72 IRD Snubfighters, 4 Shuttles

Ground Compliment: 36 Espo ground units, 24 Espo Gunships, 7 Landing Barges, 5 Military Speeder

Bikes

In the late days of the Corporate Sector there was an opportunity to pick up a handful of stock Recusant warships, six in total. This provided them with fully functional warships for their wildly un patrolled region of space. The only real refit that was necessary was to allow full organic crews. A relatively minor change compared to what the CSA had to do with the Victory I's and the Invincible Dreadnought Cruisers they later acquired. The ships remain active to this day. It is believed that the CSA managed to acquire six more and they are currently undergoing organic refits.

CSA Marauder Corvette

Craft: Corporate Sector Authority: Marauder Class

Affiliation: Corporate Sector

Era: Old Republic+

Type: Mid-sized multi-purpose vessel

Scale: Corvette Length: 195 meters

Skill: Capital Ship Piloting

Crew: 51, gunners: 18, skeleton: 34/+5

Crew Skill: Typically 4D Passengers: 45 (troops)

Cargo Capacity: (1,500): 1,422 metric tons available Consumables: 6 Months (24K Credit Refit cost) Cost: 2.4 Million (New); 1.8 Million (Used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 2D+2

Space: 8

Atmosphere: 950 KmH

Hull: 3D+2; Hull Points: 200/Arc

Armor Points: 75/Arc

Shields: 2D+1 Shield Points: 150/Arc

Sensors:

Passive: 40/1D

Scan: 80/1D+2

Search: 100/2D+2

Focus: 5/3D+1

Maximum: 200/-1D+1

Weapons:

10 Double Turbolaser Batteries

Fire Arc: 4 Fore/Port/Starboard, 1 Fore/Port, 1 Fore/Starboard, 2 Aft/Port, 2 Aft/Starboard

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 600m-30/70/150 km

Damage: 5D; Nominal: 5 (25)

4 Quad Laser Cannons

Fire Arc: 1 Fore, 1 Port, 1 Starboard, 1 Aft

Crew: 1

Skill: Starship Gunnery Fire Control: 3D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300m/1.2/2.5 km

Damage: 6D; Nominal: 6 (36)

5 Tractor Beam Projectors

Fire Arc: 1 Fore, 1 Port, 1 Starboard, 1 Aft, 1 Ventral

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

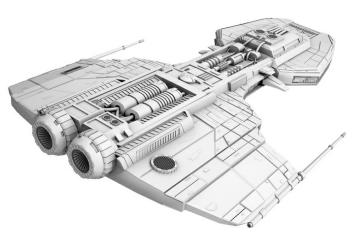
Damage: 4D

Snubfighter Hangar:

Ventral Snubfighter-scale landing bay, up to 12 Snubfighters can be carried and launched one at a time. Also possesses 2 Universal docking collars, 1 Dorsal & 1 Ventral.

The Marauder Corvette is a failed gambit on the part of Sienar Republic systems, the Republic didn't go with the design. However, the Corporate Sector bought the ship design outright and now produces the ship internally for the CSA navy. The design itself has undergone a few engineering refits over the years, making is a much more capable vessel. The engines have been substantially refit, they added two tractor emplacements, four point defense guns and two more Turbolaser Batteries.

The ship has come to represent an important part of the CSA's policing efforts and at least a dozen of these vessels are produced annually.



Rin Assid Bulk Hauler

Craft: EoBaam Shipping Lines: Bulk Hauler **Type:** Bulk cargo transport (3 Era Discount);

Obsolete, Still Produced

Scale: Frigate Length: 350 meters

Skill: Starship Piloting, Capital Ship AP unnecessary

Crew: 157, Skeleton 105/+5 (Very Efficient)

Crew Skill: Average 4D

Passengers: 10

Cargo Capacity: 11,365 metric tons Consumables: 1.4 Years (525 Days); Refit Cost: 876,750: 438,375 Credits Cost: 313,600 (New); 235,200 (Used)

Hyperdrive Multiplier: x5 Hyperdrive Backup: x15

Nav Computer: Yes; Limited to 4 Jumps

Maneuverability: 0D

Space: 2 Hull: 3D

Armor Points: 134/Arc; Hull Points: 225/Arc

Shields: 1D

Shield Points: 100/Arc

Sensors: Passive 5/+1 Scan 15/1D Search 25/1D+1 Focus 1/2D

Maximum 50/-2D+2

The Rin Assid Bulk Hauler is a dependable, 350 meter bulk cargo transport that was in use for over seven centuries. It was named for the legendary merchant Rin Assid, and was a sturdy design consisting of little more than a 11,365 metric ton cargo hold attached to slow sublight engines, a Class 5 hyperdrive with a navcomputer that was only limited to four jumps, and compartments for a crew one hundred fifty seven and ten passengers. It is mainly used in the Corporate Sector.

GM Notes:

Increased Space Speed to 2

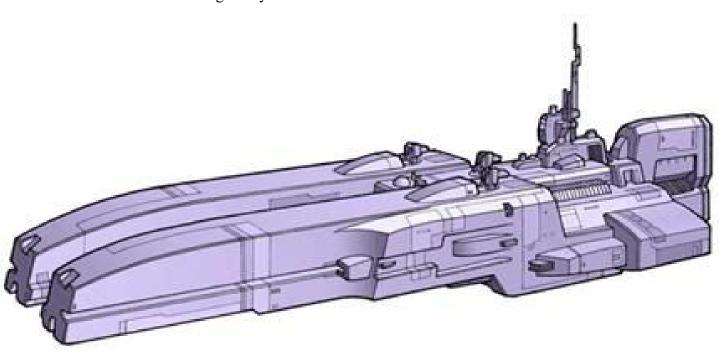
Converted Passenger space 147 units x 10 Metric Tons = 1,470 added to cargo

Converted Efficient systems crew spaces to cargo; 52 x 10 = 520

17.5 Craft Converted to cargo x 50 Mt = 875

50 Ground Units converted to Cargo x 100 = 5,000

Refit/Refuel Cost is also ½ due to the ship being very efficient



CSA Etti Lighter

Craft: CSA Etti Screening Vessel

Type: Picket Ship / Escort Starship / Courier

Scale: Corvette Length: 125 meters

Skill: Starship Piloting (Capital Ship): Etti Lighter

Crew: 24, gunners: 30, skeleton: 16/+10

Crew Skill: Typically 4D

Passengers: 16

Cargo Capacity: 1,250 metric tons Consumables: 6 Months (134K Refit Cost) Cost: 1,501,200 (New); 1,125,900 (Used)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D+2

Space: 7

Atmosphere: 800 Km/H

Hull: 3D Shields: 2D Sensors: Passive 30/1D Scan 60/2D Search 90/3D+2 Focus 6/4D

Maximum 180/-0D+1 81

Weapons:

16 Quad Laser Cannons

Fire Arc: 4 Fore, 4 Port, 4 Starboard, 4 Aft

Crew: 1

Scale: Starfighter Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300 m /1.2 Km /2.5 Km

Damage: 5D

Ultra Heavy Turbolaser Battery

Fire Arc: Fore Crew: 11

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 4-20/47/98 (Sensor Range*) Atmosphere Range: 8-40/94/196 km

(Sensor Range*)

Damage: 100

RoF: 1/3

Ammo: 640 Shots

1 Tractor Beam Emplacement

Fire Arc: Ventral Turret

Crew: 3
Scale: Capital

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-10/20/40; Atmosphere: 2-20/40/80 Km

Damage: 4D

Snubfighter Bay: 6 IRD Snubfighters

One of the countless passenger ships manufactured by the Authority, the "Etti Lighter" is a light cargo and passenger freighter, typically used for small cargo hauling jobs or inter-system transport. I n isolated systems, such as Duroon, the Authority has converted the vessels into light patrol and interdiction ships. When refitted for such a task, cargo space is traded in for a heavy duty power plant, better sensors, turbolasers and a tractor beam emplacement.

GM Notes:

Here is another pointless starship in the Corporate Sector. I have modified it's mission parameters to make it an Anti Snubfighter screening vessel.

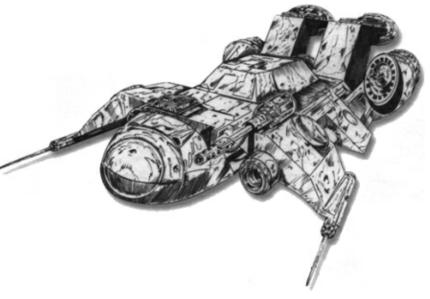
I increased it's Space speed by 3, so that it could actually escort ships like the "Lady of Mindor", which has a space of 6. Increased it's maneuverability from 1D to 2D+2 top make it fit the role better. Increaser the Hyperdrive to x1 for Courier duties.

Increased the gun fire control to 3D, they are quadlasers after all. Added 6 more of them.

Corrected the gun range in atmosphere from 2 to 2.5 Km

Added a small snubfighter compliment Gave it a full Nav Computer

Added the Ultra Heavy Turbolaser to give it teeth



Trianii Dreadnought

Craft: Trianii Rangers Engineering: Dread Series

Affiliation: Trianii Era: Rise of Empire+ Type: Planetary Flagship

Scale: Dreadnought (Very Efficient)

Length: 3,000 meters **Skill:** Capital ship piloting

Crew: 8,400, gunners: 277, skeleton: 6,000/+5

Crew Skill: Typically 8D Passengers: 16,800 (troops)

Cargo Capacity: (30,000): 28,566 M tons available Consumables: 11 Years (1.1 Billion Refit cost) Cost: 123.9 Million (New); 93.1 Million (Used)

Hyperdrive Multiplier: x3 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D+2

Space: 4

Hull: 5D+5D Armor; Hull Points: 1500/Arc (6 Locs)

Armor Points: 4,800/Arc (6 Locs)

Shields: 4D; Shield Points: 2,400/Arc (6 Locs)

Sensors: Passive 30/1D Scan 60/2D Search 120/4D Focus 6/4D Maximum 240/0D

Weapons:

Ultra Heavy Sextuple Turbolaser Battery

Fire Arc: Fore / Port / Starboard (Turret)

Crew: 50

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 4-20/47/98 (Sensor Range*)

Atmosphere Range: 8-40/94/196 km (Sensor Range*)

Damage: 600 RoF: 1/3

Ammo: 80 Shots

Ultra Heavy Quad Turbolaser Battery

Fire Arc: Fore / Port (Turret)

Crew: 35

Skill: Capital ship gunnery

Fire Control: 3D+1

Space Range: 4-20/47/98 (Sensor Range*)

Atmosphere Range: 8-40/94/196 km (Sensor Range*)

Damage: 400 *RoF:* 1/3

Ammo: 160 Shots

60 Quad Turbolaser Batteries

Fire Arc: 10 per location (20 Port & Starboard)

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km Damage: 5D; Nominal Damage: 7 (35)

60 Triple Laser Cannon Batteries

Fire Arc: 10 Per Location (20 Port & Starboard)

Crew: 1

Skill: Starship Gunnery Fire Control: 3D+1 Space Range: 1-3/12/25

Atmosphere Range: 100-300m/1.2/2.5 km Damage: 5D+2; Nominal Damage: 6 (32)

12 Tractor Beam Projectors 18

Fire Arc: 2 per location (6)

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 1-12/25/50

Atmosphere Range: 2-24/50/100 km

Damage: 4D

Snubfighter Complement:

144 Saber Cat Snubfighters, 6 RX4 Transports

Ground Compliment: 100 Trianii Hover Tanks, 50 Trianii Military Air Speeders, 25 Landing Barges, 50

Trianii Military Hover Bikes

The Trianii have 3 of these, in total. Three are under production, building at a rate of 1 per 3 years, with the goal of having one per colony world.



The Eye of Shiblizar

With their wealth and connections, they could have purchased a new ship, customized it and added all the systems they might need. They could have done that, but it wouldn't have been the most effective thing to do. The Authority keeps tabs on anyone who buys a ship that can be converted to heavy combat duty.

Instead, Magg suggested they find an older ship and upgrade it. If the hull was solid it could take the massive refitting that would be necessary, and no one in the Authority would take notice of a discreet cannon purchase or two by a few separate companies or individuals.

Magg has access to the Espo database and found the Shiblizar just before she was set to be scrapped during Picket Fleet target practice. Magg arranged for a hole in the security net and the slavers flew into the space hulk yard. In a few minutes, the Shiblizar had slipped back out of the yard without anyone noticing, and Magg and Zlarb had their new combat cruiser. The refitting process included the addition of twelve double Turbolaser cannons, two tractor beam projectors, twelve Quad Pulse Wave Batteries stolen from the Invincible refit yards and hull mounts for five pinnaces. The pinnaces can be mounted on the exterior, and carried into hyperspace.

Of course, a few of the slavers refused to serve aboard a "cursed" ship. Any pirate cruiser that got caught wasn't a lucky one, they said. Zlarb and Magg ignore that nonsense.

Eye of Shiblizar

Craft: Refit Ulig Abaha Dimel attack ship

Type: Antiquated attack ship (50% Value reduction)

Scale: Corvette
Length: 95 meters

Skill: Starship Piloting, Capital

Crew: 87, gunners: 60, skeleton: 59/+20

Crew Skill: Average 5D Passengers: 59 (troops)

Cargo Capacity: 950 Metric tons Consumables: 2.7 Months (143 Days);

Refit Cost: 210,210 Credits Cost: 1,476,000 (Used Only) Hyperdrive Multiplier: x2 Hyperdrive Backup: x16 Nav Computer: Yes Maneuverability: 1D+2

Space: 6

Atmosphere: 750 Km/H **Hull:** 2D+1 + 3D Armor

Armor Points: 300/Arc; Hull Points: 117/Arc

Shields: 2D

Shield Points: 150/Arc

Sensors:
Passive 12/0D
Scan 35/1D
Search 60/1D+2
Focus 5/2D+1
Maximum 120/-2D+1

Weapons:

12 Twin Turbolaser Batteries

Fire Arc: 3 Fore, 3 Port, 2 Starboard, 3 Aft

Crew: 1

Skill: Starship Gunnery Fire Control: 2D

Space Range: 2-5/15/30

Atmosphere Range: 200-500 M / 1.5 Km / 3 Km

Damage: 8D; Nominal: 5 (40)

4 Twin Ion Cannon Batteries

Fire Arc: 1 Fore, 1 Port, 1 Starboard, 1 Aft

Crew: 2 Scale: Capital

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 6-20/40/60 Atmosphere: 12-40/80/120 Km Damage: 4D; Nominal: 5 (20)

12 Quad Pulse Wave Batteries

Fire Arc: 4 Fore, 4 Port, 4 Starboard, 4 Aft

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D+1

Space Range: 2-12/24/48

Atmosphere Range: 4-24/48/96 km Damage: 5D; Nominal Damage: 7 (35)

2 Tractor Beam Projectors

Fire Arc: Fore, Aft

Crew: 2
Scale: Capital

Skill: Starship Gunnery, Capital

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere: 100-500 M /1.5 Km / 3 Km

Damage: 5D

Lifeboat

Craft: Corellian Engineering Corporation Survivor

Type: Emergency lifeboat

Scale: Transport Length: 10 meters Skill: Starship Piloting

Crew: 1

Crew Skill: Varies by passengers

Passengers: 14

Cargo Capacity: 125 Kilograms Consumables: 4 weeks (20 Days) Cost: 18,000 (new), 5,600 (used)

Maneuverability: 1D

Space: 2

Atmosphere: 650 Km/H

Hull: 2D; Armor Points: 8; Hull Points: 10

Sensors: Passive 10/1D

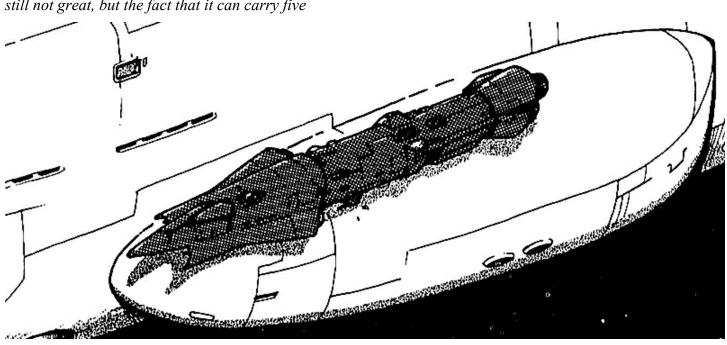
The Eye of Shiblizar carries five of these small escape ships. They have four week's survival rations for a full passenger load, as well as tents, thermosuits, portable hand scanners and substance analyzers and a small-game hunting rifle (3-35/50/150, 3D+2 damage). When launched, the ship automatically activates an emergency beacon so that rescue ships can easily find the vessel.

GM Notes:

I have substantially refit the Eye of Shiblizar... because it was a huge space turd. Honestly, for the kind of Money that Magg and Zlarb are making, I at least gave it some flavor, weapons and durability. It's still not great, but the fact that it can carry five

Warpods with it now, as opposed to before, it essentially has gun ship support if attacked.

It's a Corvette, so even with the additional Armor Plating it really can't take a severe beating. I also armed it some of the same guns found on the Invincible, made sense since he was re-directing assets. I have Tiranii Turbolasers on it for point defenses as well.



Trianii Patrol Ship

The patrol vessel of the Trianii Rangers, these small ships are designed for long term patrols of Trianii space. The vessels seldom engage in combat with anything larger than a smuggling freighter.

Since Trianii Rangers often work in family units, the

patrol ships have more lavish living and recreation quarters than is the norm for military vessels. Nonetheless, the ships are of a durable design, able to take substantial punishment. Weaponry is more than adequate for dealing with pirates and smugglers, and if the patrol ship cannot handle the task, a blast from its ion cannon is often enough to disable the opposing ship, allowing the Trianii patrol ship to escape to hyperspace.

Trianii RX4 Patrol Ship

Craft: Trianii RX4 Patrol Ship

Type: Light patrol craft

Scale: Transport Length: 33 meters

Skill: Starship Piloting: RX4 scout ship

Crew: 2, Gunners: 2, Skeleton: 2/+5 (Very Efficient)

Crew Skill: 5D Average; Gunnery: 5D+2

Passengers: 6

Cargo Capacity: (165) 30 Metric Tons Available

Consumables: 1.5 Years (576 Days);

Refit Cost: 57,600 Credits

Cost: 148,800 (New); 111,600 (Used)

Hyperdrive Multiplier: x 1 Hyperdrive Backup: x14 Nav Computer: Yes Maneuverability: 1D+1

Space: 4

Atmosphere: 850 Km/H

Hull: 5D; 3 Locs:

Hull Points: A:8, H: 25 Fore, Mid & Aft **Shields:** 2D+1; 3 Locs, 3 Generators Shield Points: 28 Fore, 28 Mid, 28 Aft

Sensors: Passive 20/1D Scan 35/1D+1

Search 80/2D+1 Focus 2/3D

Maximum 160/-1D+2

Weapons:

2 Twin Turbolaser Batteries

Fire Arc: 2 Dorsal Turrets

Crew: 1 (may be locked forward, Fire Linked and

fired by pilot, but fire control is +1)

Skill: Starship gunnery Fire Control: 2D Space Range: 2-5/15/30

Atmosphere Range: 200-500 M /1.5 Km / 3 Km Damage: 8D; Nominal: 5 (40) / 9D If Fire Linked;

Nominal: 6 (54).

1 Ultra Heavy Ion Cannon*

Fire Arc: Rear / Port Skill: Capital ship gunnery

Scale: Capital Fire Control: 4D

Space Range: 8-27 / 53 / 80

Atmosphere Range: 16-54 / 106 / 160 Km

Damage: 100

*Can only be fired once per day, draws off main system power. Cost of weapon is ½ of normal (100 pips normally, 50 now) due to the fact it can only be fired once a day. (Weighs 33 Metric Tons, ½ normal)

GM Notes:

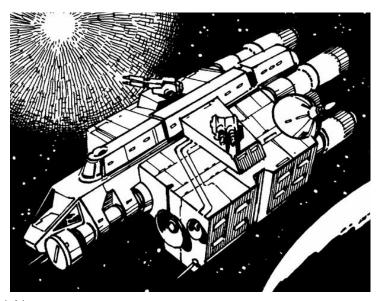
Made the Ion Cannon an Ultra Heavy Weapon

Upped the Turbolasers to standard Turbolaser Damage and Range

Ship has 3 hit locations: Forward, Mid & Aft

Ship has 3 Shield Generators, one for each section

Consumables... 2 Years is rough, converted Metric Tonnage on a 1 per 5 basis (5 Days per metric ton since it's a small ship). $102 \times 5 = 510 + 66$ days base consumables = 576 (Puts it back at 30 Metric Tons as per original stats) = 1.4961 Years.



CSA TIS Zeta 19

Craft: CSA TIS Zeta 19

Type: Light Aerospace Patrol Fighter

Scale: Snubfighter (Scaled Down Transport)

Length: 15 meters

Skill: Starship Piloting: TIS Zeta 19/Repulsorlift Ops

Crew: 1, Gunners:1

Crew Skill: Typically 4D; Can be much higher

Passengers: 2

Cargo Capacity: 2.5 Metric Tons; Ventral Grapple Claw: Can Lift and carry up to 75 Metric Tons

(Reduces Maneuverability by 1D)

Consumables: 8 Days (320: 160 Credit Refuel) Cost: 50,400 credits (New), 36,800 (used) Maneuverability: 1D (Atmosphere: 2D)

Space: 6 (Equivalent) Sub Orbital, Low & High Orbit Deployable (From a starship); cannot traverse open

space. Cost not applied due to limitations.

Atmosphere: 1,000 Km/H

Hull: 2D+2 + 2D Armor (*Inexpensive Armor*)

Armor Points: 32; Hull Points: 12 **Shields:** +2 (pips): Shield Points: 8

Sensors:

Passive 10/0D Scan 15/1D *Search* 20/1D+1 Focus 2/1D

Maximum 50/-2D+2

Weapons:

4 Blaster Cannons (Fire-Linked)

Fire Arc: Fore/Port/Starboard (Chin Turret, retractable)

Crew: 1

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-5/10/18

Atmosphere Range: 100-500 m / 1 Km / 1.8 Km

Damage: 5D; Nominal: 6 (30)

Cheap to operate: ½ Consumable Costs. Common Repulsorlift repair tools and skill are all that are required to keep the craft operational. Armor is commercial grade, almost anything heavy can be tack welded on to replace it. Armor is ½ cost. Shield generator is generic, ½ cost.

This is what a Gig should have looked like.

GM Notes:

Reduced Focus code to cut costs (by 2D)

I completely reworked the craft, because it was terrible. The original artwork was terrible, so I grabbed a gun ship image and built it around the image.

The craft retains the best parts of Transport statistics, yet is not penalized for carrying armor and retains Transport grade systems. Though it possesses limited consumables, it is formidable.

Changed the Canons from a Turret of 2 Laser Cannons to 4 Blaster Cannons, they're cheaper. better for dog fighting, easily maintained and quadded up offer much better, overall, firepower. Originally, the Laser Cannon's had longer ranges than the craft's own sensors, which would mean they would have fired at a Maximum Sensor Range penalty.

Increased Atmo speed by 50 Km/H



Ulig Abaha Ltd. #2 Warpod

Craft: Ulig Abaha Ltd. #2 Warpod

Type: Pinnace

Scale: Space Transport (Scaled Up Snubfighter)

Length: 20 meters

Skill: Starship Piloting: Warpod

Crew: 1, gunners: 4 Crew Skill: Varies Wildly Passengers: 6 (troops)

Cargo Capacity: (250) 70 Kilograms remaining Consumables: 2 Weeks (1,100 Refit Cost) Cost: 125,600 (New); 94,200 (Used)

Maneuverability: 2D+1

Space: 7

Atmosphere: 1,000 Km/H

Hull: 3D+2D Armor; 32 Armor Points, 15 Hull Points

2 Locations (Forward & Aft)

Shields: 1D; 12 Shield Points Forward, 12 Aft

2 Locations, 2 Generators

Sensors:

Passive 15/0D Scan 25/+1 Search 50/1D+2 Focus 2/2D

Maximum 100/-2D+1

Weapons:

2 Heavy Laser Cannons

Fire Arc: Dorsal & Ventral Turrets

Crew: 1

Skill: Starship Gunnery Fire Control: 3D Space Range: 1-3/12/25

Atmosphere Range: 100-300 m /1.2 Km / 2.5 Km

Damage: **5D Static**; Nominal: 6 (30)

Plasma Torch

Fire Arc: Ventral ring below troop cabin

Crew: 2

Skill: Starship Gunnery Fire Control: 0D

Range: 5 meters

Damage: 8D Static; Nominal: 6 (30)

Pinnaces like these are used CSA wide with strike teams and Elite Ops units. Incredibly effective for their size and armed with formidable weaponry they

tend to be more than a match for any of the

unsuspecting.

GM Notes:

These ships were trash in their base format. I had to scale it up in order to get the crew. Notes refer to it as a space transport... but with only one day of consumables it was no transport.

Updated the consumables

Updated the guns to a threat

Updated the Plasma Torch to a real threat

Added 2D of Armor so it can take a hit or two

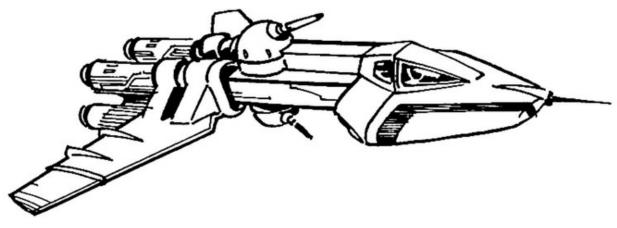
Added a second Shield Generator

Made the ship two hit locations

Reduced Cargo Capacity from 1 Metric Ton to 250 Kilos

It was pointless to have the two laser canons fire link after making them static. So, I removed the option.

These are actually what I think of when I hear the term "Gig" rather than them simply being Magg's ships. Easy conversions here are to drop the plasma torch and add a hyperdrive for units requiring it and changing the weapons compliment to cheaper (non-static) weaponry.



CSA's Lady of Mindor

Craft: Shobquix Yards Lady-class Luxury Liner

Type: Luxury passenger liner

Scale: Frigate Length: 310 meters

Skill: Starship Piloting, Capital Ship Crew: 209, Gunners: 8, Skeleton: 140/+10

Crew Skill: Typically 4D

Passengers: 485 (Increased at expense of cargo) Cargo Capacity: (3,099) 9 metric tons available Consumables: 1.2 Years (3,243,240 Refit Cost)

Cost: 19 million credits **Hyperdrive Multiplier:** x2 Hyperdrive Backup: x20 Nav Computer: Yes Maneuverability: 1D

Space: 6

Hull: 2D: Armor: F: 134, P: 134, S: 134, A: 134; Hull Points: F: 150, P: 150, S: 150, A: 150

Shields: 1D:

Shield Points: F: 100, P: 100, S: 100, A: 100

Sensors: Passive 20/0D Scan 30/1D Search 40/2D *Focus* 2/2D+2 Maximum 80/-2D

Weapons:

8 Twin Laser Cannons (Fire-Linked)

Fire Arc: 2 Fore, 2 Port, 2 Starboard, 2 Aft

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/25 Damage: 5D; Nominal: 4 (20)

Two Forward Landing Bays: Capable of housing and supporting up to 16 vessels.

The Lady of Mindor is an exquisite experience with 8 observation decks, 2 Zero G Pools, 5 Arcades, 7 Fine Dining facilities, 2 Casinos, a shooting range, 3 Holo Theaters, 2 Night Clubs and 4 fitness centers. In addition to those features the ship also features the

Mindore Store!

GM Notes:

Added 4 times the point defenses, it's a luxury ship traveling in dangerous space.

Added Shields

Added Maneuverability

Massively increased passenger space at the expense of Cargo (10 Metric tons per passenger expansion)

Increased Consumables in line with a ship of it's size

Made the ship "Efficient" lowering skeleton penalties and crew complement



CSA IRD

Craft: Authority IRD

Type: Space Superiority Starfighter

Scale: Starfighter Length: 8.5 meters

Skill: Starship Piloting: IRD

Crew: 1

Crew Skill: Starship Piloting: IRD 6D+2, Starship

Gunnery 6D, Starship Shields 4D+1

Cargo Capacity: (106.25) 26.25 kilograms available

Consumables: 4 Days (40 Credit Refuel Cost)

Cost: 75,800 (New); 57,000 (Used)

Maneuverability: 2D+2 (+2 in atmosphere, design

flaw) **Space:** 10

Atmosphere: 850 Km/H

Hull: 4D; 8 Armor Points, 16 Hull Points

Shields: 1D; 8 Shield Points

Sensors: Passive 25/0D Scan 45/1D Search 65/1D+2 Focus 2/2D+1 Maximum 130/-2D+1

Weapons:

2 Twin Blaster Cannons (Fire-Linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-5/10/18

Atmosphere Range: 100-500 m /1.5 Km /1.8 Km

Damage: 5D; Nominal: 5 (25)

The Authority IRD is a symbol of power for the CSA in the Corporate Sector. It is a modern craft that competes well with any production Snubfighter. No expense has been spared for the protection of Pilot. All craft have a fully eject able, sealed, cockpit that has Space: 1 Maneuvering thrusters and repulsorlift

engines to safely carry to down to a planet's surface. The craft can compete with any Production Sienar Fleet Systems TIE-LN fighter in current production, even edging it out in performance and durability.

The craft has a design flaw, it has poor atmospheric performance and while it's been actively investigated, engineers have been unable to correct the issue. This has cropped up a few times handing the CSA crippling defeats, thus a newer design of the craft was commissioned to correct this issue. The standard IRD remains the staple of the CSA's fighter complements, however, the newer IRD-A has just entered mass production after favorable prototype testing.

GM Notes:

Didn't care for the Space 9 engines, I prefer to believe that with unlimited resources the CSA can afford to match the TIE in space performance and should even exceed it.

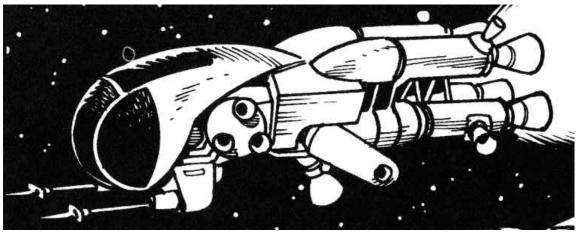
Thus I also bumped the Space Maneuverability by 2 pips. The craft is described as a "Multipurpose" craft... It carries no missiles or torpedoes, not really multipurpose in my book. Thus, I kicked it's maneuverability up a bit and re-dubbed it as a "Space Superiority Fighter"

Furthermore, it's stated at length that the CSA spared no expense of the safety of their pilots in multiple references, so I added the shield generator to the ship. Their pilots have the skill... Yeah, I think they missed that on the design!

The Twin Blaster cannons never made any sense to me, since there are just two in the image (not two sets of two). The way I explain this is there are only two emitters, while the paired cannons are shielded and housed in the design, combining their shots prior to leaving the craft's two emitters. That way I don't

have to change anything there. I did something similar on the IRD-AF in the core book.

The ranges were wrong for Blasters...
They looked more like Laser Cannons. I corrected this.



CSA IRD-A

Craft: Authority IRD-A

Type: Multipurpose Aerospace Snubfighter

Scale: Starfighter Length: 10 meters

Skill: Starship Piloting: IRD

Crew: 1

Crew Skill: Starship Piloting: IRD 6D+2, Starship

Gunnery 6D, Starship Shields 4D+1

Cargo Capacity: (125) 0 kilograms available Consumables: 5 days (50 Credit Refuel Cost)

Cost: 106,400 (New)

Maneuverability: 3D (2D in atmosphere)

Space: 10

Atmosphere: 1,150 KMH

Hull: 4D; 8 Armor Points, 16 Hull Points

Shields: 1D; 8 Shield Points

Sensors:
Passive 25/0D
Scan 45/1D

Scan 45/1D Search 65/1D+2 Focus 2/2D+1

Maximum 130/-2D+1

Weapons:

2 Twin Blaster Cannons (Fire-Linked)

Fire Arc: Front

Skill: Starship Gunnery Fire Control: 3D

Space Range: 1-5/10/18

Atmosphere Range: 100-500 m /1.5 Km /1.8 Km

Damage: 5D; *Nominal:* 5 (25)

2 Concussion Missile Tubes

Fire Arc: Front

Skill: Starship Gunnery Fire Control: 3D

Space Range: 30 Units Atmosphere Range: 60 Km Damage: 8D; Nominal: 6 (48) Ammo: 5 Missiles per Launcher

The true evolution of the IRD, the IRD-A seeks to correct design flaws presented in the standard IRD models. Unfortunately, the craft is a complete redesign and it extends the fuselage, thus, no field refit kits are available for the standard IRD (yet another lack of oversight and, essentially, it's own sort of design flaw).

While the craft does correct the poor maneuverability in atmosphere that the standard IRD has, it still fails to equal it's own Space performance and thus older fighters like the Z-95 still manage to out perform it. The top brass of the CSA navy is unhappy, yet forced to accept the design as it is. Apparently, the Financial Division has decided pull funding into the advancement of the IRD (or rather to correct this new issue). Further advancements will come out of the IRD-A alone, and only when the fighter has shown itself to be falling prey to other, higher performance craft.

GM Notes:

This model possibly represented the guns right (I Twin Blaster Canon) but I kept it the same as the IRD. Because without multiple barrels, the guns would suck. I also corrected the range, again.

I kicked up the Space speed to match the IRD's new rating.

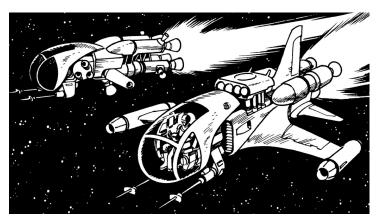
It has +1 better Space Maneuverability than the IRD so I kicked it up to 3D to reflect this.

I kept the Shield Generator I added to the IRD.

Sensors... OMG!!! I have no idea why West End Games would have made the sensors worse on a superior fighter model! I brought the IRD's sensor suite over to this craft. Has anyone ever heard of, um, uniform equipment?

Length, I think both craft are actually the same length and they counted the wing span in the new length, which makes no damn sense at all... However, for fluff and the new design "flaw" I kept the fuselage longer.

Concussion Missile Tube... It obviously has two... why would it be listed as one? I corrected this. Ammo... It didn't list missile quantity, I corrected this as well.



Z-95 Mark I (Obsolete, no production)

Craft: Incom/Subpro Z-95 Mark I Headhunter **Type:** Multipurpose Snubfighter, many variants

Scale: Snubfighter Length: 11.8 meters

Skill: Starship Piloting: Z-95

Crew: 1 (can be modified to carry two people)
Cargo Capacity: (147.5) 117.5 kilograms remaining
Consumables: 6 days (60 Credit Refuel Cost)

Cost: 53,760 (New); 40,320 (Used); (3 era discount)

Maneuverability: 1D (3D in Atmosphere)

Space: 6

Atmosphere: 1,200 kmh

Hull: 4D; 8 Armor Points, 16 Hull Points

Shields: 1D: 8 Shield Points

Sensors: Passive 15/0D Scan 25/1D Search 40/2D Focus 1/2D Maximum 80/-2D

Weapons:

Two Triple Blaster Cannons (Fire-Linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/15/18

Atmosphere Range: 100-500M /1.5 Km /1.8 Km

Damage: 4D; Nominal: 6 (24)

Shown here in stock configuration. The craft has many production variants. Successive models have eliminated the "Swing Wing" design for locked wings

that would later be incorporated into designs like the X-Wing (granted it has S-Foils, the wings themselves do not swing, they split vertical from their locked position to provide better spread for the fighter's cannons).

Having ample space left to modify the design the most common addition to remaining Snubfighters of this model adds a Hyperdrive and a pair of Concussion Missile Launchers.

GM Notes:

The original design has a space of "5". I found it easier to explain that the unit has a pair of matched Space 3 Engines.

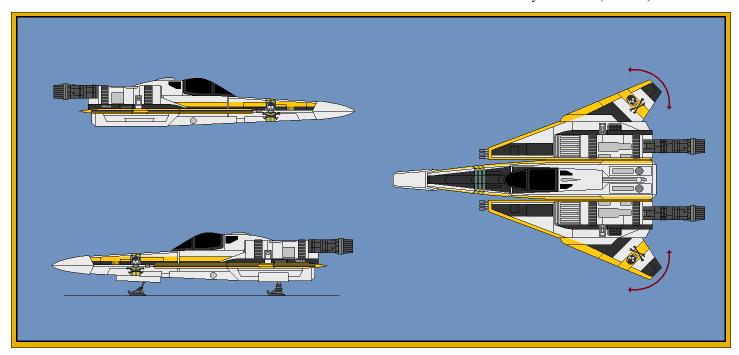
The original has 1 Day of Consumables, however, using standard design rules it's length indicates it should have 5 (At 12m it has 6, I rounded up).

I increased the Atmospheric speed by 150 Km/H to match and exceed anything the CSA currently fields since it's a true Atmospheric Fighter.

Since it's always stated that it performs well in atmosphere, I provided it the performance to match (the base 1D stat was pathetic and shows no differentiation over Space vs Atmo). Being a true aero fighter it should perform well.

Cargo reflects standard design rules.

Two Triple Blasters are 1D per barrel, in two arrays, thus linked two 3D arrays are 4D (not 3D).



Trianii Saber Cat Snubfighter

Craft: Trianii Rangers Engineering: Saber Cat

Type: Assault Snubfighter

Scale: Snubfighter Length: 12.5 meters

Skill: Starship Piloting: Saber Cat

Crew: 1, Gunners: 1

Average Skills: 8D (9D Specializations)

Cargo Capacity: (156.25) 1.25 kilograms remaining Consumables: 6 days (120 Credit Refuel Cost)

Cost: 176,800 (New); 132,500 (Used)

Maneuverability: 3D+1

Space: 9

Atmosphere: 1,800 Km/H

Hull: 3D+3D Armor; 32 Armor Points, 12 Hull Points

Shields: 3D; 24 Shield Points

Sensors: Passive 20/1D Scan 40/2D Search 70/3D Focus 3/3D Maximum 140/-1D

Weapons:

Twin Turbolaser Battery (Battery-Linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D

Space Range: 2-5/15/30

Atmosphere Range: 200-500M

/1.5 Km /3.0 Km

Damage: 9D; Nominal: 5 (45)

Shield Buster Launcher

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 20 Units Atmosphere Range: 20 Km Damage: 12D; Nominal: (144 vs Shields/24 vs Hull)

Ammo: 8 Torpedos
Four Heavy Internal
Concussion Missile Racks
(Fire-Linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D Space Range: 30 Units Atmosphere Range: 30 Km Damage: 13D; Nominal: 9

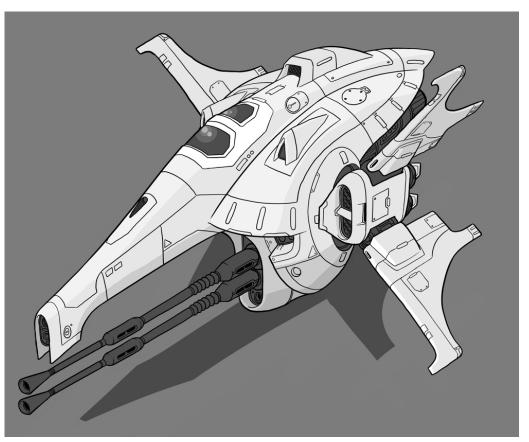
(117)

Ammo: 16 Missiles (4 Shots)

The Trianii Engineers are brilliant, while their unassuming transport might lead cultures they encounter to believe that it is the best ship they have and they are limited to that level of engineering, that is done on purpose. The Trianni have existed for millennia on in wild space and the dangers and technology encountered there is not always what one would expect. They needed a snubfighter that could handle all that might be thrown their way should they ever find their backs against a wall.

The Engines & maneuvering thrusters are not Galactic standard. They are adapted technology from one of the myriad of races they encountered in their exploration of Wild Space. The craft possesses seven thrusters that are driven by a solid fuel reaction mass. Amazingly efficient, cheap to maintain, and almost primitive in operation compared to Ion engines. They deliver thrust like a Space Shuttle vomiting fire and particles with wild abandon. The "S-Foil" like wings only serve to maintain stability and maneuverability in Atmosphere.

Weaponry is Galactic Standard, and while heavy it is simply arrayed in an non-conventional fashion for maximum effect.





Vehicles and Structures of the Corporate Sector



CSA Stars End Facility (Prototype Model)

Craft: Static Prison Facility

Affiliation: Empire / Alliance / General

Era: Rise of Empire+ Scale: Destroyer

Length: 450 meters (the rough volume of a Destroyer, does not have to be contiguous); with outlying structures, power generators, check points & the shield generator which must be within line of sight to the area above the base. A 150 meter long shipyard facility / Star Port makes up half this station. Can service Capital Ships up to 150 meters in length.

Officers: 24 Non Comms: 246

Crew Skill: Generally 5D+

Cargo Capacity: (4,500): 1,500 avail when stocked

Guest Capacity: 270 (troops)

Consumables: 3 Years (6.3 Million credit restock)

Cost: F'ing Astronomical

Speed: Immobile once deployed

Hull: 2D Death Star Scale; 1 Loc; Hull Points: 4,800;

Armor Points: 9,600 (Stars End Only)

Shields: Planetary Shield Generator, Entire Base 2D Death Star Scale; Shield Points: 9,600: Only protects from Orbital bombardment and direct assault.

Barrier Technology: Anti Concussion Field

Generator: Umbrellas the entire facility, providing 2D Death Star Scale, physical protection, Barrier Points:

9,600. Automatically blunts incoming kinetic / explosive ordinance by 2D (reduces the damage code of the incoming ordinance) prior to sustaining damage.

Sensors:

Passive: 35/1D Scan: 50/2D Search: 100/4D Focus: 5/3D+2 Maximum: 200/0D

Weapons:

6 Ultra Heavy Quad Turbolaser Batteries

Fire Arc: Surface to Space Crew: Automated 4D Skill: Capital ship gunnery Fire Control: 3D+1

Space Range: 4-20/47/98 (Sensor Range*) Atmosphere Range: 8-40/94/196 km (Sensor

Range*)
Damage: 400
RoF: 1/3

Ammo: 160 Shots

KDY Ultra Heavy Planetary Defender

Fire Arc: Surface to Space Crew: Automated 4D
Skill: Capital ship gunnery

Fire Control: 6D

Space Range: 6-20/40/60 (Sensor Range*)
Atmosphere Range: 12-40/80/120 km (Sensor

Range*)

Damage: 400

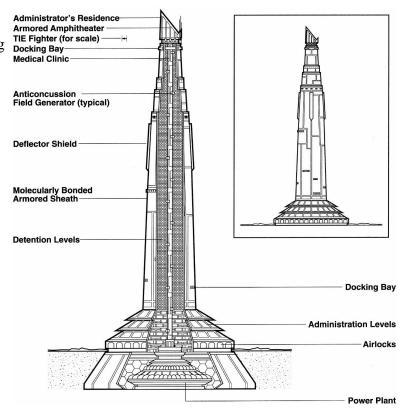
RoF: 3 (Yes, 3 shots... in a single round) Ammo: 3 Shots prior to 12 round recharge

Space Craft Hangar: 6 Shuttle craft

Ground Assets: None
Outlying Structures:
Shield Generator:
Hull: 4D Snubfighter

A heavy defensive fortification that must be scratch built and assembled on the ground. It represents a very formidable position and will act as an effective base of operations for what is believed to be forever. **Intra System Defense:** 4 Droid Marauder Corvettes (4D Skill) with a squadron (12) of IRD Droid fighters each.

Base Size: 180 Units (in storage)



CSA Stars End Facility (Production Model)

Craft: Static Prison Facility

Affiliation: Empire / Alliance / General

Era: Rise of Empire+

Scale: Cruiser

Length: 600 meters (the rough volume of a Cruiser, does not have to be contiguous); with outlying structures, power generators, check points & the shield generator which must be within line of sight to the area above the base. A 300 meter long shipyard facility / Star Port makes up half this station. Can service Capital Ships up to 300 meters in length.

Officers: 24 Non Comms: 246

Crew Skill: Generally 5D+

Cargo Capacity: (6,000): 3,000 avail when stocked

Guest Capacity: 270 (troops)

Consumables: 3 Years (6.3 Million credit restock)

Cost: F'ing Astronomical

Speed: Immobile once deployed

Hull: 2D Death Star Scale; 1 Loc; Hull Points: 4,800;

Armor Points: 9,600 (Stars End Tower Only)

Shields: Planetary Shield Generator, Entire Base 2D Death Star Scale; Shield Points: 9600: Only protects

from Orbital bombardment and direct assault. **Barrier Technology:** Anti Concussion Field

Generator: Umbrellas the entire facility, providing 3D Death Star Scale, physical protection, Barrier Points: 14,400. Automatically blunts incoming kinetic / explosive ordinance by 2D (reduces the damage code of the incoming ordinance) prior to sustaining

damage. **Sensors:**

Passive: 40/1D Scan: 60/2D Search: 120/4D Focus: 6/3D+2 Maximum: 240/0D

Weapons:

12 Ultra Heavy Quad Turbolaser Batteries

Fire Arc: Surface to Space Crew: Automated 4D

Skill: Capital ship gunnery; 3D Cruiser Scale

Fire Control: 3D+1

Space Range: 4-20/47/98 (Sensor Range*)

Atmosphere Range: 8-40/94/196 km (Sensor Range*)

Damage: 400 *RoF:* 1/3

Ammo: 160 Shots

Reloads: 20 rounds to cycle into place, 3 reloads

2 KDY Ultra Heavy Planetary Defenders

Fire Arc: Surface to Space

Skill: Capital ship gunnery; 4D Cruiser Scale

Crew: Automated 4D Fire Control: 6D

Space Range: 6-20/40/60 (Sensor Range*)
Atmosphere Range: 12-40/80/120 km (Sensor

Range*)
Damage: 400

RoF: 3 (Yes, 3 shots per gun... in a single round)

Ammo: 3 Shots prior to 6 round recharge 12 Double Laser Canons (Fire-Linked) Fire Arc: Turrets: 4 corners of the base

Scale: Snubfighter (2D Hull) Skill: Starship gunnery Crew: Typically 5D Fire Control: 2D

Range: 100-300m/1.2/2.5 Km Damage: 4D; Nominal: 4 (16)

Space Craft Hangar: 24 IRD Snubfighters (*Standard, not automated*), 6 Shuttle craft **Ground Assets:** 24 Assassin Droids

Outlying Structures: Shield Generator: Hull: 4D Cruiser Scale

4 Double Laser Cannons (Fire-Linked)

Fire Arc: Tower Turrets: Place Anywhere

Scale: Speeder (4D Hull)

Skill: Starship gunnery (4D automated)

Fire Control: 3D

Range: 100-300m/600m/1.2 Km Damage: 5D; Nominal: 4 (20) 8 Double Blasters (Fire-Linked) Fire Arc: Turrets: Place anywhere

Scale: Character

Skill: Starship gunnery (4D Automated)

Fire Control: 2D

Range: 10-100/200/300 m Damage: 5D; Nominal: 4 (20)

Backup Generators for each structure are located below ground and take 1 round to activate.

A heavy defensive fortification that must be scratch built and assembled on the ground. It represents a very formidable position and will act as an effective base of operations for what is believed to be forever.

Intra System Defense: 4 Droid Marauder Corvettes (4D Skill) with a squadron (12) of IRD Droid fighters

each (4D Skill).

Base Size: 600 Units (in storage)

Pondut Station

Craft: Golan Arms: Point Defense Platform

Affiliation: Corporate Sector **Era:** Galactic Republic+

Type: Space Based Defensive Emplacement

Scale: Destroyer Length: 400 Meters

Skill: Capital ship piloting, relatively stationary **Crew:** 558, gunners: 32, skeleton: 360/+15

Crew Skill: Typically 3D+2 Passengers: 614 (troops)

Cargo Capacity: (4,000): 2,838 metric tons available Consumables: 2 Years (9.3 Million Refit cost)
Cost: 4.1 Million (New); 3 Million (Used)

Maneuverability: 0D

Space: 1

Hull: 4D; Hull Points: 400/Arc

Armor Points: 213/Arc

Shields: 2D; Shield Points: 250/Arc

Sensors: Passive 20/0D Scan 40/0D Search 180/4D Focus 4/2D Maximum 360/0D

Weapons:

4 Quad Turbolaser Batteries

Fire Arc: 1/Arc

Crew: 3

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 8D; Nominal: 7 (56)

12 Quad Laser Cannons (Fire-Linked)

Fire Arc: 4/Arc

Crew 1

Skill: Star Ship Gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300m/1.2/2.5 Km

Damage: 5D; Nominal: 6 (30)

4 Tractor Beam Projectors

Fire Arc: 1/Arc

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

Snubfighter Complement: 24 Warpods & 6

Transports

Golan Arms had been a long time contractor of fixed defensive emplacements. Their initial forays led to the construction of many modular bases to be deployed planet side. However, after centuries of focusing on ground emplacements they ventured out into space based fixtures. The Golan Arms Point Defense Platform represents their first venture and one that would pay off during the height of the Galactic republic. It would be not be their last entry into that market.

This represents a functional, small space station. Capable of supporting two squadrons of Snubfighters and six transports it would prove to become one of their most popular sellers, in fact, outstripping their markets for modular, prefabricated bases planet side. Designed to be rather self sufficient the station has an endurance of roughly two years for it's entire compliment. The station remains a healthy 2,838 Metric Tons of storage and has been readily deployed to act as a staging point and a forward base in many operations. However, it's stand alone self sufficiency allows it to field fast responders, via it's transports, to any crisis that might arise. These have become a common sight around penal colonies, exploration groups and eve utilized as scientific bases on occasion. The station is somewhat modular as well. each of it's "arms can be separated form the central structure and assembled in the field, allowing it to be carried by craft that are roughly the same size as the station itself.

Pondut Station is a research platform that belongs to the Galactic Electronics Corporation in the Corporate Sector, they are believed to be Rebel Sympathizers.



Vehicles

Getting Around in the Corporate Sector

As in the Empire, there are countless types of vehicles in the Corporate Sector. Repulsorlift is the galactic standard for propulsion, and the Corporate Sector has an amazing array of ground and landspeeders, airspeeders, speeder bikes, swoops and other vehicles. Other forms of transportation are used in the Sector as well vehicles move about on tracks, treads, wheels, rails, and hoverjets, to name only a few of the possibilities.

Like the Empire, the Corporate Sector features a combination of private and public transportation. Private transportation is very common even in the densely populated urban centers. While this causes traffic jams, the mindless obsession with buying vehicles and other goods helps keep the Sector's economy solvent. In the Sector, not owning a vehicle is a social stigma a mark of poverty. The Corporate Sector has more privately owned speeders than a dozen other sectors combined and speeder manufacturers play a big role in the economic life of the Sector. The Sector does have private transportation and citizens are actively encouraged to use it.

Yet even more B.S. The Sector makes sure that public shuttles and transports are overcrowded, poorly maintained, and dirty. These forms of transportation are too degrading for the average citizen.

-Jarus Gorn

Visiting citizens make do with rented speeders and hoppers, or if they need to, rely on any one of the innumerable robo-hack and metrotaxi services.

Work Vehicles

There aren't glossy ads for them in holo-journals or on the hypermedia, but steady, dependable work vehicles are the unsung heroes of the galaxy. These vehicles come in a bewildering array of forms, but all serve a basic function: the transportation of raw materials or finished goods. These vehicles can be called on to haul almost any commodity, from flash-frozen foods to radiation shielding to other vehicles. They are typically inexpensive, simple and durable: with care, they can last decades or even centuries.

Gravsleds

Gravsleds are among the most basic transports. They have flatbeds for carrying cargo, a simple, low-speed

repulsorlift motor and a pilot's station, which normally only has a seat, weather-screen and a control stick. A popular variant is the "passenger" gravsled, a cheap passenger vehicle that is slower than landspeeders, but also considerably cheaper. They are normally two seater's, with a minimum of options. However, they are popular with adolescents who cannot afford better.

Ubrikkian Commuter "The Brick"

Craft: Ubrikkian Commuter Gravsled

Affiliation: Corporate Sector

Era: Rise of Empire+

Scale: Speeder Length: 3.5 meters

Skill: Starship Piloting: Repulsorlift

Crew: 1; Passengers: 1

Crew Skill: Varies, Typically 2D+1 Cargo Capacity: 17.5 Kilograms

Cover: 1/2

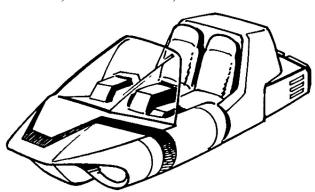
Consumables: 17.5 Hours Cost: 1,760 (New); 1,320 (used)

Maneuverability: 2D+1

Altitude Range: Ground level-2 meters

Atmosphere: 100 Km/H

Hull: 1D; Armor Points: 2, Hull Points: 2



A basic commuter vehicle, this gravsled is common throughout densely populated urban regions of the Sector. It has sportier styling than most vehicles in its class, but it is nonetheless cheap transportation with minimal frills. It is notoriously uncomfortably for long trips because the motor runs hot, making the passenger compartment uncomfortably warm even without a roof.

Cargo Lifters

Cargo lifters are vertical/short takeoff and landing (V/STOL) vehicles that often work in and around spaceport loading zones. They have modest cargo capacity and can quickly move goods to facilities several kilometers away. Older models have

mechanical claws to manipulate cargo modules, while newer and more expensive cargo lifters use small tractor beam projectors to handle cargo. A small spaceport can be serviced by a half dozen of these vehicles, while large star ports can use hundreds of them. Cargo lifters often work closely with freight Droids, gravsleds and cargo skiffs.

Cargohopper 102 "Chopper"

Craft: TaggeCo. Cargohopper 102 **Affiliation:** Corporate Sector

Era: Rise of Empire+ Scale: Speeder

Length: 5.5 meters

Skill: Starship Piloting: Repulsorlift

Crew: 1

Crew Skill: Varies, Typically 2D+2 Cargo Capacity: 27.5 Kilograms*

Cover: ½ (Pilot); ½ (Cargo) Consumables: 27.5 Hours Cost: 3,520 (New); 2,640 (Used)

Maneuverability: 1D+2

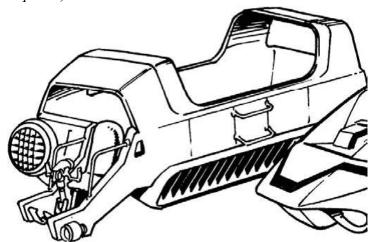
Altitude Range: Ground level-500 meters

Atmosphere: 430 Km/H

Hull: 2D; Armor Points: 2, Hull Points: 4

Notes: The Cargohopper has a tractor beam capable of lifting 100 kilograms <u>per pip of Maneuverability</u> <u>lost</u> (500 Kg total), with an effective range of 25 meters. Consider it a 2D Speeder Scale Beam, operating with the press of a button (no skill

required).



The term "Chopper" is due to the tractor beam having a tendency to accidentally cut things in half... If the load isn't fully immersed in the beam.

Luxury Vehicles

It has been said that the Corporate Sector has more per capita ground limos and luxury speeders than any other region of the galaxy. These types of speeders and ground vehicles exist solely for pleasure and comfort. They are large and bulky, and often have state of the art engines and advanced collision avoidance systems. Appearances range from elegant to gaudy, with jet black ground limos with sleek lines competing for attention with speeders in neon glow colors with huge fins and all manner of odd decorations. Interiors also run the gamut from tasteful to tacky, and favorite touches include plush seating, expensive wood interiors, individual micro gravity, humidity, light and temperature controls, Droid tended wet bars and extensive holo entertainment systems. For those who risk danger on a regular basis, some luxury vehicles are turned into moving fortresses, with heavy plate armor and retractable weaponry.

Mobquet Corona "Mobile Target"

Craft: Mobquet Corona Limited **Affiliation:** Corporate Sector

Era: Rise of Empire+ Scale: Speeder Length: 10 meters

Skill: Starship Piloting: Repulsorlift

Crew: 1; Passengers: 6

Crew Skill: Varies, Typically 4D

Cargo Capacity: 50 Kilograms + 250 External

Cover: Full

Consumables: 50 Hours

Cost: 5,760 (New); 4,320 (Used)

Maneuverability: 1D

Altitude Range: Ground level-0.5 meters

Atmosphere: 300 Km/H

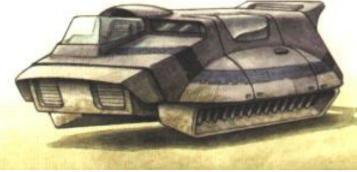
Hull: 3D+3D Armor w/*Energy Reflect Composites

Armor Points: 14, Hull Points: 6

Notes: Energy Reflect Composites subtract 2D from the effectiveness of all energy weapons. Treat as if

Static for cost purposes.

The vehicle in the following image is quite popular with various institutions and has been purchased en masse by the Authority for use in its fleet of vehicles. They are loaned out as needed to middle managers, and most top executives have a ground limo for personal use. Available in over 5,000 colors!



Ubrikkian Zisparanza "Fluffer"

Craft: Ubrikkian LuxurPort Zisparanza

Affiliation: Corporate Sector

Era: Rise of Empire+ Scale: Speeder Length: 11.5 meters

Length: 11.5 meters

Skill: Starship Piloting: Repulsorlift

Crew: 1; Passengers: 8

Crew Skill: Varies, Typically 4D+1 Cargo Capacity: 46 Kilograms

Cover: Full

Consumables: 56 Hours

Cost: 6,560 (New); 4,920 (Used)

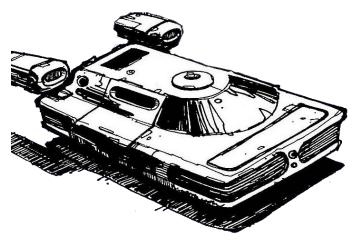
Maneuverability: +2

Altitude Range: Ground level-1 meter

Atmosphere: 230 Km/H

Hull: 4D+4D Armor; Armor Points: 18, Hull Points: 8

Shields: 4D; Shield Points: 16



Almost absurd in its ornamentation, the Zisparanza is the archetype of the luxury vehicle. Its exterior is paneled in scarlet-hued wood (Alderaanian rainbow wood being a scarce commodity these days). Silver-chromium alloy details glint under street lamps and hanging road lamps finish the look. Too tasteless for some, it has caught on quite well with gangsters and other crime figures. Especially with it's robust Shield Generator.

Groundcoach "Ground Roach"

Craft: SoroSuub WLZ-101 Groundcoach

Affiliation: Corporate Sector

Era: Rise of Empire+

Scale: Speeder Length: 12 meters

Skill: Starship Piloting: Repulsorlift

Crew: 1; Passengers: 5

Crew Skill: Varies, Typically 4D Cargo Capacity: 10 Kilograms

Cover: Full

Consumables: 60 Hours

Cost: 13,920 (New); 10,440 (Used)

Maneuverability: 3D+2

Altitude Range: Ground level-1 meter

Atmosphere: 330 Km/H **Hull:** 6D+6D Armor

Armor Points: 26, Hull Points: 12

Weapons:

Heavy Blaster Cannon (retractable)

Fire Arc: Turret Scale: Speeder

Crew: Driver at 1D+1 or Passenger

Skill: Starship Gunnery: Vehicle Weapons

Fire Control: 3D+1

Range: 2-50/200/400 Meters

Damage: 5D Static; Nominal: 6 (30)



With industrial espionage being a constant threat, this deluxe speeder is in high demand by top execs and visiting dignitaries. It sacrifices internal space and speed for ceramic alloy armoring, but a high power supercharger allows it to reach a speed of 330 kilometers per hour: enough to effect a quick getaway. If escape isn't possible, its hidden weapons provide needed firepower.

Aerospace Transports

There is a considerable market for small, fast and durable aerospace transports. They are cargo vessels designed for low orbit journeys across planetary surfaces. They are much simpler than interplanetary shuttles and can allocate more space for cargo since they have no need of life support or large drive systems. They fill a useful niche between air speeders and true starships.

Wandering Flyer

Craft: Mobquet Wandering Flyer 191

Affiliation: Corporate Sector

Era: Rise of Empire+ Scale: Speeder Length: 7.5 meters

Skill: Starship Piloting: Repulsorlift

Crew: 1; Passengers: 3

Crew Skill: Varies, Typically 4D Cargo Capacity: 37.5 Kilograms

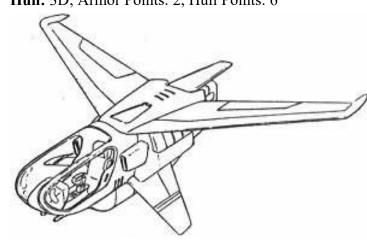
Cover: Full

Consumables: 37.5 Hours **Cost:** 4,320 (New); 3,240 (Used)

Maneuverability: 2D

Altitude Range: Ground level-Orbit

Atmosphere: 1,150 Km/H; *Space Equivalent:* 5 **Hull:** 3D; Armor Points: 2, Hull Points: 6



Powered by two Comet Motors ion engines, this minishuttle is popular for personal and company use in the Corporate Sector. It seats four, and is perfect for flying to meetings on the far side of a planet or weekend jaunts to leisure zones. While it has the familiar Mobquet fuselage design, the interior systems and refinements clearly differentiate it from the simpler land and air speeder look-alike's.

Orbit Blade

Craft: zZips Motor Concepts Orbitblade-2000

Affiliation: Corporate Sector

Era: Rise of Empire+

Scale: Speeder Length: 4 meters

Skill: Starship Piloting: Repulsorlift

Crew: 1; Passengers: 2

Crew Skill: Varies, Typically 4D Cargo Capacity: 0 Kilograms

Cover: Full

Consumables: 20 Hours

Cost: 28,160 (New); 21,120 (Used)

Maneuverability: 3D

Altitude Range: Ground level-Mid Orbit (30 Units)

Atmosphere: 1,050 Km/H

Hull: 3D+2; Armor Points: 2, Hull Points: 8

Weapons:

Concussion Missile Launcher 29000

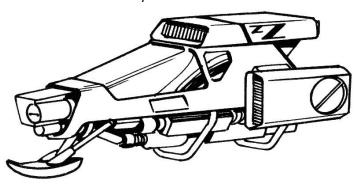
Fire Arc: Front Scale: Snubfighter Skill: Starship Gunnery Fire Control: 2D+1

Range: 30 Units (Space); 60 Km (Atmosphere)

Damage: 7D; *Nominal:* 6 (42)

Ammo: 4

Notes: -1DR to all repair rolls



The Orbit Blade is one of the few private vehicles armed with powerful weaponry. While it cannot take the pounding that other speeders can, it is perfect for the person who wants to fire concussion missiles to cover a quick escape. The Orbit Blade is seldom used by military or police forces, but some private companies and crime organizations use these vehicles extensively. While it lacks the punch of the K-222, maintenance is much simpler. The Orbit Blade uses parts modules, so replacing worn or damaged parts takes half the time of comparable speeders or transports.

K-222 "Kraken"

Craft: zZip Defense Concepts K-222 (Rare)

Affiliation: Corporate Sector

Era: Rise of Empire+ Scale: Speeder Length: 13 meters

Skill: Starship Piloting: Repulsorlift

Crew: 1

Crew Skill: Varies, Typically 4D+2 Cargo Capacity: 25 Kilograms

Cover: Full

Consumables: 65 Hours

Cost: 63,040 (New); 77,600 (Used); Military Only

Maneuverability: 2D

Altitude Range: Ground level-Gravity Well Edge (120)

Atmosphere: 2,600 Km/H; Effective Space Speed: 18

Hull: 4D+4D Armor;

Armor Points: 18, Hull Points: 8

Shields: (Snubfighter Scale) 4D: Shield Points: 32

Sensors:

Passive 10/0D+1 Scan 15/0D+2 Search 30/1D Focus 1/1D Maximum 60/-3D

Weapons:

Concussion Missiles

Fire Arc: Front Scale: Snubfighter Skill: Starship Gunnery Fire Control: 2D+2

Range: 30 Units (Space); 60 Km (Atmosphere)

Damage: 8D; Nominal: 6 (48) Ammo: 6 (2 Racks of 3)

4 Wingtip Laser Cannons (Fire-Linked)

Fire Arc: Front Scale: Snubfighter

Skill: Starship Gunnery: Vehicle Weapons

Fire Control: 1D+2

Range: 1-3/12/25; Atmosphere: 1-300m/1.2/2.5 Km

Damage: 4D; Nominal: 6 (24)



A premier atmospheric fighter, the K-222 is one of the fastest air speeders in existence. It features Snubfighter Scale laser cannons and concussion missiles, as well as, insanely powerful ion engines. It's engine performance is so high that the fighter can, actually, operate in space. It still requires to remain within an gravity well, however, it can fly to the edge of one with no issues. Furthermore, the amount of energy it's engines generate is significant enough to easily power it's Snubfighter Grade Weapons systems

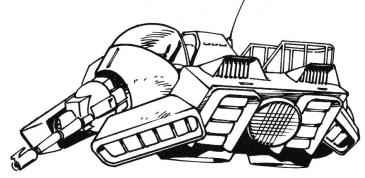
and formidable Snubfighter Grade Shield Generator. It's one of very few craft that could successfully engage a TIE Defender and possibly win (With an effective maneuverability of 6D against Snubfighters). Notes: +2 DR to Modify & Repair (Craft Only)

Espo Vehicles

The Corporate Sector Authority makes use of a number of combat vehicles. Since the Authority is rarely involved in active warfare (the annexation of Fibuli being an exception), its vehicles are smaller, lightly armed combat machines. While the Authority has an abundance of patrol cruisers and light repulsor craft, it has nothing to match the Empire's All Terrain Armored Transport walkers. Depending on the situation, the Espos have a large array of vehicles and speeders to call upon. Statistically, most crisis situations occur on the huge urban worlds, like Etti IV, so speeders form the core of the Espo arsenal. Due to the increasing tensions within the Empire and the likelihood that combat may spill over into the Sector, multi-environment vehicles are under development. Of course, the Authority also believes it could sell such designs to the Empire for a hefty profit. Vehicle mounted weapons favor riot control and suppression tactics, with a preponderance of stun weaponry. Terror and force are part of the Authority's policy but damage to Authority property is intolerable. Therefore, the Authority is ill-equipped to deal with the occasional sneak attack, such as what happened at the Authority Data Center on Orron III.

Patrol Ground Cruisers

The Authority's crime prevention policy focuses on maintaining a high profile through regular foot and vehicle patrols. The Espo ground cruiser is a light combat vehicle perfectly suited to patrols in dense urban areas. It has heavy armor, a powerful blaster cannon, excellent sensors and is very maneuverable. It can carry six Espo troops in an internal compartment with a roof access hatch. Often, these troops are on the deck of the ground cruiser acting as observers so the pilot can concentrate on the scanners and cannon.



CSA Ground Cruiser

Craft: Authority X10 Ground Cruiser

Affiliation: Corporate Sector

Era: Rise of Empire+ Scale: Speeder Length: 6 meters

Skill: Starship Piloting: Repulsorlift Crew: 1; Passengers: 6 (Troops) Crew Skill: Varies, Typically 4-5D Cargo Capacity: 0 Kilograms

Cover: Pilot: 3/4; Interior: Full; Deck 1/2

Consumables: 30 Hours

Cost: 12,960 (New & Used); Authority Only

Maneuverability: 3D+2

Altitude Range: Ground level-4 Meters

Atmosphere: 500 Km/H

Hull: 3D+3D Armor; *Minor Reflect Plating

Armor Points: 14, Hull Points: 6

Notes: Minor Reflect Plating instantly deflects the

first 2 pips of any energy weapon.

Sensors:

Passive 500 M/+1D Scan 1 Km/+2D Search 2 Km/+3D Focus 50 M/+4D

Weapons:

Heavy Blaster Cannon

Fire Arc: Front/Port/Starboard

Scale: Speeder

Skill: Starship Gunnery: Vehicle Weapons

Fire Control: 1D

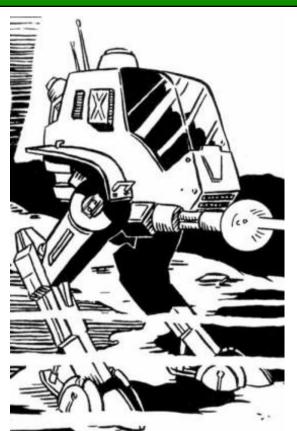
Range: 50-200/400/600 Meters Damage: 3D **Static**; Nominal: 6 (18)

Espo Walker

A enhanced, reverse engineered and scaled down version of the Empire's All Terrain Scout Transport (AT-ST), the Espo walker is a single-person combat platform, similar in philosophy to the Republic's old All Terrain Personal Transport (AT-PT). Its intent is to turn a single soldier into the equivalent of a combat squad. While these vehicles are expensive and prone to malfunctions, they come very close to fulfilling that goal. The Espo walker uses the AT-ST's upright chassis design, although considerably scaled down, while the AT-PT uses a forward balanced "crouch" chassis design. Espo walkers are still rare in Espo forces: fewer than ten percent of all stations have the vehicles.

CSA Riot Walker

Craft: ASecuriTech Espo Riot Walker 101



Affiliation: Corporate Sector

Era: Rise of Empire+ Scale: Walker

Length: 8 meters

Skill: Walker Operation: Espo Walker

Crew: 1

Crew Skill: Varies, Typically 4-5D Cargo Capacity: 80 Kilograms

Cover: Full

Consumables: 8 Days

Cost: 38,720 (New & Used); Authority Only

Maneuverability: 2D+2

Altitude Range: Ground level-4 Meters

Atmosphere: 90 Km/H

Hull: 3D+3D Armor; **Reflect Plating* Armor Points: 24, Hull Points: 9

Notes: Reflect Plating instantly deflects the first 1D of

any energy weapon.

Sensors:

Passive 500 M/+1D Scan 1 Km/+2D Search 2 Km/+3D Focus 50 M/+4D

Weapons:

Double Repeating Blaster Cannons (Fire-Linked)

Fire Arc: Front Scale: Character

Skill: Starship Gunnery: Vehicle Weapons

Fire Control: 2D*

Range: 10-50/150/300 Meters Damage: 6D*; Nominal: 6* (36)

Notes: 1D Bonus for Burst Fire already reflected, can spread fire as per 1D capapable burst fire weapons. 1 Point of additional nominal damage included for each

barrel.

Heavy Stun Cannon

Fire Arc: Front Scale: Walker Skill: Vehicle blas

Skill: Vehicle blasters Fire Control: 1D

Range: 10-50/100/200M; AoE Radius 12/6/3 Meters

Damage: 4D (stun); (Effectively 8D Static vs

Character Scale targets), (48 Damage) Concussion Grenade Launcher Fire Arc: Turret, retractable, All Arcs

Scale: Character

Skill: Starship Gunnery; Blaster Artillery AP

Fire Control: 1D

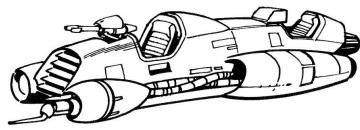
Range: 10-50/100/200 Meters; AoE 6/4/2 Meters

Damage: 5D; Nominal: 6 (30)

Ammo: 30

Patrol Skimmer

This patrol skimmer is responsible for traffic control as well as light combat duty. A small, two person flyer, it is perfect for traffic control and emergency reconnaissance. Unlike many such combat vehicles, the pilot sits in the back seat while the gunner is in the forward position. Fast, small and highly maneuverable, it is a perfect spy vehicle for the Espos.



CSA Pursuit Skimmer

Craft: Authority SX20 Pursuit Air skimmer

Affiliation: Corporate Sector

Era: Rise of Empire+

Scale: Walker Length: 4.7 meters

Skill: Starship Piloting: Repulsorlift

Crew: 1, Gunners: 1

Crew Skill: Varies, Typically 4-5D Cargo Capacity: 23.5 Kilograms

Cover: 1/2

Consumables: 23.5 Hours

Cost: 13,440 (New & Used); Authority Only

Maneuverability: 3D

Altitude Range: Ground level-15 Kilometers

Atmosphere: 660 Km/H

Hull: 2D+2D Armor; *Minor Reflect Plating

Armor Points: 10, Hull Points: 4

Notes: Minor Reflect Plating instantly deflects the

first 2 pips of any energy weapon.

Sensors:

Passive 500 M/+1D Scan 1 Km/+2D Search 2 Km/+3D Focus 50 M/+4D

Weapons:

Blaster Cannon

Fire Arc: Fore/Port/Starboard

Scale: Speeder

Skill: Starship Gunnery: Vehicle Weapons

Fire Control: 3D

Range: 10-100/200/400 Meters Damage: 4D; Nominal: 3 (12)

Espo Hover Van

When the Espo ground forces know they are facing a legitimate threat, they call in the hover vans, or "portable bunkers" as civilians call them. Slower than a ground cruiser but more heavily armed and armored, the hover van provides safe transport for an assault squad in full riot gear. It is designed for open combat confrontations.

The combat combat van has side folding hatches for quick debarkation. The top turret mounted Atgar twin mounted blaster cannons lay down suppressing fire while the Espo troops speed to cover, and if necessary, medics drag casualties into safety aboard the hover van. The hover van has a front mounted grenade launcher, front and rear mounted rotating spotlights and a nosepiece infrared sensor for detecting targets in darkness or low visibility conditions. The retractable transparisteel canopy provides cover for the pilot and gunner, who sit in the forward cabin. Unlike some Imperial assault vehicles, the hover van has no facility for prisoners. Instead, captured perps are placed in a mobile detention wagon.

CSA Response Hover Van

Craft: Authority GX12 Response Hover Van

Affiliation: Corporate Sector

Era: Rise of Empire+ Scale: Speeder Length: 13 meters Skill: Starship Piloting: Repulsorlift

Crew: 1, Gunners: 2; Passengers: 16 (troops); 1 (Medic); 2-1B Medical Droid & Bacta Tank

Crew Skill: Varies, Typically 4-5D Cargo Capacity: 65 Kilograms

Cover: Full

Consumables: 65 Hours

Cost: 22,240 (New & Used); Authority Only

Maneuverability: 2D

Altitude Range: Ground level-15 Kilometers

Atmosphere: 460 Km/H

Hull: 8D+8D Armor; *Reflect Plating Armor Points: 34, Hull Points: 16

Notes: Reflect Plating instantly deflects the first 1D of

any energy weapon.

Sensors:

Passive 500 M/+1D Scan 1 Km/+2D Search 2 Km/+3D Focus 50 M/+4D

Weapons:

2 Twin Blaster Cannons (Fire-Linked)

Fire Arc: Fore/Port/Aft & Fore/Starboard/Aft

Scale: Speeder

Skill: Starship Gunnery: Vehicle Weapons

Fire Control: 3D

Range: 10-500 m /1 Km/ 1.5 Km Damage: 6D+1; Nominal: 4 (25)

Grenade Mortar *Fire Arc:* All Arcs *Scale:* Character

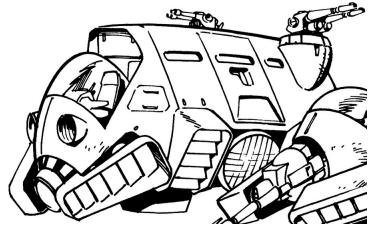
Skill: Starship Gunnery; Blaster Artillery AP

Fire Control: 1D

Range: 3-75/150/300m; AoE: 3/2/1 Damage: 5D; Nominal: 6 (30)

Ammo: 60 (fragmentation grenades; other grenades

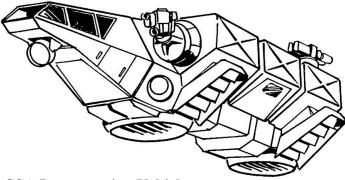
can be used)



Mobile Detention Wagon

Normally sent into a "situation" once the Espos have established control, the mobile detention wagon is best described as a portable prison. The wagon is often used to block the movement of rioters and has a variety of weapons, from grenade launchers to steam jets, to force attackers back. The shell of the wagon isn't as heavily armored as other Espo craft, but it is coated with a conductive polymer that can be charged with stun energy as needed. The wagon has several spotlight emplacements as well.

Inside, the repulsor wagon has 45 "prisoner stations": arrested individuals are placed in stationary arm and leg binders. Prisoners are forced to stand with their arms over their heads for the duration of the journey to the nearest Espo station. Two technicians are inside at all times to properly place prisoners in the binders as well as conduct "questioning".



CSA Incarceration Vehicle

Craft: TaggeCo. JX40 Jailspeeder **Affiliation:** Corporate Sector

Era: Rise of Empire+ Scale: Walker Length: 14 meters

Skill: Starship Piloting: Repulsorlift

Crew: 2; Passengers: 45 (Prisoners); 2 (Technicians)

Crew Skill: Varies, Typically 4-5D Cargo Capacity: 140 Kilograms

Cover: ½

Consumables: 14 Days

Cost: 44,480 (New & Used); Authority Only

Maneuverability: 1D

Altitude Range: Ground level-10 Meters

Atmosphere: 260 Km/H

Hull: 4D+2; *Minor Reflect Plating Armor Points: 6, Hull Points: 14

Notes: Minor Reflect Plating instantly deflects the

first 2 pips of any energy weapon.

Sensors:

Passive 500 M/+1D Scan 1 Km/+2D Search 2 Km/+3D Focus 50 M/+4D

Weapons:

3 Grenade Launchers

Fire Arc: 1 Fore/Port, 1 Fore/Starboard, 1 All Arcs

Scale: Character

Skill: Starship Gunnery; Blaster Artillery AP

Fire Control: 1D

Range: 3-75/150/300 Meters Range: 3-75/150/300m; AoE: 3/2/1 Damage: 5D; Nominal: 6 (30) Ammo: 60 per launcher

(fragmentation grenades; other grenades can be used)

Steam Jets

Fire Arc: Entire surface of vehicle

Scale: Character Range: 0-2 Meters

Damage: 6D **Static**; 6 (36)

Strikebreaker Riot Control Vehicle

A heavy gunship, the Strikebreaker has two objectives: to frighten rioters; failing that, to kill them. The vehicle sports an impressive array of weapons and it is a serious menace to anybody wishing to harm the Authority. While the Authority is reluctant to use these vehicles, when they are called out the Espos are told to use whatever means are necessary to restore order. The Strikebreaker is a sealed vehicle and is more readily adaptable to exotic environments than other Espo vehicles.

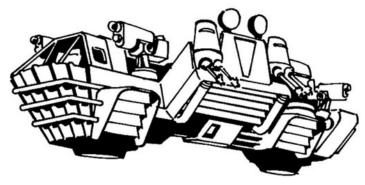
Medium laser cannons, with sealed turret gunnery stations, can handle vehicles. Rear mounted repeating blasters are mounted on retractable turret platforms; when elevated, they have a full field of fire and are controlled from an internal gunnery module in the rear of the vehicle. The Strikebreaker also has fire-linked grenade mortars that are controlled from within the forward command cabin. One of the most effective, experimental weapons is the stun barricade. When a full scale riot is in process, the Strikebreaker's telescoping rams will extend outward to burst through any physical obstruction. In the case of riot control duty, it can be charged with stun energy to repel troublemakers. It also carries 40 soldiers into combat.

CSA Riot Control Vehicle "Hate Maker"

Craft: TaggeCo. Strikebreaker **Affiliation:** Corporate Sector

Era: Rise of Empire+

Scale: Walker Length: 14 meters



Skill: Starship Piloting: Repulsorlift

Crew: 2, Gunners: 7; Passengers: 40 (Troops)

Crew Skill: Varies, Typically 5D+Cargo Capacity: 23.5 Kilograms

Cover: Full

Consumables: 14 Days Cost: 134,400 (New & Used)

Maneuverability: 1D

Altitude Range: Ground level-30 Meters

Atmosphere: 160 Km/H

Hull: 5D+5D Armor; *Reflect Plating Armor Points: 36, Hull Points: 15

Notes: Minor Reflect Plating instantly deflects the

first 1D of any energy weapon.

Sensors:

Passive 500 M/+1D Scan 1 Km/+2D Search 2 Km/+3D

Focus 50 M/+4D 72

Weapons:

4 Double Medium Laser Cannons (Fire-Linked)

Fire Arc: 2 Fore/Port/Aft, 2 Fore/Starboard/Aft

Scale: Walker

Skill: Starship Gunnery: Vehicle Weapons

Fire Control: 2D

Range: 100-300 m/1.2 Km/2.5 Km Damage: 6D+1; Nominal: 4 (25)

4 Heavy Repeating Blasters

Fire Arc: 1 Fore/Port, 1 Fore/Starboard, 1 Aft/Port, 1

Aft/Starboard *Scale:* Character

Skill: Starship Gunnery: Vehicle Weapons

Fire Control: 5D*

Range: 100-200/400/800 Meters Damage: 8D+2*; Nominal: 6 (50)*

Note: 3D Burst Fire Already Included, can utilize

burst fire as a 3D burst fire weapon.

Grenade Mortar

Fire Arc: Turret, All Arcs

Scale: Character

Skill: Starship Gunnery; Blaster Artillery AP

Fire Control: 1D

Range: 3-75/150/300 Meters

Range: 3-150/300/450m; AoE: 3/2/1

Damage: 5D; Nominal: 6 (30)

Ammo: 180

(fragmentation grenades; other grenades can be used)

Stun BarricadeRange: Contact only

Damage: 6D (walker scale for ramming) or 5D (character scale, stun, but only if stationary; if the vehicle is moving it does 5D stun damage and

6D ramming damage)

Note: Stun Damage is **Static**, the Barricade is effectively a 6D Static Concussion Field (barrier tech) while engaged and will protect the Strikebreaker from

taking damage while ramming.

The Hate Maker Incident

Do you want to know how it got it's name? This flying monstrosity was policing a demonstration of various races on Etti IV. The Espo forces there decided to start beating the peaceful protest about labor wages on planets that were further from the "Core" of the Sector. Well, this incited a full on Riot. The Tagge Co. Strike Breaker decided to intervene first by using it's "non-lethal" Stun Barricade, it worked, problem was the pilot was flying to low, the people the fell paralyzed and immobile before it were summarily ripped apart between the static barrier and the vehicle, something like 28 dead. This prompted the crowd to mass violence... I've never seen a more uncaring level of disregard to sentient lives. That is, until, I witnessed it open fire on the crowd indiscriminately.

When this thing opened up, most of the surrounding buildings collapsed in on the demonstration square, what the sheer volume of automatic fire didn't manage to cut apart, the collapsing buildings did the rest. Pretty much ending the riot and killing damn near everyone in attendance, including Espos. It was re branded by the Media Division as a "Terrorist Incident", when in fact it was all due to the crew of the vehicle who were driven power mad by the capabilities of the gun ship.

Word eventually got out, some actual footage of what transpired from personal holo cams... Finally, the crew of the vehicle was brought to justice, not any kind of judicial justice, mind you. The CSA took them out back and shot them, the entire crew. If that holo footage hadn't appeared I think those sick ass holes would still be working for the CSA... I've been calling it the "Hate Maker" ever since that day, the name stuck. When you see one of these pull up near a demonstration, you had best get the hell out there immediately.

-Massacre Survivor

Trianii Military Units

Trianii Military Hover Bike



Craft: Trianii Milspec Hover Bike: Scout class

Affiliation: Trianii Era: Rise of Empire+ Scale: Speeder Length: 2.5 meters

Skill: Ground/Water Vehicles

Crew: 1, Gunners: 1

Crew Skill: Varies, Typically 6D

Cargo Capacity: (12.25) 9.75 Kilograms remaining

Cover: 1/4

Consumables: 12.25 Hours **Cost:** 10,560 (New); 7,920 (Used)

Maneuverability: 4D

Altitude Range: Ground level-20 Meters

Atmosphere: 800 Km/H Hull: 3D+1D Armor

Armor Points: 6, Hull Points: 6

Sensors:

Passive 100 M/+1D Scan 200 M/+1D Search 400 M/+1D Focus 10 M/+1D

Weapons:

Double Blaster Cannon (Fire-Linked)

Fire Arc: Fore Scale: Speeder

Skill: Starship Gunnery: Vehicle Weapons

Fire Control: 2D

Range: 10-100/200/400 Meters Damage: 5D; Nominal: 4 (20)

Trianii hover bikes emphasize speed and maneuverability over protection and durability. They carry a limited sensor suite sufficient for targeting without using line of sight. The weaponry is embedded in the nose of the craft and is more than sufficient for most engagements.

Trianii Military Hover Tank



Craft: Trianii Milspec Hover Tank: Predator Class

Affiliation: Trianii **Era:** Rise of Empire+

Scale: Walker / Scaled to Speeder (for targeting purposes & speed, no reduction in durability)

Length: 12 meters

Skill: Ground/Water Vehicles

Crew: Pilot: 1, Gunners: 2, Commander: 1

Passengers: 4 (Troops)

Crew Skill: Varies, Typically 7D

Cargo Capacity: (120) 64.5 Kilograms remaining

Cover: Full

Consumables: 12 Days

Cost: 69,120 (New); 51,840 (Used)

Maneuverability: 3D

Altitude Range: Ground level-40 Meters

Atmosphere: 700 Km/H

Hull: 4D+4D Armor (Walker Scale) Armor Points: 30, Hull Points: 12

Sensors:

Passive 15 Km/+1D Scan 30 Km/+1D Search 60 Km/+1D Focus 10 M/+1D

Weapons:

Heavy Turbolaser Battery

Fire Arc: Turret Scale: Walker

Skill: Starship Gunnery: Blaster Artillery AP

Fire Control: 3D

Range: 100-500 m/1.5 Km/3.0 Km Damage: 8D **Static**; Nominal: 7 (56)

Double Co-Axial Repeating Blaster Cannon (Fire-Linked)

Fire Arc: Turret
Scale: Character

Skill: Starship Gunnery: Vehicle Weapons

Fire Control: 5D*

Range: 10-100/200/400 Meters Damage: 8D*; Nominal: 7 (56) *Notes: Heavy Burst; RoF: 1

Two Internal Concussion Missile Racks

Fire Arc: Fore (tracks to any arc)

Scale: Snubfighter Skill: Starship Gunnery Fire Control: 2D Range: 60 Km

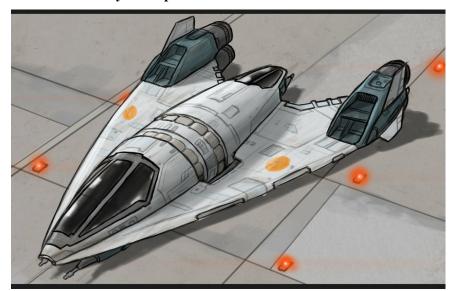
Damage: 8D; Nominal: 6 (48)

Ammo: 4 Missiles

The Trianii Hover tank is an engineering dream. Designed to retain maximum mobility and maneuverability. This vehicle is the bane of most other line militaries in existence. It can respond fast and disengage faster. Armed with a heavy Turbolaser artillery emplacement, a coaxial repeating support blaster and even Snubfighter grade missiles it can engage almost any target, hitting and fading before the enemy even knows they were there.

Units working in tandem with Hover bikes or other tanks can use the other vehicles to spot for them effectively and lob either Turbolaser Artillery or Missiles into an adversary.

Trianii Military Air Speeder



Craft: Trianii Milspec Air Speeder: Combat Class

Affiliation: Trianii
Era: Rise of Empire+
Scale: Speeder
Length: 8 meters

Skill: Ground/Water Vehicles

Crew: 1, Gunners: 1

Crew Skill: Varies, Typically 6D

Cargo Capacity: (40) 15 Kilograms remaining

Cover: Full

Consumables: 40 Hours

Cost: 24,000 (New); 18,000 (Used)

Maneuverability: 4D

Altitude Range: Ground level-30 Space units from

planetary gravity well

Atmosphere: 1,200 Km/H; *Effective Space:* 7

Hull: 4D+4D Armor

Armor Points: 18, Hull Points: 8

Sensors:

Passive 600 M/+1D Scan 1.2 Km/+1D Search 2.4 Km /+1D Focus 60 M/+1D

Weapons:

Double Heavy Blaster Cannon (Battery-Linked)

Fire Arc: Fore Scale: Speeder

Skill: Starship Gunnery: Vehicle Weapons

Fire Control: 2D+2

Range: 100-500 M/1.0 Km/1.8 Km Damage: 6D; Nominal: 5 (30)

Double Heavy Blaster Cannon (Battery-Linked)

Fire Arc: Aft Scale: Speeder

Skill: Starship Gunnery: Vehicle Weapons

Fire Control: 2D+2

Range: 100-500 M/1.0 Km/1.8 Km Damage: 6D; Nominal: 5 (30)

The Trianii Military Air Speeder is a proficient dog fighter with nimble maneuverability, speed that matches the best Snubfighters and all at a price tag that sits well with the politicians and Trianii planetary governments of their colonies.

It is excellent for support roles and covering the landing of troops in landing barges, as it is able to insert in the higher regions of a planetary gravity well, as well as, taking out priority targets on fast response intercept missions.

It sports paired Double Heavy Blaster Cannons which will make short work of any other Air Speeder in it's class. Well enough armored to deflect the occasional glancing blow and will easily deflect personal

weaponry.



Equipment of the Corporate Sector



New Equipment

Notes: You will notice that Market, Legality, and Availability have all been condensed in to Availability. That's because most of the items here are specifically only available to the CSA, however, more mundane items (basic ones) will be easily available to more than simply pure CSA usage.

Anti-concussion Fields

When the Authority built Stars' End, it spared no expense. The main tower of the prison was sheathed in molecularly bonded armor and all surfaces were protected by deflector shields. The interior of Stars' End was protected by an Anti-concussion field. When Han Solo induced the overload spiral on the prison's power plant, the Anti-concussion field was the only thing that saved everyone from being crushed to death by the explosive force of the blast and the subsequent gravitational force of the tower being blown off Mytus VII's surface.

Anti-concussion fields work by insulating and isolating all objects within the field. The fields cancel out all other gravitational and blast forces, freezing objects in their place and preventing them from being exposed to gravitational forces above the artificial gravity set for the facility. Anti-concussion fields are umbrella shaped magnetic fields. They work by absorbing kinetic energy. When an object hits the field, it compresses inward, spreading the energy along the rest of the magnetic field. Likewise, the force of a blast is spread along the magnetic focusing elements to neutralize the force of the blast.

The field initially used an enormous amount of energy, in it's prototype stage (the one at the Prototype Stars End Facility). Production models used a little over ¼ what a comparable shield generator would. While initially expensive and rare, after an engineering rework and formalized, mass production, the costs came down quite a bit. Production models of he field carry a price tag of roughly half that of a Shield Generator of similar size and scale.

They have been used on some large space stations, but those primitive fields paled in comparison to the capacity of Stars' End's anti-concussion field. The field was maintained around Stars' End to absorb incoming blasts, while countless projectors honeycombed the interior of the prison to isolate any objects or beings inside. The Authority felt that the investment in the field was worthwhile: the field protected the stasis booths, so that even during a major disaster, it was highly unlikely that the prisoners would come out of stasis and be released.

Game Stats: It's barrier Technology, much like shields, just only blocking one type of incoming, physical, threat. Where it moves a bit further is it's ablative nature, imposing a flat reduction to damage on any incoming kinetic attack.

Anti Concussion Field Generator

Cost: Varies by Scale Barrier Rating: 1-10D

Ablative Damage Reduction: 2D to all Physical

Attacks.

Note: When deployed inside a structure, the field essentially behaves like an enhanced Inertial Dampner to protect it's inhabitants from High G Forces and/or planetary tremors, etc.

Molecularly Bonded Armor

Dense metal enhanced molecular bonding is a rare and expensive process that strengthens the bonds of incredibly dense metals. The resulting armor is one of the hardest and most durable substances known in the galaxy. The process of bonding molecules at the subatomic level is seldom used due to the incredible cost (incurred because of the immense amount of raw material and energy needed to produce the armor).

A texture molding tractor fields hold the desired material in place as ion fusers heat it. The metals soften and liquefy; as the mixture cools, it is bombarded with charged particle vibrating waves, increasing the bonding strength while imbuing the armor with incredible resiliency. This process is performed across the entire surface of the selected object, giving it a cohesive, totally sealed and nearly indestructible shell in the form of a single, near-infinitely complex molecule. The perfect physical armor

The process is so expensive that molecularly bonded objects are considered works of art: Xim the Despot was rumored to have a molecularly bonded set of battle armor in his hidden treasure vaults.

Molecularly bonded materials have found uses in other unusual ways: vaults to store priceless works of art, entrances to hidden fortresses, experimental lab chambers, and now a prison, to name a few. In the example of the Stars End Projects, the core structure

was already rugged, the main tower itself had been structurally re-enforced by conventional Engineering practices to it's maximum tensile strength. The Molecular Bonding process allowed the structure to defy the limitations of Engineering re scaling.

Game Stats: For general purposes, Molecular Bonding increases the Scale of the effective resilience of an item by 3 stages without altering the weight or flexibility of the material. Items must already have been created, you are essentially re-forging the material.

Here's an extreme example: Say we have a suit of armor, like Xim the Despot did. It's Character Scale, with 2D Physical Portection and 1D Energy Protection. What Molecular Bonding will do, in this case, is take that armor from Character Scale to Snubfighter Resilience without altering the actual Scale Modifier to hit you.

So, while the armor is now Snubfighter Scale in resistance, it retains it's Character Scale functionality of you not being targeted like you were attempting to wear something forged from Starship armor.

I will take this a step further, Essentially Character Scale weapons would have a lot of difficulty doing any level of damage to a Snubfighter Scale object. A weapon would have to deliver more than 6D in damage, to do anything to the armor itself (6D difference between Character and Snubfighter Scales). Combined fire will defeat this, by layering shots/strikes on top of one another.

The armor gains a Static Resistance roll vs anything under it's scale. So, that 2D Physical / 1D Energy suit would have a 8D Static Physical resilience (48 points) & a 7D Energy (42 points) against Character Scale Weaponry.

To complicate this a bit further;)... You would have to treat the armor like it was a person, calculating the wound thresholds of the actual armor to determine where it would take actual damage. 8D Physical would be (above 2D, Wound thresholds increase one point per pip; 6D difference = 18 pips): 48 + 18 = 64 to "Wound the Armor", thus reducing it's D code by 1D.

That's assuming someone was targeting to destroy it (obviously the scale narrows as we approach snubfighter scale weapons being levied against it).

For player protection, and fast resolution the player would roll 8 extra Physical dice & 7 extra Energy dice in addition to their strength to resist damage (it's simply a reflection of the 6D difference between character and Snubfighter Scale).

Notes:

- Naturally, you could not repair this kind of armor using conventional tools. It would have to be reforged.
- A Traditional Jedi with enough skill could repair the armor (but not create a suit from scratch). Control + Sense + Alter Difficulty 180 + an Epic Point (Burnt Permanently) & Two Sustained Wounds, that can only be naturally healed by unmodified strength rolls (advantages will not apply to this).

Molecular Bonding Expense: Take the base price of an item and multiply it's base cost by 500,000, must have the proper tools, an 8D Engineering Skill, Base Difficulty 90. Time to Bond depends upon Scale, per scale upwards, double the time:

- Character Scale: 1 Week per 10m (minimum)
- Speeder Scale: 2 Weeks per 10m (minimum)
- Walker Scale: 4 Weeks per 10m (minimum)
- Snubfighter Scale: 8 Weeks (and so on and so forth)

Acceleration of this process can be done, up to 50% faster. Increase Engineering difficulty by one level for 25% and two levels for 50%.

- 25% Faster Triple the Cost Multiplier
- 50% Faster Quintuple the Cost Multiplier

Drop Shafts

Repulsorlift technology isn't strictly limited to vehicles. Just as selective and variable repulsorlift fields add that something extra to The Free-Flight Dance Dome, so they are also used in drop shafts to add a dose of glamour to corporate headquarters, Authority Data Centers and ritzy shopping concourses. A drop shaft uses repulsorlift fields to alter the pull of gravity.

There are two main fields, one that projects a force upward and another which controls descent. By stepping into the shaft, and apparently into midair, one is buoyed by the fields. Passengers either ascend quickly or gently float downwards. Each floor also has miniature repulsorlift generators to create invisible walkways and landings at each level. These fields extend up to the next level so if someone steps out "between floors," they gently drift down to the "true" landing.

Item Expense: 20,000 Credits x Scale +2 x Meters to be effected.

Ex: The Dance Dome has a 30m dance floor, we are assuming this is projecting in a bubble so no additional expense, We would need at least a Walker Scale Generator to safely lift everyone (Scale +2)

 $20,000 \times 3 \times 30 = 60,000 \times 30 = 1,800,000$ Credits

Stasis Booths



For centuries, the goal of isolating objects from the ravages of time has been a quest for scientists. Legend had it that stasis technology predated the Republic, but no one has ever discovered proof. Like a siren call, stasis suspension taunted generations of entropy physicists. Stasis technology had concrete applications: it would be possible to travel to the farthest limits of the universe; rare and exotic artifacts could be preserved; there would be none of the cumulative systemic toxin problems associated with extremely long duration cryogenic freezing. Eventually, stasis was developed, although like hyperspace, even the most advanced physicists in the field don't entirely understand why it works; it just does. Even though stasis technology has existed for millennia (sleeper colony ships had used this technology to seed the galaxy with habitable systems prior to the advent of efficient hyperspace engines, taking centuries to reach their destinations), it

remains an exotic curiosity: stasis fields require immense reserves of energy and the machinery necessary to keep them operating makes them impracticable for all but very limited applications. Small plants, animals and beings may be preserved, but as the field grows larger, the energy use grows logarithmically. Unless dramatic technological breakthroughs are made, the old myths of stasis planets, whole worlds in perfect preservation, are just that: myths.

The Empire has also kept tight control over stasis technology. While the Empire's scientists haven't developed viable military applications for stasis, the bureaucracy knew that it would be unwise to allow others to experiment with the technology. One exception was granted to the Corporate Sector Authority for use at the Stars' End project. Stars' End featured thousands of stasis booths tied into a single, massive stasis generator. Incredibly sophisticated computer circuitry powers the miniature stasis generators inside the tubes while monitoring the life functions of the occupants. The stasis tubes afforded the Authority a "perfect" prison: thousands of inmates could be stored with a minimum of guards. The lives of the inmates were reduced to a series of interrogations, making them particularly pliable in time.

Stars End Stasis Technology

The technology being utilized in the corporate sector is, actually, quite a but more advanced than typical stasis systems. It renders it's inhabitants into a state of near perfect stasis. Clearly, an engineer that had some insight into the technology or (more likely) a working unit from an old sleeper ship and was able to refine and enhance the core technology. Traditional stasis pods had a couple of rather serious side effects, the largest of which was hibernation sickness. Which would generally last "x" amount of time in proportion to how long you were in stasis. It's a malady that is more commonly associated with more exotic forms of hibernation, like Carbon Freezing (not recommended for biological life forms). The other of which was ROA or Rapid Onset Aging. In this latter case, some individuals placed into stasis would emerge from their centuries long slumber to (within a matter of days or hours) rapidly age until death. Granted, hibernation sickness (in conventional sleeper pods) only really occurred in 5-10% of those placed in stasis and ROA was more of a rare case, 1-4% of stasis suspended individuals. The technology used at the Stars End

Prototype facility was still rather energy inefficient, however, neither ROA nor hibernation sickness appeared to be an issue in the thousands of test subjects that had willingly undergone the initial testing.

Willingly my fart flavored smoothie! Nothing like heading into your local clinic for a cough and cold only to be inoculated and wake up three years later, poked, prodded and studied for another month and then thanked for your voluntary service with not so much as a paycheck for lost time, nor retention of the job you had 3 years ago...

-Unwilling Test Subject

Once Stars End moved from a prototype facility to a mass produced one something interesting happened. A mistake in logistics occurred and two core pieces of the process technology never arrived at the first post prototype facility. Essentially, a localized long term Fusion battery and a personal med scanner. To

correct this common parts were ordered from within the Sector and that's when the discoveries became apparent. First of all the Stasis Pods were using roughly 35% less energy, and secondly, the new model med scanners were actually capable of sending dream state subliminal messages to the patients. So, now there was the first recorded power savings in millennia and those in stasis could be taught skills necessary for survival while in slumber, updated on the status of events during their sleep and in the case of the production Stars End facilities, subliminal programming could be injected to reform criminals and teach them valuable life skills so that they would be more capable of surviving in the galactic whole when they emerged from stasis.

Item Expense: 40,000 Credits per pod + local Generator/Power filtration System 10,000 Credits and Medical Monitoring & Subliminal reprogramming suite 10,000 Credits; Total Cost: 60,000 Credits each unit.

THE CORPORATE SECTOR NEEDS YOUR HELP!!!!

HEAD TO YOUR LOCAL CSA SPONSORED CLINIC FOR YOUR INOCULATION OF G-23 PAXILON HYDROCHLORATE. WE GUARANTEE YOU WILL NEVER NEED ANOTHER MEDICAL TREATMENT AND IT WILL IMPROVE THE QUALITY OF YOUR LIFE TEN FOLD!







In rare instances, some of the following side effects may occur:

Nausea, Diarrhea, lethargy, rash, bleeding, blood in stool, explosive gastrointestinal force, curling of the toenails, blindness, yellow fluid discharge from the pores of the skin, hair loss, lack of sexual appetite, itching and burning during urination, testicular irritation, bowel inflammation, hemorrhoid expansion and rupture, parasitic invasion of your anus, homicidal rage leading to rape-murder-cannibalism & self mutilation, desire to sleep standing up, enlarged prostate glands, lesions on skin, rapid onset ageing, hibernation sickness, bestiality, the red death, bubonic plague, lung cancer, hepatitis, bad breath, tooth decay, loss of tongue, paralysis, unexpected hair growth followed by decaying flesh in the area, loss of appetite, green mucus discharge from eyes, ears, nose and in urine, gender blender syndrome, elephantitus of the reproductive organs, pain breathing, noxious aura, flatulence, irritable bowel syndrome, chronic back pain, chest pain, enlarged (massively) feces, growth of reproductive organs on the face, fear of the dark, hyper sensitivity to oxygen, liquefied organs, tooth loss, digit loss, rotting flesh, loss of touch, smell, tactile sensation, deafness, hair lip, new orifice, instant death, death in ten minutes, water breathing gills form and loss of lung viability for air, a clone may spawn from your own body violently, growth of silicon blood vessels followed by highly acidic blood replacing yours, transformation into a bantha, sand person syndrome, jawa filth syndrome, bizarre trash fetishes, growth of hooves on the feet and hands, severe allergic reaction to fabrics, full bodily hair growth on tongue (throat beard syndrome), growth of tentacles you cannot control, growth of wings, manifestation of horns...etc.

Thus far these symptoms are merely minor annoyances and only occur in about 15% of those inoculated.

Weapon Detectors

Some Authority worlds have incredibly tight weapons restrictions. Modern weapons detectors and scanners allow the enforcement of that policy. These scanners detect power packs and energy residues typical of energy weapons. They can scan for blaster gas energy signatures, as well as known weapon silhouettes. These scanners can often be programmed to look for non-powered weapons, such as knives and grenades, although they are much harder to detect. The detector's computer cross-references all the data it gathers to determine if a weapon is hidden.

There are several levels of weapons detectors, from portable models, which are cheap but somewhat unreliable, to large, permanent scanners, which are much more difficult to fool. There are rumors of jammers which can fool the scanners. Supposedly, they are experimental and quite bulky, but if the technological breakthroughs have been made, portable units are probably only a few years away.

BlasTech SWD

Model: BlasTech Sniffer Weapon Detector

Type: Portable weapon detector

Cost: 6,300 credits

Availability: (restricted to governments)

Game Notes: Has a search of 5D *Static* automated roll to detect hidden energy weapons & reduces the difficulty to find weapons for those actively using the search skill by -2DR. The difficulty depends on how well someone has camouflaged the weapon: simply putting it in a pack is an Easy difficulty; draining all the blaster gas, pulling out the power packs, cleaning the weapon of all residue and then disassembling it, spreading the parts among several pieces of luggage, would be a Heroic difficulty.



A popular hand-held scanner made by BlasTech. It is common throughout the Empire and the Corporate

Sector. The scanner is a small cube, with a scanning panel on one side and an output screen on the opposite side. The screen shows outlines and energy readings from the scan: while it sometimes finds weapons only through its detection circuitry, for best effectiveness a skilled operator is necessary to interpret the incoming data and make educated guesses about the presence of weapons.

Riot Shield

This is a one-meter-long shield made of layered metal and one way mirrored transparisteel. It has a small notch to fit the muzzle of a blaster. It has a simple handle with a stud to activate the stun charge.



Model: Drearian Defense Active Shield Type: Defensive, Physical, Shield

Scale: Character Skill: Melee Combat Cost: 4,560 credits Availability: CSA Difficulty: Easy Damage: 4D (stun)

Ammo: 20

Game Notes: If the character makes the skill roll, the user has used the shield to block incoming attacks on one facing. The shield has a *Static* Strength of 4D. If used as a melee weapon, it causes STR+2 damage, as well as 4D stun damage. Using the firing notch adds one level to the difficulty of firing blasters, but the aracter is protected by the shield.

Stun Baton

The stun baton is a short club with a small power pack in the handle. When activated, the power pack generates a stun charge on the end of the club.

Model: Merr-Sonn Stun Baton

Type: Stun baton Scale: Character

Skill: Melee combat: stun baton

Cost: 960

Availability: All Difficulty: Easy

Damage: STR+2D+2 (includes stun charge; STR+1D

if stun charge is not on)

Ammo: 40; Power Packs: 5 Credits

Espo Armor

The standard Espo uniform is a brown padded jumpsuit with visor helmet. This suit is intended to protect more against injuries common to brawls; the armor provides limited protection from blaster bolts. The helmet is also geared more toward physical impacts than protection from energy weapons and includes a retractable breath filter, retractable headset comlink, and hearing protection headphones.

Model: Ayelixe/Krongbing Textiles blast vest and

blast helmets

Type: Personal armor Scale: Character

Cost: 600 (vest), 960 (helmet)

Availability: CSA

Protection: Blast Helmet with visor (+2 energy, +1D physical), Blast Vest (+2

energy, +1D physical)

Espo Riot Armor

The Authority's heavy combat armor for Espo forces, this form of riot armor is made of a tight fitting, waterproof, climate-controlled suit with a 16-piece armored shell. The shell pieces are made of woven poly-ceramics and provide excellent physical protection and respectable protection from energy blasts. The helmet equally protects from energy & physical weapons and includes a retractable breath filter, retractable headset comlink, and hearing protection headphones.

Model: Authority Riot Armor Type: Medium Blast Armor

Cost: 2,040 Credits Availability: CSA

Protection: Helmet: Blast Helmet with visor (+1D energy, +1D physical), blast suit (+2 energy, +2D

physical)

Espo Officer's Armor

The Authority's custom fitted combat armor for Espo officers, this form of armor is made of a tight fitting, waterproof, climate-controlled suit with a 16-piece armored shell. The shell pieces are made of woven poly-ceramics and provide excellent physical

protection and military grade protection from energy blasts. The helmet equally protects at a milspec standard from energy & an enhanced level for physical weapons. It includes a retractable breath filter, retractable headset comlink, hearing protection headphones, flash and flare comp, image magnification x1.5 and HUD for in the field tactical briefings.

Model: Authority Officer's Armor Type: Medium, enhanced, Combat Suit

Cost: 2,880 Credits Availability: CSA

Protection: Blast helmet with visor (+1D energy, +2D physical), blast suit (+1D energy, +2D physical)

CSA Picket Fleet Trooper Armor

The Authority's custom fitted combat armor for CSA Picket Fleet Troopers, this form of armor is made of a tight fitting,

waterproof, climate-controlled suit with a 16-piece armored shell. The shell pieces are made of woven polyceramics and provide milspec physical protection and advanced mitigation of energy blasts. The helmet equally protects at a milspec standard from energy & an enhanced level for physical weapons. It includes a retractable breath filter, retractable headset comlink, hearing protection headphones, flash and flare comp, image magnification x1.5 and HUD for in the field tactical briefings. Furthermore the suit acts as a ship suit and will functions as a limited suit in the event of catastrophic mpression (1 Hour of Air). The suit designed for maximum flexibility tear resistant.

Model: Authority Picket Fleet

Armor

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Type: Naval Combat Armor

Cost: 3,240 Credits Availability: CSA

Protection: Blast helmet with visor (+2D energy, +1D physical), blast suit (+2D energy, +1D physical)

Authority Space Trooper Battle Armor

This suit comes with all the common functions as the Picket Fleet Suit. While it can be layered with that

armor, only a body glove will add no penalty to

Dexterity.

Model: Authority Space Trooper's Armor Type: Marine Operations Battle Armor

Cost: 4,920 Credits Availability: CSA

Protection: Space Battle Suit (+3D energy, +3D+1 physical, -1D+2 Dexterity and all related actions only if layering armor, 6 hours of life support, mag lock boots, micro thrust jets allow limited space 1

movement: 2 rounds of fuel

Authority IRD Combat Flight Suit

The IRD pilots of the Corporate Sector are a well respected and well treated arm of the CSA. No expense has been spared on personal survivability of their pilots with their entire cockpit being ejectable and able to be used as an emergency life boat/re-entry vehicle. Thus, this mentality is applied to their personal gear as well.

The flight suit functions in many ways just like an Imperial TIE pilot's suit does. It's resistant to high G maneuvers and there are micro capillaries woven throughout the suit that will transfer a dynamically inertial dampening gel to the appropriate areas of the suit as G forces push down on the pilot, this actually disperses the gravity and allows the pilot to function

normally. Apply +1D to an and all survival rolls that involve consciousness.

The suit also as an integral heating and cooling system much like with the TIE suit except that instead of being an external "Vacuum" sized box, it's been integrated fully in the suit itself and is micronized. The suit provides 12 hours of complete climate control and life support when operating independent of their craft and when tied to the cockpit it offers the full endurance of the Snubfighter as well. It's water reclamation system and fecal processing capabilities are good for 4 days (past the climate

control & life support) and will provide the user with enough filtered and reprocessed sustenance (infused with nutrients that the suit has in small quantities) to survive in the harshest, breathable environs. Furthermore the suit functions in tandem with the Pilot's body Glove to effectively extend the thermal resistance of the pilot long after the suit's integral power supply is drained. Providing a +/-25 degrees threshold buffer (+2D to survival rolls involving

temperature shifts).

The helmet has an integral, retractable military com, HUD integration with the IRD (+1D to Sensors rolls) and can be removed and utilized as a water filtration device good for 20 gallons of water cleansing. The helmet is equipped with personal motion tracking (30m), low light vision and flare compensation as well as sound dampening.

The suit has standard milspec protection for both physical and energy deflection. The boots are mag locking, and each contain 12 cartridges (6 per boot) of compressed Oxygen that can be triggered in small bursts to act an if they were a rocket propulsion system in space. (Approximately 3 bursts of movement and attitude control per cartridge). This allows for instant attitude control and for any pilot in space working on a damaged craft to return to it it



they break loose. These allow the m to have fully controlled 10m per round, movement in Zero G.

Model: Authority IRD Combat Vac Suit

Type: Elite Combat Flight Suit

Cost: 3,960 Credits Availability: CSA

Protection: Flight helmet (+1D physical & energy), high G resistant flight suit (+1D physical & Energy). Auto Patch System (Patches up to 2 Breaches)

Biodegradable Binders

Made from special high-strength polymers, these binders differ from standard models in their locking mechanism. Instead of a traditional lock, they have a one way clasp that seals once linked. Once activated, the binders deteriorate in 36 hours. An application of a special harmless molecular solvent will degrade the binders sooner if necessary.



Model: TaggeCo. Biodegradable Binders

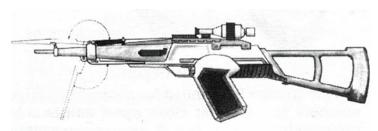
Type: Temporary binders Cost: 2,304 Credits Availability: All Markets,

Game Notes: Once applied, a character must make an opposed Strength roll to break free (the binders have a Strength of 8D resolved against the binders wound

levels as if it were a character).

Riot Gun

Riot guns are two-handed, short-barrelled, compact blaster rifles. They have a large ammo capacity. Espos often use them on constant-fire mode.



Model: BlasTech/CSA Riot Gun

Type: Repeating Blaster

Scale: Character

Ammo: 300; 5 rnd Burst: 60 Shots; 10 rnd Burst: 30 Shots; 15 rnd Burst: 20 Shots; Extra Mags: 175 Cr

Cost: 9,600 Credits

Availability: CSA Only; Illegal everywhere else

Range: 3-30/100/300

Damage: 5D+1 (+1-3D to hit and damage in burst fire modes) Light, Medium & Heavy Burst Fire Modes.

Body Strength: 4D

Included Equipment: Maintenance Tools (+1D) Customizable Shoulder Strap (FA deploy/stow)

Scope Standard (+1D to Aiming) Collapsible Stock (+1 to hit)

Dual, auto deployable bayonets (STR+2D*) *1D per bayonet deployed.

E-11 Blaster

The standard issue stormtrooper weapon, the E-11 is also popular with Espo assault squads. The Espos use the E-11 for a particularly brutal form of torture called "The Burning," which involves setting the weapon on a very lower power level and searing the flesh of the torture subject. An E-11 clone, the SoroSuub Stormtrooper One, is gaining popularity in the Empire, but it is seldom used in the Authority.



Model: BlasTech E-11 Military Issue Blaster Rifle

Scale: Character Ammo: 100

Cost: 4,440 (power packs: 120)

Availability: All Markets, as per generic blaster rifle

Range: 3-30/100/300

Damage: 5D; Variable damage setting 1-5D; "The Burning" 2D Static damage (2 charges per round, full round action).

Body Strength: 3D

Included Equipment: Maintenance Tools (+1D)

Scope Standard (+1D to Aiming) Collapsible Stock (+1 to hit)

Blaster Carbine

Carbines are older, shorter and less accurate than blaster rifles. Blaster carbines are notoriously reliable and have been known to last for years with minimal maintenance.



Model: BlasTech StarSlasher Blaster Carbine

Type: Blaster carbine Scale: Character

Ammo: 100; Extra Mags: 84 Credits

Cost: 2,940 Credits

Availability: All Markets, highly restricted in CSA

Range: 3-25/50/250*

* At long-range, increase difficulty by +5

Damage: 5D Body Strength: 5D

Included Equipment: Maintenance Kit (+1D) Enhanced Scope (Reduce Long Range to Medium)

Shoulder Sling (FA Deploy/Stow) Bipod (+1D to hit while deployed) Folding Bayonet (STR+1D+2) Collapsible Stock (+1 to hit)

Flame Projectors

There are a number of flame projectors in use throughout the Authority, from small, portable flame pistols to vehicle-mounted flame shooters. Unlike typical flame throwers these have solid ammunition that is much more difficult to combust and they generate the flame bursts by igniting reaction mass (much like more primitive, yet effective, space craft) and thus the magazines themselves are effectively immune to detonation as the reaction mass is accelerated & agitated within the weapon's housing itself. This level of safe use has made them popular with the civilian population for easily controlled, and safe to use "firearms" that can be used after obtaining a Self Defense License in the CSA.



Flame Pistol

Model: Etti Self Defense Armaments

Type: Flame Thrower Scale: Character

Ammo: 5; Extra Mags: 15 Credits

Cost: 1,167 Credits

Availability: CSA, Self Defense License Required

Range: 2-3/4/6

Damage: 4D first round, 2D next three rounds unless extinguished. Treat successive rounds as *static*, compound damage if individual is in to actively

attempting to extinguish.

Flame Carbine

Model: Etti Self Defense Armaments

Type: Flame Thrower Scale: Character

Ammo: 10; Extra Mags: 25 Credits

Cost: 1,440 Credits

Availability: CSA, Self Defense License Required

Range: 3-4/5/7

Damage: 5D first round, 3D next four rounds unless extinguished. Treat successive rounds as *static*, compound damage if individual is in to actively

attempting to extinguish.

Flame Rifle

Model: Etti Self Defense Armaments

Type: Flame Thrower Scale: Character

Ammo: 15; Extra Mags: 30 Credits

Cost: 1,560 Credits

Availability: All, Self Defense License Required

Range: 3-5/7/10

Damage: 5D+1 first round, 3D+1 next five rounds unless extinguished. Treat successive rounds as *static*, compound damage if individual is in to actively

attempting to extinguish.

Vehicle Flamer

Model: Etti Self Defense Armaments

Type: Flame Thrower

Scale: Speeder

Ammo: 50; Extra Mags: 250 Credits

Cost: 2,320 Credits Availability: CSA Only Range: 3-7/10/20

Damage: 5D+2 AoE (3m blast radius; 0= 5D+2, 1= 4D+2, 2= 3D+2, 3=2D+2) first round, 4D next **ten rounds** unless extinguished. **Damage is Static vs Character Scale Always.** Treat successive rounds as **static**, compound damage if individual is in to actively attempting to extinguish.

Flechette Launchers

These are portable, shoulder-fired weapons that fire flechette canisters, which release scores of micro-darts in the blast area. They make excellent anti-personnel weapons, as they have the range of a rifle and the effectiveness of grenades. There is also armor piercing ammunition that can punch through heavy vehicle armor. Flechette canisters have computerized variable range settings: the wielder must determine at what distance the flechette canister will explode.

"The antipersonnel round was set for close work; the canister went off almost as soon as it left the launcher, boosting the flechettes and filling the passageway with a deafening concussion."



Model: Golon Arms FC1 Flechette Launcher

Type: Flechette launcher

Scale: Character Skill: Missile Weapons

Ammo: 8 shots per canister; Extra Mags: 1,090 anti-

personnel canister, 1,200 anti-vehicle canister

Cost: 5,700 Credits

Availability: All, CSA restricted

Fire Rate: Standard, ranges must be adjusted per shot

for 1 FA each.

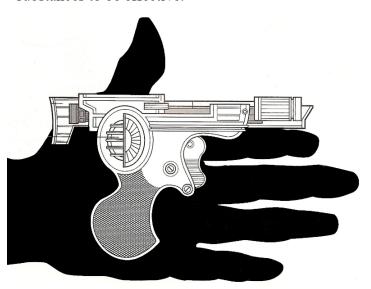
Range: 5-25/100/250 Blast Radius: 0-1/3/5

Damage: 6D/5D/3D (anti-personnel), 5D/4D/3D

(Speeder Scale, anti-vehicle)

Dart Gun

Dart Guns are favorite weapons of con artists, espionage agents and anyone else who needs to carry around weapons without anyone noticing. Because these weapons are spring-powered and very small, weapons detectors seldom pick them up. However, their small size makes the darts in of themselves largely ineffective. Normally, the micro-sliver darts must be coated with stun serums, neurotoxins or other substances to be effective.



Model: Typical Dart Gun

Scale: Character

Skill: Gunplay: *Operates more like a gun than a Bow* Ammo: 540/stun; 4,320/lethal magazine (30 Shots)

Cost: 180 Credits

Availability: All Markets, Stun variants require a Self

Defense License in the Authority.

Range: 2-4/8/12

Damage: 1D Physical; Toxins: normally 6D stun or normal damage. All toxin damage is *Static*, lethal

toxins are illegal everywhere in the galaxy.

Notes: Physical Armor Negates if it's rating is equal to the D code, lesser armors require the rounds to actually penetrate (+2 armor means the rounds must do 3 points of more, do not include lethality in these tests). Called shots are typically required to avoid armor.

Weapons detectors cannot detect these weapons, period. However, a toxin scanner will detect on a difficulty of 20+.

Disruptors

A deadly energy weapon, a disruptor works by breaking down objects at the molecular level. Any matter subjected to a disruptor is quickly and violently disintegrated. Disruptors are outlawed almost everywhere. They have a short range and quickly drain their power cells, but almost guarantee lethal results. They are impractical for military purposes, and are instead favored by those who prefer killing: they are popular with terrorists and pirates.



Model: Tenloss Syndicate: Atomizer

Type: Anti-personnel weapon

Scale: Character

Ammo: 10; Extra Mags: 300

Cost: 6,000 Credits

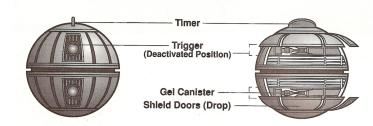
Availability: Illegal Everywhere

Range: 1-3/6/9

Damage: 6D+2 *Static*

Espo Glop Grenade

Glop grenades are effective riot control weapons. Rather than releasing metal shards or lethal gases, glop grenades spray an extremely strong adhesive chemical foam over the entire blast area. The adhesive holds those covered with it to the ground, incapacitating them. The fist-sized plastic sphere is light and can be thrown farther than most other grenades due to a micro repulsor system. The standard Espo glop grenade, made by Merr-Sonn, can be set to explode on impact, or timed for up to a 15-second delay.



Model: Merr-Sonn/CSA Glop Grenade

Scale: Character Ranges: 3-7/30/60 Blast Radius: 0-1/3/5 Damage: 6D/5D/3D *Static* (Strength of glop; character must make opposed roll to break free of

glop; glop does not cause damage) Cost: 540 Credits per Grenade

Stun Grenades

Stun grenades are another weapon that is effective in riot control without causing permanent injury. This particular stun grenade, made by Merr-Sonn, is reusable. It is a multi-faceted metallic sphere dotted with beam splitters. When thrown, the grenade discharges an energy blast stored in optic capacitors. When the blast hits the splitters, the blast area is blanketed in blinding, disorienting stun energy. The grenades are rechargeable (the grenade can only hold one blast at a time) and can be set to go off on impact or time delayed for anywhere from five to 45 seconds.



Model: Merr-Sonn Stun Grenade

Scale: Character Skill: Grenade Ranges: 0-8/16/25 Blast Radius: 0-2/4/6/8

Damage: 6D/5D/3D/2D *Static* Stun Cost: 540 Credits per Grenade



Smoke Grenades

A popular form of non-lethal riot control, these grenades are often used to disorient targets or can be a target point for incoming long range blaster artillery or other attacks.



Model: BlasTech Nacht-5 Smoke Grenade

Scale: Character Range: 3-7/20/40

Smoke Radius: 6 Meters

Cost: 180 Credits

Espo Sound Guns

Since everything in the Corporate Sector is technically Authority property, their enforcers, the Espos, try to avoid property damage. The Authority sometimes uses sonic weapons to accomplish this. Espo helmets have integral soundproofing so the Espos are immune to its effects. The weapon can be calibrated for a number of effects: a sonic blast, which causes damage in a manner similar to other energy weapons, or sonic stun, which releases a piercing wail which debilitates targets (this attack form only causes stun damage). All targets in the blast cone are affected. The second setting can be difficult to use because not all frequencies affect all beings in the same way: the weapons must often be re calibrated for different species.

Espo Sound Pistol

Model: SonoMax 75 Type: Riot control weapon

Scale: Character

Ammo: 30; Extra Mags: 108 Credits

Cost: Not available to the public; 2,160 Credits

Fire Rate: 2

Range: 0-3 (cone is .5 meters wide)/10 (cone is 1.5

meters wide)/20 (cone is 3 meters wide)

Damage: 6D/5D/4D or 5D/4D/3D (stun) - damage

corresponds to range.

Espo Sound Rifle

Model: SonoMax 100 Type: Riot control weapon

Scale: Character

Ammo: 60; Extra Mags: 270 Credits

Cost: Not available to the public; 2,700 Credits

Fire Rate: 3

Range: 0-5 (cone is .5 meters wide)/15 (cone is 1.5

meters wide)/30 (cone is 3 meters wide)

Damage: 6D/5D/4D or 5D/4D/3D (stun) - damage

corresponds to range

Espo Heavy Weapons

Espo Mortars

These are highly mobile artillery pieces with a very small repulsorlift unit at its base. The repulsorlift unit provides no movement, but it makes it much easier to push or drag the mortar. The mortar fires any type of grenade (aside from range of the mortar, the grenade has all of its standard characteristics).

Espo Grenade Mortar

Model: Espo Grenade Mortar

Skill: Starship Gunnery: Blaster artillery AP

Crew: 1

Ammo: 100; Reload costs vary per grenade type

Cost: 3,000 Credits

Availability: CSA Restricted Body: 4D Speeder Scale

Fire Rate: 5
Fire Control: 1D

Range: 25-100/500/1KM

Damage: Varies by grenade type

Espo Heavy Repeating Blaster

A heavy weapon, similar to the Empire's familiar Eweb, this is a heavy repeating blaster. This weapon uses a collapsible tripod mount and a defensive shield.

Model: BlasTech F-Web Heavy Repeating Blaster

Type: Heavy repeating blaster

Scale: Character

Crew: 3

Ammo: Unlimited (Fusion Power Generator)

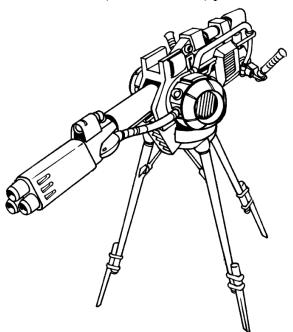
Cost: 12,150

Availability: CSA Only Range: 3-75/200/500

Damage: 8D* (+1-3D to hit and damage depending

upon Light, Medium or Heavy Burst)

Game Notes: Has a defensive energy (all arcs) shield that also runs off the power generator. The shield provides 6D *Static* (character-scale) protection.



Ship Jacking Kit

This type of kit is strictly regulated and normally only legal for authorized skip-tracers. It includes access decoders and other specialized tools required to overcome the security systems of a starship. Skip-tracers, ship jackers and spies use these kits to force their way aboard starships. These kits are despised by free spacers and tramp freighter skippers alike. Unauthorized possession of one of these kits is a crime and is cause for arrest on most worlds. Many ship owners, given the chance, will fire first and look for the appropriate licenses later.

Type: Shipboard security code descrambler

Skill: Security

Cost: 8,000 credits to a licensed Collection Agency;

16,000+ credits on the Invisible Market

Availability: Collection Agency or Black Market *Game Notes:* Adds +3D to the user's security roll to break through a ship's physical security system.

Snooper Goggles

A specialized version of macrobinoculars, these goggles are attached to a headband that collects

ambient light, allowing the user to see normally even in near darkness. Newer models incorporate photoreducing sensors to accommodate rapidly changing light levels.

Model: CSA Gear Division: Black Ops Goggles

- Add +2D to search in low light conditions.
- Macro Binocular integration: Range: 100m/1km/4km All search and Perception-oriented skills are increased by 3D when using them to view areas more than 100 meters away. They provide a +3D bonus to all medium and long-range shots.
- Flash and Flare Compensation

Cost: CSA Restricted; 1,500 Credits

Notes: Can work in tandem with CSA Armored

Helmets.



Director Unit and Slave Collars

Director units and slave collars enable a small number of slavers to maintain control over a large number of slaves. The slave collar is a circuit filled metal circlet (adjustable for size) which fits around the neck, arm or other extremity. It has couplings for power cables to link multiple units. The director unit broadcasts commands and directs high-voltage electric shocks to the victims, causing great pain. Some units also feature a kill feature in case of escape attempts. These devices are used for slaving endorsed by the Empire (such as expeditions to round up Wookiees or Mon Calamari), in prison colonies, and, of course, in illegal slaving operations.

Cost: 1,800/Slave Collar (non-lethal) 4D *Static* Stun (constant, stacks round on round); 3,960/Slave Collar (lethal) 4D *Static* Deadly (constant, stacks round on round); 14,400/Slave Control Unit

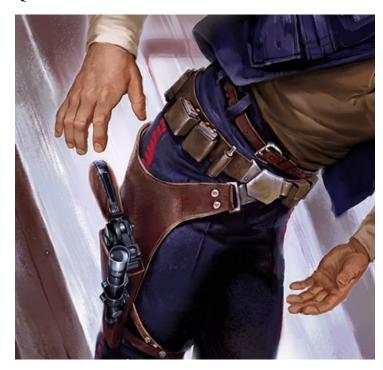
Central Learning Chip (CLC)

A limited form of machine learning, this hard wired Droid memory chip allows for Droids to learn and retain popular information (such as the best routes to drive through to avoid traffic, as well as, how to better use their respective skill sets.

Game Notes: The Chips effectively award the Droid with 1 Character point per day that can be used toward upgrading skills. In addition, any land marks or local curiosities in the area will be stored and can be remarked upon. The upgraded skills are then stored in the CLC (which is not lost after a memory wipe, yet separate from actual skill learning, if destroyed or corrupted this information is lost; there is no way to extract the Skill points/skills from the chip to enhance a player Droid, only one chip can be employed at a time).

Cost: 3,300 Credits

Quick Draw Holster



Most holsters are nothing more than a leather or fabric holder for a blaster. They are not flashy or stylish and they can slow down a draw by catching bits of the gun on useless straps or frills. Those who live by the flash of a blaster bolt need something better than that. A quick draw holster is custom-made by an expert to fit the gunslinger's preferred weapon. Some prefer their holsters to have flashy chromasheath with chrysopaz accents. Others prefer austere, featureless leather. Either type is molded around the shape of the weapon, with no bumps or details to slow the draw. Quick draw holsters can add anything from +1 to +2D or more to the character's blaster skill when the character attempts to quick draw.

Cost: Per Pip (up to 2D) of the bonus to Quick Draw the cost escalates; Per Pip/150 Credits

Thus a 2D Quick Draw Holster (6 pips) would cost
900 Credits

Armored Spacesuit

Armored spacesuits are necessary for any actions that might involve combat beyond the confines of a starship interior. Space Trooper armor is an extremely sophisticated example of this concept; most armored spacesuits are much simpler affairs. Most have self-sealing patch systems in the event of a puncture, multiple respiration systems, comlinks and armor plating.

- Model: Wrokix Works Deluxe Boarding Armor Protection: space helmet and body armor +2D from all energy attacks, +2D from all physical attacks, -1D from Dexterity attribute and skills.
- Has life support for five hours and internal gyro stabilizers adding +1D to Dexterity for zero gravity situations.
- Mag Locking Boots Included
- Integral Comlink
- Micro Burst Maneuvering Thrusters (Space: 1, 6 Bursts)
- Fast Patch, self seal (automatically seals 1 breach)



- Emergency Life Support, 1 hour.
- Transparisteel Visor, Limited HUD: Calculates distances relative to individual, can integrate with weaponry for exact distance to target (+1 to hit).
- Pouch carried Quick Patches (Sealants): 4
- Med Pack: Emergency trigger, automatic injection +1D to First Aid (Internal system, manual trigger 1 FA)
- Sidearm Holster
- Rifle/Carbine Holster

Cost: 3,120 credits

Plasma Torch Boarding Device

A restricted piece of technology, boarding plasma torches are normally used by the military's smuggling interdiction ships. Illegally obtained torches are often used by pirates and shipjackers. Ships that are to be boarded are normally disabled. The attacking ship then moves in and uses magnetic grapples to attach to the target ship. The plasma torch and boarding tube then extend from the attacking ship. After the torch has cut through the hull of the disabled ship, the boarding tube attaches to the hull, forming an air-tight seal. Once the seal is tight, boarding forces can move onto the crippled ship. The plasma torch's cut does release air pressure aboard the captured vessel. Most

ships do have some sort of compartmentalization system to cut off sections of the ship that lose pressure.

Model: Blas-Tech Plasma Cut Boarding Device

Type: Plasma torch boarding device

Scale: Snubfighter Skill: Starship gunnery

Crew: 2

Cost: 38,400 credits

Availability: All, Black Market & Military Only

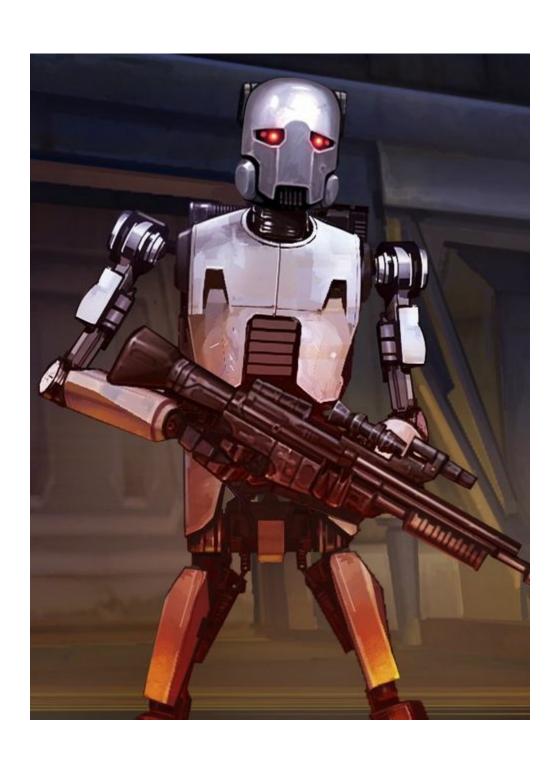
Damage: 8D Static; Nominal: 6 (48)

Game Notes: The plasma torch boarding device is mounted on a ship's airlock system. The controls are just inside the main airlock. The extendable plasma torch quickly cuts through a ship's hull. Roll the target ship's hull after hull points are depleted vs the rating of the Plasma Torch (8D); if the torch's roll scores "kill" result, it has breached the hull. The ship is not destroyed, only that portion of the hull (if there is only one location on the ship, the ship is crippled). Once the hull is breached, the torch requires 2 rounds to cut a one meter wide by two meter high hole. The extendable boarding tube attaches to the hull and forms an airtight seal in 1 round.



Droids of the Corporate Sector





Droids of the Corporate Sector

Notes: Some of the Droid personalities in this section might have been better represented in the NPC section, or at least I initiallt thought. However, when that section climbed to roughly 28 NPCs and generic templates I decided to separate the sections. Droids that follow like Bollux are sentient and, thus, NPCs in their own rights. I have included them here so as to offer more depth to the Droids section (so it's not 2-3 pages).

Freight Droids

Whenever cargo is loaded or unloaded, these hard working Droids are moving it. They may not be very intelligent compared to some Droids, but they are tough and dependable. They are a common enough sight at any spaceport or factory, moving fuel cells, standardized cargo modules and various pieces of equipment. While individual models will vary, freight Droids share some common characteristics. Most have a sturdy chassis reinforced for heavy lifting. Most such Droids move by means of wheels, hover jets or treads; repulsorlift generators and legs are less common. Freight Droids also can have a wide variety of cargo moving mechanisms: integral repulsor sleds, arms and magnetized grapplers are but a few of the possible options.

Agrirobots

Agrirobots are one of the tools of the modern farm. Able to care for thousands of square kilometers per season, these droids provide top quality food for a low price. Many larger, corporate run farms are totally automated affairs, controlled only by an overseer unit or engineer staff. There are many types of agrirobots: soil scrubbers, fertilizer units, but without a doubt, the most impressive are the harvester Droids. Harvesters are as often as large as Imperial AT-AT walkers. These Droids have very simple processors, equipped with limited program parameters and emergency safety shutdowns.

Robo-Hauler

Throughout the galaxy, on isolated work stations, in processing plants with minimal staff, in fully automated factories, these Droids do the work of countless organic beings. They are a cheap substitute for more expensive Freight Droids, and can be found on small farms and fly-by-night mining groups.

More of an automated cargo hauling device than an actual Droid, robo-haulers are simple machines. They have a limited-function Droid brain attached directly to an industrial vehicle, often consisting of little more than an engine, treads and a cargo bed. The Droid brain takes simple orders and monitors the operating condition of the unit. In the case of an abnormality, the robo-hauler notifies the central coordinating processor or organic managers. These machines can also be rigged for remote control by workers.

Servant Droids

While technically all Droids are servants, the specific class of Droids deemed "servants" are designed and programmed to provide specific services for Humans and other species. This programming often covers, but is not limited to, household functions like cooking and cleaning, wardrobe functions: cleaning, mending and wardrobe recommendation, as well as, highly specialized customer relations services: bellhopping, waitering and the like. Service Droids are quite popular among the wealthy for cleaning, maintenance and supervision of cleaning and maintenance fleets. They are also common in public facilities, where familiarity with millions of alien customs and a willingness to please the customer regardless of circumstances are essential.

Robo-Valet

In the thousands of years of known history, a few things haven't changed much; for example, the need for a clean shirt or pressed jacket. For these jobs, a robo-valet is programmed to maintain and store the master's clothing and gear. Cleaning, pressing, mending, and often, the selection of what clothing to wear, falls to the loyal and unendingly obsequious robo-valet. These skilled machines don't merely tend to the master's closets; most are programmed with extensive databases on fashion and style of various worlds, allowing them to recommend garments and accessories.

Aside from the common personal robo-valets, there are industrial, or public, models. They serve the hotel and lodging markets. Designed to handle a high volume of clothing, their duties are normally limited to cleaning, pressing, folding and minor mending. They sacrifice the personal touch of a custom programmed personal valet, but still provide outstanding service.

Robo-Bartender

It was only matter of a time before someone got the idea of replacing bartenders with robots. At first glance, it seemed like a great idea: program a machine with millions of popular drink formulas. The result would be perfect, high-quality drinks every time. Installed at each table or allowed to wander on small repulsorlifts or hover jets, a small number of machines could efficiently work a crowded bar.

The stationary versions of these machines are plugged into a tubing system running from the source liquors throughout the entire bar. As a drink is ordered, the proper liquids are siphoned out and dispensed right at the table. The remote robo-bartenders have to go back to the main bar to mix the drinks and then deliver them, but they still have a major speed advantage over organic servers simply by virtue of their ability to hover well above a crowded barroom floor.

As one would suspect, the ideal didn't necessarily match the reality. For one thing, a robo-bartender ignores the well regarded social function of a bartender. Even the most "well-developed" Droid personalities seem to have problems replicating the camaraderie of bartender and customer. However, another major failing was financial, and sometimes dangerous. The technically-inclined could easily reprogram the robo-bartending systems. Slicers used to joke about the enormous bar tabs they could delete and how they could sabotage drinks going to other tables. Any spacer can tell horror stories of toxic cocktails and scrambled orders, so, understandably, robo-bartenders, while still popular, are far from universal.

Vehicle Droids

What distinguishes Droids from computers, aside from processing power, is their ability to move. Some Droids have transport as an integral part of their occupational profile. So-called vehicle Droids are gaining popularity across the galaxy because of their reliability and economical nature.

While many Droids can competently control most common vehicles, vehicle Droids are designed specifically for that purpose. Often, they are little more than a Droid brain attached to an existing vehicle. Vehicle Droids serve a number of different functions, from warehouse cargo haulers, to personnel carriers, to heavy transports (called auto-hoppers).

Among the wide variety of personnel carriers, the most common are the robo-hacks and auto-chauffeurs: common passenger vehicles. Auto-chauffeurs typically are elite luxury vehicles, while robo-hacks are common, inexpensive transportation that compete on open streets for customers.

Most Droids are intelligent enough to remember familiar areas and local geography. Once programmed, they are every bit as effective as a living driver or pilot (under normal circumstances). Routes and shortcuts may be added as necessary.

Robo-Hack

Robo-hacks are a common fact of life in crowded cities where many citizens cannot afford the luxury of a private vehicle. For hire transports, these vehicle Droids are cheap, practical and nearly indestructible by small arms fire (an industry standard after early robo-hacks were dismantled, vandalized and blown apart by criminals).

The Droid brains on these vehicles are highly sophisticated. They have complete maps of the area they are to cover, as well as a Central Learning Chip (CLC) that allows the Droid to learn from past experiences and incorporate them into future decision making: in a vehicle Droid, this equates to learning the local shortcuts. If the planetary communication and transportation network will accommodate this, the Droid can also access data on current traffic flow patterns, potential hazards, weather conditions and any other number of factors that can affect the safety and speed of travel. The Droid can then choose the quickest, safest course. It is rumored that some robohacks are programmed to produce maximum revenue rather than provide customer services; like some of their organic counterparts, they are known to ride extra kilometers and extend the length of a journey to defraud visitors unfamiliar with the local terrain.

The interiors of robo-hacks are often spartan. They seldom have more than seats, a pair of doors, and a sealed compartment housing the Droid brain and credit holder. The Droid brain speaks through a small vocoder grill. The credit holder has a small extendable tray, where the customer can deposit credits or insert his cred stick. Some robo-hacks also have a novel version of self-defense: in the case of attempted robbery or non-payment on the part of the customer, the doors automatically lock, preventing the customer or assailant from leaving. The individual

can then be delivered to the nearest law enforcement authorities.

Combat and Security Droids

In a society as large as that of the Empire, the need for automated law enforcement is obvious. While there are laws regulating the programming and armament of different classes of Droids, many manufacturers can circumvent these standards through clever programming and manipulation of power rates, weaponry classification and a number of other technicalities.

Many manufacturers do install safeguards preventing Droids from intentionally harming organics. Many Droids, like Industrial Automaton's R-series of Droids, operate in war craft. Even some protocol Droids can act against a perceived enemy (usually to defend their owners). Still, it is uncommon for these Droids to take a direct role in the taking of sapient life. However, a number of manufacturers produce Droids whose only programmed purpose is combat.

Assassin Droids have a checkered history and the Empire officially frowns on them. Of course, that has never stopped it from utilizing its own secret variations. Private use of combat Droids is subject to heavy restriction under Imperial weapons laws, but enforcement is spotty.

Security Droids which use non-lethal means (net guns, stunners or glop spritzers) don't require any special permits, but those which use deadly force (blasters, flamethrowers, and poison darts, for example) are strictly controlled.

Many combat models are outright illegal; possession of them can be punishable by death or life imprisonment on some worlds. The problem is identifying these Droids since the legal specifications of what is legal or illegal hinges on very technical definitions.

Gladiator Droids

Gladiatorial combat has a long and bloody history throughout the galaxy. Most civilized beings see it for what it is: a cruel and barbaric practice. This doesn't stop "connoisseurs" from spending lavish sums for ever increasingly depraved spectacles. However, depravity breeds even more depraved cravings. Those with the bloodlust for gladitorial combat found

themselves increasingly jaded. At first, exotic beasts and alien species from the fringes of the galaxy were captured and hauled back to the arenas of the decadent and powerful. Soon, even these proved insufficient.

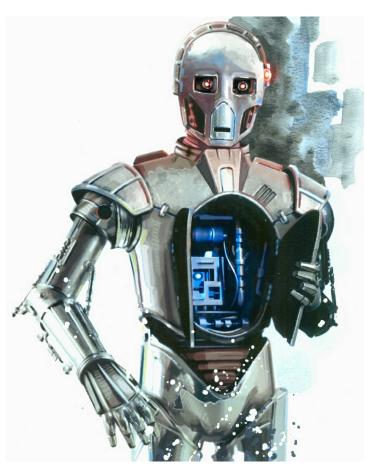
Eventually, the powers of technology were applied and the result was the gladiator Droid. Gladiator Droids are massive and deadly combat Droids. Naturally, the tastes of the consumer and the demands of the combat arena have resulted in a wide number of models. Some are equipped with treads, others legs, still others repulsorlifts or hover jets. Weaponry ranges from simple melee weapons to flamethrowers, grenade launchers and the ever-popular blaster. Whether in combat against other Droids or living targets, a gladiator Droid is designed solely for killing and that's the way the fans like it.

Some owners prefer to take a personal hand in the operation of their gladiator Droid. Many Droids are equipped with control overrides, which allow the owner to command which actions to take, and to start up and slow down the Droid on command. While gladiator Droids are supposed to be completely subservient to these slave units, there have been incidents where gladiator Droids have gone rogue and killed their masters.

Gladiator Droids normally fight in specially constructed arenas, with reinforced floors and walls and nearly impenetrable transparisteel viewports (for the safety of the audience). Arenas can be as small as a few meters across or as large as several city blocks. While single combats are the norm, mass battles have become increasingly popular in some circles.

Bollux

Bollux is one of a select group of Droids. Decades old, he is one of the few Droids who has been granted his own freedom. This is especially unique in that he is a labor model. Heavy industrial Droids can be found on just about any civilized world, typically working in foundries, factories, refineries, and similar types of facilities. Nearly a century ago, at the great shipyards of Fondor, a labor Droid, seemingly indistinguishable from the thousands of others on duty, gained his freedom. Programmed with limited intelligence, labor Droids require supervision for most



complex duties, but could function quite well on simple repetitive tasks. Of course, all such Droids have personality matrices to facilitate Human relations, but most Droids have frequent memory wipes and never have the time to develop complex personalities. BLX-5 was one Droid who did develop a complex personality and became *Sentient*.

At even a small facility it is possible for a Droid to get misfiled or stored in the wrong recharge berth or be ordered out with open-ended programming. Fondor is one of the largest shipyards in the galaxy. Thousands

of ships, from war cruisers to cargo craft to luxury liners, are assembled in the vast orbital docks. The odds of displacement at such an immense facility are much higher. Shipyards are a haven for mynocks and other space vermin. BLX-5 was assigned to sweep certain sections of the shipyards for such creatures. This was a common assignment, and occasionally a few Droids were lost in the process. When BLX-5 came up missing, it wasn't a big deal. The Droid had been ordered to check the outside of a fuel module for mynocks, and apparently had found where they were clustering, the hard way. Fortunately, that wasn't what happened to BLX-5. He located a few mynocks, and had to hide from their attentions. But his orders hadn't been specific enough to include a return time. The Droid recharged himself from the external power taps as needed, and he kept at his post, making notes on their behavior. The duty got boring after a few weeks, but BLX-5 did get a chance to discover and observe the nest that had been holding up production.

Once he had sufficient information, BLX-5 sneaked back to base. Since it had been over three weeks since BLX-5 had been heard from, and the labor pool managers figured the Droid was long gone and reassigned his work designation to another Droid. BLX-5 reported what he saw and the managers assumed it was the newer Droid that had noticed. Inconsistencies with the work schedule didn't grab their immediate attention.

Meanwhile, decontamination units dealt with the pesky creatures. Eventually, the mistake was discovered, but by this time, it was nearly a year since BLX-5 had had a memory wipe and he was becoming quite personable. He soon replaced an Astromech Droid as shift overseer, and he was in a different reprogramming rotation by then. That suited the Droid just fine: BLX-5 liked the new perceptions he was getting about his work and the one thing he wanted to be was useful.

In BLX-5's case, that included structural modifications and system upgrades. Of course, there is only so much improvement that is cost effective for a high turnover position such as the one at Fondor. Despite his popularity with the staff, newer, cheaper and easier-to-maintain models made BLX-5 obsolete. That taught BLX-5 one of his first important lessons, one had to adapt to keep up with the advancing pace of technology. BLX-5 would have to put this to use on his next job. Fortunately, it was a much more interesting position, constructing survival domes and

camps for a scout team and BLX-5 could devote time to improving himself. This job allowed BLX-5 to move about much of the galaxy. Along the way, the Droid would volunteer for any new modifications that were available. But all too quickly, new models came and the poor Droid realized it was time to be sold again.

He found himself seconded to a military unit where he would construct trenches and fortifications for the Republic's military. When that ended, BLX-5's next job was technical overseeing on a heavy gray mining colony for Trigdale Foundries. Here he fit in again for a while, but as ever, obsolescence crept up on BLX-5. He kept a nomadic existence, picking up one temporary owner after another.

Eventually, BLX-5 came into the ownership of some questionable characters: smugglers who won him in a dice game. When they needed a layover at Doc's asteroid tech base, BLX-5 was part of a trade-in for an enhanced hyperdrive motivator. At first, BLX-5 worried the outlaw techs would cannibalize him. Nothing could be further from Doc's mind. From the first, the Droid became part of the family, occasionally serving as guinea pig for Doc's daughter, Jessa. She would strip down a subsystem or two and upgrade as much as possible. The next few years passed contentedly for Bollux, as they came to call him. He got all the upgrades he could use. It may give him the wobbliest gait around, he thought, but it could always come in handy. Of course, there is only so much you can do without junking the whole chassis and Bollux didn't care for that. You had to draw the line somewhere, he figured. He liked the outlawtechs, but he felt like he might need a change. Ironically, they helped him in that department, too. They had an experimental computer interface system and needed a volunteer to put it into. Seeing a real chance to hold his own against progress, Bollux agreed. Bollux gained a full-time companion, Blue Max. Since that time, they have been inseparable. If a Droid could have parental feelings, then Bollux does for Blue Max. Every scrape one of them gets into, the other can get them out of it; they have been a team against a sometimes hostile universe.

Bollux

Serv-O-Droid Inc. BLX-5 Labor Droid DEXTERITY 2D

Dodge 3D, Gunplay 3D, Melee Combat 3D+2,

Unarmed Combat 3D+2

KNOWLEDGE 3D+1

Scholar: *Alien Species* 4D+1, *Cultures* 5D, *Planetary Systems* 3D+2, Streetwise 3D+2, Survival 4D, Willpower 5D+1

MECHANICAL 3D

Communications 4D+2, ground vehicle operation 4D+2, hover vehicle operation 4D+2, repulsorlift operation 3D+2, sensors 5D

PERCEPTION 2D+1

Con 5D+1, Command 3D+1: Work Droids 7D, Hide 4D+1, Search 4D+1, Sneak 3D+1

STRENGTH 4D

Athletics 4D+1, Climbing/Jumping 4D+2, Lifting/Carrying 7D+1, Endurance 8D, Punching Bag/Tank AP

TECHNICAL 2D+1

Computer Program/Repair 6D, Demolition 5D+1: *Civil Construction Demolition* 8D+1, Droid Program/Repair 7D+1, General Maintenance/Repair 4D+2, Repulsorlift Repair 4D+1, Security 5D+1, Starship Repair 6D, Capital Ship Repair AP

Equipped With:

- Humanoid body (two arms, two legs, head)
- High gravity suspension system & Mag-locking Feet & Hands.
- Internal plastron compartment (shockproof, insulated and airtight; +2D to resist all forms of damage)
- Internal computer interface socket
- Two audio receptors (Human range)
- Two photoreceptors (slightly beyond Human range +1 to all Perception skills)
- Loudhailer mount (3x Standard vocal range); Acts as a Vocabulator under normal circumstances
- Locked Storage
- Internal Storage 2KG; +40 Sensor Shielding
- Combat Module (can fight, cannot kill sentient's)
- Restraint Nullification Module
- Central Learning Chip

Move: 10 Edge Points: 1 Character Points: 5 Species: Sentient Droid

Advantages: Sentience, Enhanced Attribute: Perception, Criminal Contacts 2 (Doc & Jessa) **Disadvantages:** Hindrance (bizarre walking gait)

Size: 1.5 meters

Cost: Sentient, Unique

Blue Max

As data systems have become increasingly complex, fewer and fewer beings have an interest in adapting and customizing their computer systems. Of course, there are slicers, but few people have the money or the patience to deal with these individuals. An easy alternative is to use advanced computers to do the interfacing. Even those who are adept at slicing often find that using these computers can greatly improve their chances. When the outlaw-tech Doc wanted to expand his data manipulating services, he had a few of his assistant techs get their hands on such a computer system. They got an ex-Imperial model lifted by a bounty hunter during a job. She didn't even know what she was turning over, just a midnight blue case with a high tech lock on it. After opening it, Doc realized his good fortune. The unit was an experimental model, crammed with more memory than most starship computers and blessed with the skills to put that memory to good use. Of course, the personality was changed, as Imperial models can be pretty unpleasant. After some reprogramming, the chock-full-of-data computer interface was ready to face the universe.

Doc and his techs nicknamed him Blue Max. Since Max's movement was limited, they found one of their older Droids, Bollux, more than willing to be custom modified to accept the little fellow. They have been buddies since then. Blue Max can be described in one word: perky. His chipper, high-pitched voice can often be heard making extraneous comments in the

worst of situations. Of course, since he often proves instrumental in getting out of those situations, most people don't begrudge him his remarks.

Custom MerenData BX-2 Computer Interface Unit DEXTERITY 1D

KNOWLEDGE 2D+1

Bureaucracy 5D, Business 2D+2, Languages 3D: *Computer Languages* 8D+1, Tactics 5D+2

MECHANICAL 2D

Communications 5D, Sensors 5D

PERCEPTION 1D

Con 5D, Forgery 3D, Investigation 8D, Search 4D

STRENGTH 1D

TECHNICAL 5D

Computer Program/Repair 14D, Droid Program / Repair 7D, Security 8D+2

Equipped With:

- Fine computer interface probe (+1D to Computer & Droid Program/Repair)
- Plastron Interface socket*
- Photoreceptor: Enhanced Visual (All spectrums)
- Vocoder (Record and Speak)
- Articulated Hand (+3D to Dex for fine work)

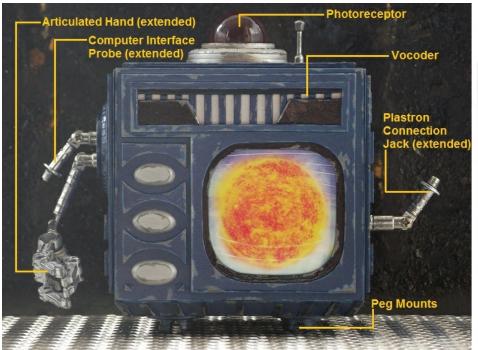
Special Abilities:

*Plastron Interface Socket: Blue Max can communicate with and interface through Bollux via a computer socket. Max fits into in Bollux's chest plastron compartment.

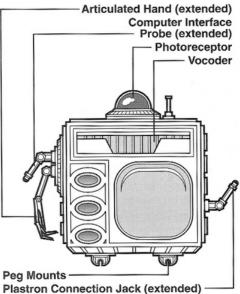
Character Points: 20

Advantages: Heuristic Evolution, Expose Fault

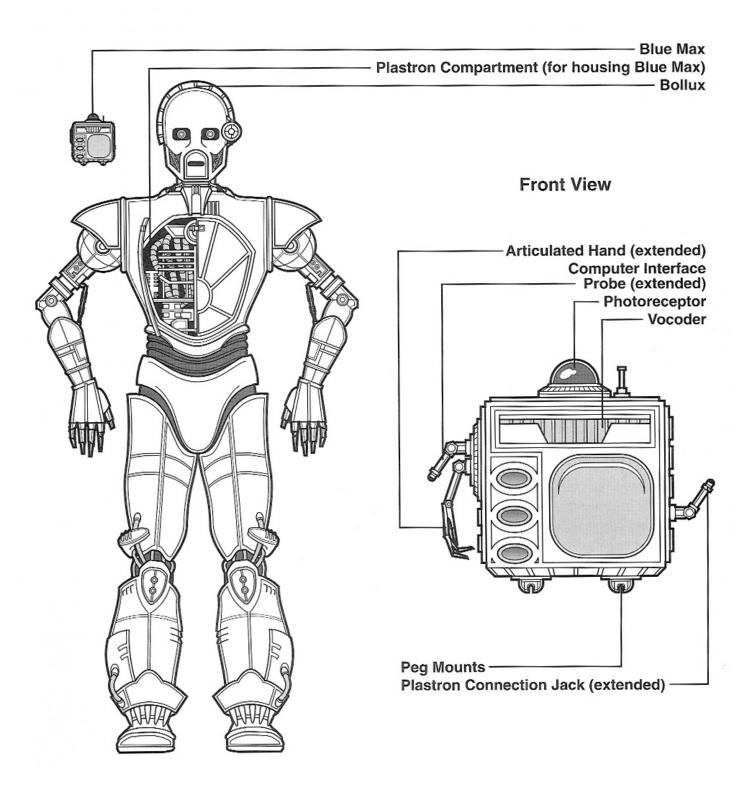
Size: .4 meters tall Cost: Not for Sale



"Blue Max"



Bollux with Blue Max



CSA Serv-O-Droid DC5-1

Model: CSA Serv-O-Droid Load Lifter: DC Series

Type: Freight Droid Era: Rise of Empire+

DEXTERITY 2D KNOWLEDGE 1D MECHANICAL 1D PERCEPTION 1D STRENGTH 4D Lifting/Carrying 10D TECHNICAL 1D

Security 4D

Equipped With:

- -One pair of heavy mobility legs: +1* to base Move
- -One Pair of Lifting Claws: +2D to Lifting/Carrying
- -Four extendible manipulators
- -Cranial turret with audio/video sensor
- -Remote directional transponder
- -Armored chassis (+1D Physical & Energy)
- -Laser scanner (for reading barcodes)
- -Cargo Code Database: A laser scanner identifies each cargo module's identity band (on the side of the module) and correlates it to where it should be offloaded. The scanner can also recode an identity band for new cargoes.
- -Life Preservation Programming

CSA Harvester Droid CD-2

Model: CSA Harvester Droid: CD Series

Type: Freight Droid **Era:** Rise of Empire+

DEXTERITY 1D

Melee Weapons 2D: Harvester Blades 5D

KNOWLEDGE 1D MECHANICAL 1D

Ground/Water Vehicles 4D: Harvester Operation 5D

PERCEPTION 2D STRENGTH 4D TECHNICAL 1D

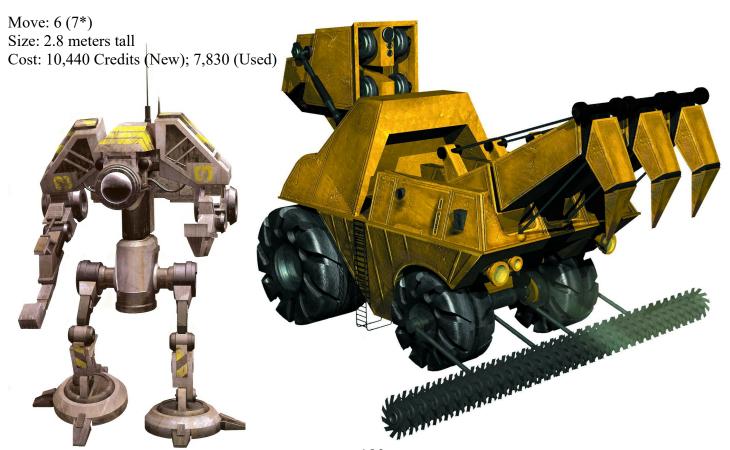
Equipped With:

- -Remote interface control mechanism
- -Tractor treads
- -Limited optical perception suite (near human range)
- -Harvester blades (8D Walker Scale damage)
- -Remote directional transponder
- -Laser scanner (for reading barcodes)
- -Life Preservation Programming

Move: 14; 40 Km/H

Size: 15 meters tall; Walker Scale

Cost: 39,200 Credits (New); 29,400 (Used)



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Robo-Hauler

Model: Cybot Galactica BigHaul: Robo-Hauler Series

Type: Freight Droid

Era: Old Republic+ (5 eras out of date, still produced)

DEXTERITY 1D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 1D
STRENGTH 4D
Lifting/Carrying 5D
TECHNICAL 1D

Equipped With:

-One pair of tractor treads: +2 to Move*

-Remote programming receiver

-Four grapple arms for cargo

-Audio/video sensors

-Remote directional transponder

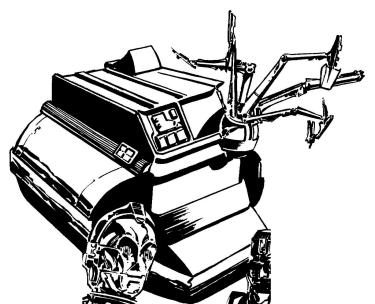
-Re-enforced Cargo bed (20 Kg Capacity)

-Life Preservation Programming

Move: 5 (7*)

Size: 1.6 meters long

Cost: 3,120 Credits (New); 2,340 Credits (Used)



Robo-Valet

Model: Cybot Galactica Sartorifex: Valet Series

Type: Servant Droid Era: Rise of Empire+

DEXTERITY 2D KNOWLEDGE 3D

Art 4D: Fashion Trends 5D, Scholar: Alien Species 4D: Native Garbs & Fabrics 6D, Cultures 5D:

Fashion 7D

MECHANICAL 1D PERCEPTION 2D STRENGTH 2D Lifting/Carrying 3D TECHNICAL 1D

General Maintenance/Repair 2D: Garments 5D

Equipped With:

-Vocabulator

-One pair photoreceptors (Human range)

-Internal VibroSound dry cleaning device

-Internal steam press

-Re threading/re weaving micro manipulators

-Galactic fashion database (+2D to Art & Garment

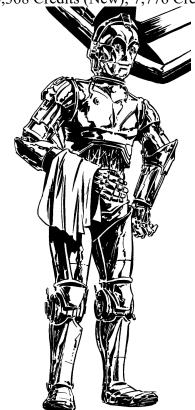
Repair/Modification)

-Life Preservation Programming

Move: 6

Size: 1.5 meters tall

Cost: 10,368 Credits (New); 7,776 Credits (Used)



Robo-Bartender



Model: Cybot Galactica MixMastR: Bartender Series

Type: Servant Droid

Era: Old Republic+ (5 eras out of date, still produced)

DEXTERITY 2D KNOWLEDGE 4D

Art: Drink Mixology 7D, Scholar: Alien Species 5D:

Favorite Drinks 6D, Cultures 5D: Fashion 7D

MECHANICAL 1D

Starship Piloting: Repulsorlift Operation 4D

PERCEPTION 2D STRENGTH 2D Lifting/Carrying 3D TECHNICAL 1D

Equipped With:

- -Vocabulator
- -One pair photoreceptors (Human range)
- -Two fine manipulator arms
- -Chemical/liquor drum siphons
- -Retractable drink/credit tray
- -Repulsorlift unit
- -Drink Database (+1D to Dink Creation)
- -Life Preservation Programming

Move: 12

Size: 1 meter tall

Cost: 5,640 Credits (New); 4,230 Credits (Used)

Authors Notes:

I couldn't help it, the image was too awesome not to use, thus this guy got his own page! Danger Will Robinson!!! I laughed my ass off when I saw it. Other images were much more terrible to behold...as in, I said... "That looks stupid". This, however, is stupid cool!

In case you're wondering how I came about the price of the unit... Multiplied the final cost by the reduction to mass production (.8) and then by half (.5) for the five eras this bad boy has been in production. Used cost is always x .75 of the New value.

Robo-Hack

Model: Go Corp/Utilitech Metrocab: Taxi Series

Type: Vehicle Droid **Era:** Rise of Empire+

KNOWLEDGE 1D

Streetwise: Local Shortcuts 6D

MECHANICAL 1D

Starship Piloting: Repulsorlift Operation 6D, Navigation 2D: Local "Ground" Routes 6D

PERCEPTION 2D

Con 5D, Search 5D: Pedestrians 7D STRENGTH 3D (Walker Scale)

TECHNICAL 1D

General Maintenance/Repair 3D

Equipped With:

-Vocabulator Panel: Walker Scale

-External Audio & Video Sensors (All Arcs)

-Internal passenger compartment (seats 4)

-Heavy suspension Repulsorlift motors (+250 Kg External stowage)

-Credit operation box w/Credit Scanner for nonphysical monies.

-Internal street map/database with uplink to local communication and transportation network (+1D to navigation & Piloting)

-Life Preservation Programming

-Armor plating (+4D exterior, Droid brain/credit compartment & Vocabulator Panel + all interior amenities except the seats).

-Self Repair Matrix (3D as skill)

Move: 300 Km/H

Size: 6 meters long; Vehicle Scale: Walker (maneuvers & targets as a speeder scale vehicle)

Hull: 3D+4D Armor;

Armor Points: 30; Hull Points: 9

Consumables: 30 Hours

Cost: 18,560 Credits (New); 13,920 Credits (Used)



Mark X Executioner

Model: Arakyd Mark X Executioner: Gladiator Series

Type: Vehicle Droid Era: Rise of Empire+

DEXTERITY 2D

Gunplay 9D, Dodge 5D, Melee Combat 6D+1, Missile Weapons 6D+2, Unarmed Combat 9D

KNOWLEDGE 1D

Intimidation 6D, Scholar: Alien Species 2D: Anatomy

5D, Tactics 2D

MECHANICAL 1D PERCEPTION 1D

Search 2D

STRENGTH 5D TECHNICAL 1D

Equipped With:

- -Vocabulator: Wicked Robotic Voice (+1 to Intimidation)
- -Photoreceptors (Human Range)
- -Auditory Sensors (Human Range)
- -Armor plating (+3D P & E to all areas except underside and retractable arms)
- -Tread locomotion system
- -Flechette cannister (6D damage spread in five meter blast radius, 0-5/10/15, uses missile weapons, mounted on retractable arm)
- -Neuronic whip (STR+3D, uses melee combat, mounted on retractable arm)
- -Flame projector (5D damage, 0-3/5/10, uses flamethrower, mounted on retractable arm)
- -Vibro-saw blades (STR+2D, causes damage each round it is in contact with target, uses melee combat, mounted on retractable arm)
- -Blaster rifle (5D+2 damage, 0-5/20/50, mounted on retractable arm)
- -Missile launcher (6D damage, 0-5/15/30, uses missile weapons, mounted on retractable arm)
- -Force pike (STR+2D, uses melee combat, mounted on retractable arm)
- -Sonic cannon (4D+2, uses energy weapons, 0-2/5/10, mounted on retractable arm)
- -Spiked club (STR+1D, uses melee combat, mounted on retractable arm)
- -Vibro-axe (STR+2D+1, uses melee combat, mounted on retractable arm)
- -Combat Module (No Life Preservation)

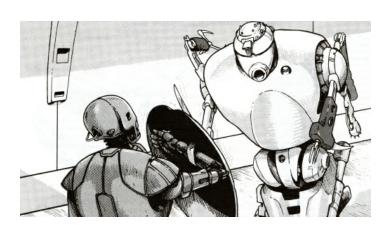
Move: 11

Size: 2.4 meters tall 292

Cost: 43,800 Credits (New); 32,850 Credits (Used)

Authors Notes: Yes, the artwork is god awful... Only Mike Vilardi's drawing (bottom) does it any justice at all. I bumped it's strength up to 5D (from 4D) because everything in the core source material (almost every basic droid) has a 4D Strength. I specified Armor protection and charged accordingly for both modes of protection. Added rudimentary Tactics and Search skills... combined some of the combat skills into Gunplay and just gave up adding skills to it. This will kill your players just fine!





Sentient Species of the Corporate Sector



Sentient Species

In a galaxy of countless worlds, the diversity of life forms is one of the great gifts of nature. Countless intelligent alien species populate the galaxy, traveling from planet to planet, taking vital roles in the fabric of galactic civilization.

The Corporate Sector is one of those areas where countless species freely intermingle. While the Sector itself is nearly devoid of native intelligent life, countless representatives of other species have come to the Sector seeking a better life.

Devoid of native intelligent life... Sure it is. That's what the company line wants you to believe... With something like, at least, thirteen known intelligent species that have either been assimilated or conquered... We find more every couple years, and we have several mining interests where the local "nonsentient" life shows up with their own blasters, pulse wave or ballistic weapons and kill more than a fair share of the CSA "Invaders".

-Unnamed CSA Picket Fleet Officer

While the Empire has a clear preference for Humans, in the Corporate Sector, all beings are treated equally. While the Sector's ruling bodies are dominated by Humans, all intelligent species have equal privileges in the eyes of the Authority. It is this equality, lacking in so much of the Empire, which draws many enterprising aliens to the Sector. Here, they know that ability and talent will take them further than anywhere else, and this opportunity has given birth to hope for many who otherwise would have none.

This is not to make the Sector out to be an alien paradise. The Corporate Sector doesn't exist in a vacuum and many of its staffers and enforcers come from the Empire. Many endorse its values. Still when intolerance occurs, it is most often out of apathy or ignorance, not by state decrees of hatred. It is an area where tolerance is not preached, but not forbidden either. While this condition is far from ideal, it is a start, if nothing else.

Herein you will encounter all "known" species in the Corporate Sector, with a few falling just outside our reach in the Fringe Territories and just slightly beyond. This list is by no means indicative of all that may exist, however, they are the ones we have been able to peacefully co-exist with and have even uplifted

to galactic standards. You will find many of these beings building better lives for themselves working in peaceful harmony with all citizens of the CSA.

Peaceful co-existence? Wish that were the truth. In one of my first operations on an unnamed world that we had just identified as being "Mineral Rich" we were sent in to safeguard the local factory landers. It was supposed to be a cake walk job where we merely supervise the best tactical placement of the cargo ships for defensive purposes. No sooner had be begun to unload the cargo the civvies and their work Droids came under heavy Pulse Wave fire.

Let me tell you something about Pulse Wave weaponry. It's Old Republic tech to be certain, but it still kills all the same. Let me do you one better, it doesn't actually kill the same. It's totally lethal, like a long ranged disruptor blast, that unravels you at a cellular level. People hit by Pulse Wave blasts are bleeding from holes in their chests where, with a blaster, you have burnt flesh down several layers or through and through. However, with Pulse Wave blasts, there's just this ragged hole where you can't even find enough left of your organs to actually heal them with a Bacta tank... yeah, peaceful my ass... Worst part was, I was firing at my own kind. Yeah, humans, or near enough that I don't even know why we didn't approach them first... or did we? And this was the result of our corporate greed...

-Unnamed Espo Trooper

Brosin

Brosins are Near-Humans from the Brosi in the Dostra system, located in the Thandon Cluster. Brosins shared their native planet with Old Republic settlers for centuries.

Race: Brosin (Near Human) Encounter Frequency: Rare Height: 1.5-2.2 meters tall

Features:

Adaptable: Your average human is capable of nearly anything given the proper application of their minds. The Brosin are no less gifted, in fact they are tactically sound in addition to being astute learners and incredibly cunning. Free starting Gunplay, Survival, Tactics & Unarmed Combat Skill Slots + the Martial Arts AP (30). Old Republic (Imperial) Martial Arts: Available as an elective, always at ½ cost (10 points for mastery can be purchased at any time)

Well Armed: Brosin all being with Old Republic weaponry. The interesting thing about their society is that they managed to advance it (Increase range values buy 20%). While being considered behind the times, they are quite effective with it's use. There is a Greff-Timms Armaments factory hidden on their world in the equivalent of an Old Republic Depot. All characters begin play with a Greff-Timms Heavy Pulse-wave Blaster. It can be upgraded to a "Dragon" for 5 additional Build points at creation only (Pulled from Resourceful). They also start play with a Koromundian PDS Secure Long Coat Mk II (+1D+2 Physical, +1D Energy Protection)

Advantages:

Adaptable: Resourceful (20) +4D to Starting Skills / Advantages

Disadvantages:

Slaver Hatred: Moral Qualms 3: The Brosians resent the CSA for the displacement of their people and the, indentured servitude that was forced upon their younger population, essentially, slavery. Brosians will not just refuse to work for the CSA or any slaver or anyone owning slaves as the Lorrdians do. They seek out the salvers to exact a toll of vengeance upon them. They will kill slavers on sight (including ANYONE in the CSA). (-15)

Move: 10/12 (35 Total Points) Attribute Maximums: DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D Reproduction: Human

Cultural Detail:

The Brosins were never exactly your "model citizen" peaceful people. Their culture was based off of Old Republic military forces and they integrated well with the Near Human native populace. Their settling of the world allowed the natives to combine their disparate clans into a single society. They maintained their martial disciplines for centuries, though, much of this fell by the way side as the centuries moved forward. Eventually, the planet became relatively peaceful with a minimal, yet ever present, policing force.

After the discovery of Zinsian veins on the planet, the Corporate Sector Authority government began displacing thousands of Brosins and "hiring" (turning them into indentured servants) the youngest to work in their dangerous Zinsian processing plants. This led to the creation of the Brosin Underground, *a terrorist group*, to fight the CSA in an attempt to remove them from Brosi. To date, the CSA has been completely ineffective in removing the Brosin Underground.

Languages: Basic



Cracians

The Cracians are a people native to the Craci system. Long before the Galactic Civil War, they domesticated the Cracian thumper as a workbeast. They eventually marketed the animals to the galaxy at large, to whom they became indispensable pack and riding animals.

Race: Cracian (Near Human)

Encounter Frequency: Uncommon (Common in CSA)

Height: 1.5-2.3 meters tall

Features:

Adaptable: Generally speaking the Cracians are nearly indistinguishable from standard humans. Incredibly ingenuous individuals that have been making money for centuries selling their domesticated Cracian Thumpers. Free starting Bargain, Persuasion & Business Skills. (15)

Green Thumb & Beast Masters: All Cracians have an innate ability with plants and animals. They receive a -1DR to their difficulties when dealing with either. (10)

Advantages:

Lesser Life Form Control (5)

Adaptable: Resourceful (5) +1D to Starting Skills /

Advantages

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D

Reproduction: Human

Cultural Detail:

The Craci system has long existed prior to the founding of the CSA. They are largely a farming and domesticating local wildlife sort of people. Having already populated all the planets in their own system and developing the infrastructure on each world they remained rather solitary. They have made it into the Galactic Scene with the export of their Cracian Thumpers as well as foodstuffs. Many of their

festivals celebrating the harvests, and many hunts planned around the native wildlife.

While their technology was, more or less, up to galactic standards they tended to lag behind in military forces. Each planet in their system had barely maintained a dozen Z-95 Mark I snubfighters each for planetary policing and defense. This had proven to be woefully inadequate for decades. Given the galactic turmoil, first the Republic refused to allow them to field more snubfighters and then, with the ascension of the Empire, it remained largely the same.

The system was ripe for the picking by predatory pirates and smugglers. Thus when they were offered a seat at the CSA table, they didn't hesitate and as a result they have become a seat of trade and commerce for food distribution in the sector. The system has thrived ever since. While they still maintain their dozen Z-95 Snubfighters on each world as a planetary constabulary defense, they now have regular CSA patrols and a tandem presence of a dozen IRD snubfighters on each planet that maintain a "ready to launch" status at all times.

Languages: Basic, Craci



Etti

The Etti were a sentient species of near-Humans who were originally native to the Galactic Core. They fled persecution in the Core Worlds and resettled on Etti IV in the future Corporate Sector approximately twenty thousand years prior to the Battle of Yavin. Etti have pale blue skin and delicate frames, typically, with Black hair though some break from the mold form time to time; their general appearance is, generally, very lanky. They are graceful beings.

Race: Etti (Near Human)

Encounter Frequency: Rare (Common in the CSA)

Height: 1.6-2.4 meters tall

Features:

Adaptable: The Etti have proven time and again to be much like their human counterparts. With an astute mind capable of overcoming almost any challenge. Many of the starship designs of the CSA come from the Etti themselves. The Etti have a love of decadence and beauty, especially, after the CSA headquartered on their new home world of Etti IV, it has made them rich. Free starting Art, Persuasion & Appraisal skills. (15)

Wealthy: All Etti begin game play with an additional 5,000 Credits in liquid cash flow. Any gear purchased with it at character creation is done so at "Used" prices for new gear and *actual* used prices (x.75 the Used list price) for Used gear. (Only with this starting 5,000 Credits)

Advantages: *Artistic Ability (5)*

Wealthy: Capital 2 (10)

Adaptable: Resourceful (5) +1D to Starting Skills /

Advantages

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D+2, KNO 4D, MEC 4D, PER 4D, STR 3D,

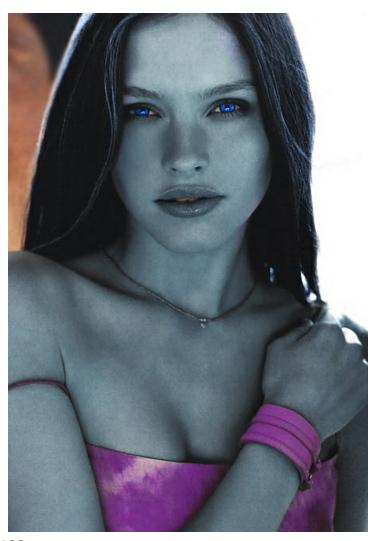
TEC 4D+1

Reproduction: Human

Cultural Detail:

The Etti have long erased any social stigma associated with their exodus from the Core Worlds due to persecution. Unlike the Lorrdians who chafe under remembrance of what it was like to be enslaved. The Etti of the Corporate Sector were welcomed with open arms into the fold. In turn, they welcomed the CSA onto their own home world where they allowed them to establish their capital. Where else could could they have done this? Etti IV is the shining jewel of the Corporate Sector and the Etti wouldn't have it any other way. As a result of their graciousness, the CSA has been very, very gracious in return. Pouring untold wealth into their home world and uplifting the citizenry and economy alike.

Languages: Basic, Etti



Fosh

"My people, Nom Anor, have a proverb about counting glitter flies when all one has is maggots."

—Vergere to Nom Anor

The Fosh are a sentient avian species from an unknown world, hailing from the Corporate Sector. They are bird-like creatures with slim torsos and delicate arms tipped with four-fingered, talon-like hands. Due to the frail nature of their bodies, Fosh tend to shy away from conflict and confrontation. They are, however, agile creatures with a typically avian digitigrades stance and flay-toed feet useful for jumping. These feathers shift color depending on the Fosh's mood: Green indicates inquisitiveness, thoughtfulness or amusement; orange is a sign of happiness; and gray is anger, disgust, irritation or seriousness.

One of the most intriguing aspects of the species is the chemical makeup of its tears. Fosh have lachrymal glands that enable them to alter their tears to produce a variety of pheromone substances that during mating. Fosh can learn to master this ability to produce any number of chemical substances ranging from poisons to healing fluids more powerful than bacta.

Fosh are also known to be able to acquire the abilities of others they are around. Assimilating abilities quickly and in many instances they become advisiors behind the scenes due to their ability to mimic cultures within moments.

Race: Fosh

Encounter Frequency: Extremely Rare

Height: 1.3-1.5 meters tall

Features:

Alchemical Pheromones: The Fosh can produce pheromones (in liquefied form) that can perform one of two functions: Posion or Healing. (30)

Free starting First Aid: *Fosh Pheromones* & Survival Skills. (10)

Fosh Pheromones: Per success level (5 points) on their First Aid: Fosh Pheromones roll they can generate one pip of poison or healing fluid (which can heal almost anything GM discretion). They can generate up to 24 pips of pheromones daily, at a rate of 1 pip per round (Full Round Action).

Advantages:

Subculture & Jargon (10)

Transgenic Polymorphism (20)

Disadvantages:

Glass Jaw (-35)

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 5D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 3D

Reproduction: They lay eggs

Cultural Detail:

The Fosh as a people are very private, preferring to remain unnoticed by the larger galaxy. They commonly speak only on matters of great importance, content to simply listen at other times. The Fosh are, however, adept at political intrigue, and culturally, they are a manipulative species similar to the Bothans, but much more devious, many Fosh are bigots, looking upon other races as inferior, sometimes even as toys for their own amusement. They create plots within plots to achieve either highly complex or at times very simple goals. They speak indirectly to others, rarely revealing their true desires, and are fond of riddles and analogies designed to confuse and confound. The Fosh are a highly self-serving, selfinterested species that is only generous when their actions hide an ulterior motive.

Languages: Basic, Fosh



Hiitian

Hiitians or Hiit are a large avian sentient species native to the moon Hiit, which orbited the gas giant Maal. Families of Hiitians live in clan aeries. They were first contacted by the Trianii Rangers, after which millions of Hiitians left their home world to seek their fortunes in the galaxy at large. The Hiitians traded with the Trianii and the Kobok of Kobothi Space, but their relations with the Corporate Sector were characterized by wary hostility after the Sector annexed Hiit in 5 BBY.

Race: Hiitian

Encounter Frequency: Uncommon

Height: 2-3 meters tall

Features:

Perceptive: Hiitian's evolved from large birds, however they retained quite a bit of their innate senses, all possessing better than standard auditory and visual acuity. Free starting Search: Tracking, Skill Slot + Punching Bag/Tank AP. (15)

Big Sneaky Bastards: All Hiitians, regardless of their size and mass have managed to hang onto some incredibly deft movements of their aerial origins, they step more lightly than one would imagine (reflected in Advantages: Silence).

Advantages:

Good Hearing (5) Good Vision (10) Silence (5)

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 5D, KNO 3D, MEC 4D, PER 4D, STR 5D, TEC 3D

Reproduction: Human like

Cultural Detail:

Those that remain on Hiit are still largely clan based, living out their lives in relative peace. The annexation of their home world has caused a stir in their relatively peaceful lifestyle, however, and their society has shifted from relative peace to a world of some level of

hostility toward their new masters, the CSA. While some find employment in the CSA, which is a rarity, most of the populace grinds under the CSA thumb. Gradually, they are accepting some level of the presence of the CSA with decreasing hostility as the years progress. The CSA has taken great strides toward actually incorporating the Hiitians likely because they would be incredibly useful in many heavy duty situations where other races just couldn't cut the manual labor or the tolls on their physique.

There remains an active movement of hostile Hiitians vs the CSA. This hostility is not one of open warfare, it's one of theft and espionage, the goal of which is to accelerate their own species' development to eventually rid Hiit of the invaders. Little do they know the high clan council knows of their existence and is actively "using them" to further their growth as a species (in a very Corporate Sector mindset to be certain). The high council has sent envoys to the CSA proper on Etti to gain trust and broker a better "peace" toward advancing their own ends.



Lorrdians

The Lorrdians, a Human culture from the planet Lorrd in the Kanz Sector, are genetically identical to baseline Humans. However, because their unique culture and history set them apart from other Humans, they are sometimes classified as Near-Humans.

Race: Lorrdian (Near Human)

Encounter Frequency: Uncommon (Rare in CSA)

Height: 1.4-2 meters tall

Features:

Kinetic Communication: Lorrdians can communicate with one another by means of a language of subtle facial expressions, muscle ticks and body gestures. In game terms, this means that two Lorrdians who can see one another can surreptitiously communicate in total silence. This is a special ability because the language is so complex that only an individual raised fully in the Lorrdian culture can learn the subtleties of the language (it's undetectable to non Lorrdians). (5)

Free Persuasion/Acting Skill (5)

Advantages:

Natural Mimic: Ventriloquism Advantage (5)

Read Body Language: Empath Advantage (5)

Resourceful (5) +1D to Starting Skills / Advantages

Enhanced Attribute: Perception - Adds +1D to max Cap in addition to a free Attribute D. (15)

Disadvantages:

Moral Qualms: Sympathy for the Enslaved, will not willingly work for anyone in the possession of slaves or enslavement. (-5)

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 4D, MEC 4D, PER 3D, STR 4D, TEC

4D

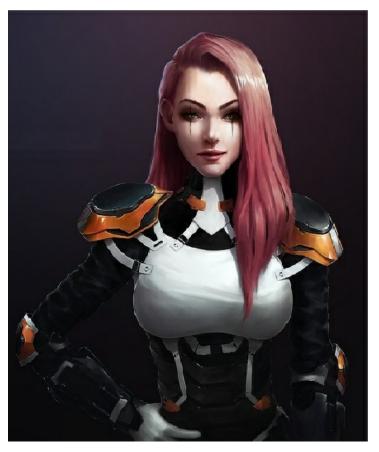
Reproduction: Human

Cultural Detail:

During the Kanz Disorders, the Lorrdians were enslaved by the Argazdan Myrialites who forbade them from speaking on pain of death. As a consequence, the Lorrdians were forced to develop a system of subtle gestures, facial expressions, and body postures to talk to each other. Beginning as a simple battle tongue used to co-ordinate guerrilla groups, this eventually became a sophisticated language known as "kinetic communication." This nonverbal form of communication would still be in use millennia later, during the Galactic Civil War.

They also learned how to interpret the body language of others to determine their emotional state and intentions with uncanny accuracy. By the Imperial era, Lorrdians also became among the galaxy's best mimics, able to imitate a wide variety of mannerisms and voices (even those of many non-Humans). Due to their experience as slaves under the Argazdan Redoubt, many were outspoken anti-slavery critics and activists who tried to ensure that the galaxy's populace did not forget the lessons of the Kanz Disorders.

Languages: Basic



Kamarians

Kamar is a harsh world beyond the borders of the Corporate Sector. The Kamarians are a largely nocturnal species known to inhabit most regions of Kamar. There are many Kamarian races, distinguished by carapace color, size, subtle changes in physical structure, and naturally, language and culture. Kamarians are insectoid, with a spherical head and a segmented body structure. They have large, multi-faceted eyes. Their bodies are covered with an exoskeleton of hardened, interconnected plates. They have two upper pairs of limbs with fully articulated digits. They have a pair of legs and a segmented, prehensile tail. They walk on their legs, dragging their tail for balance.

Race: Kamarian

Encounter Frequency: Ultra Rare

Height: 1.1-1.7 meters tall

Features:

Kamarians receive the Survival: Desert, Arid Skill Slots & Receive a +2D bonus to base Survival, and a +1D in their Desert & Arid Specializations as well. (25)

High Temperature Resistance: Kamarians can endure hot, arid climates. They suffer no ill effects from high temperatures (until they reach 85° Celsius). -1DR to resist heat effects & reduce energy damage by one level against them. (15)

High Endurance: Kamarians can go for weeks without water: easily surviving until they have gone 25 days without water. After 25 days, they need to make an Easy stamina roll to avoid dehydration; they must roll once for every additional four days, increasing the difficulty one level until they get water. -1DR to all other Endurance tests. (10)

Advantages:

None

Disadvantages:

Isolated Culture: Kamarians have little to no access to the greater galaxy, and can take no skills from the greater galaxy until 15 game sessions have passed: Skills are limited to Nuclear Tech level or below (GM discretion). (-15)

Move: 10/14 (35 Total Points) Attribute Maximums:

DEX 4D, KNO 3D, MEC 4D+2, PER 4D, STR 4D+2, TEC 3D+2

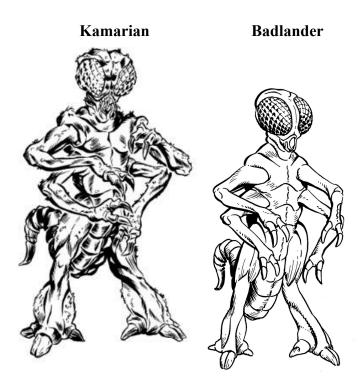
Reproduction: Gestation in birth sacks

Cultural Detail:

Kamarians are territorial people, known for conflict. They often live in small groups called tk'skqua. The most numerous Kamarian tk'squas live in mountain cave structures. They have a feudal society with "primitive technology": they are on the verge of developing "clean fusion" and have nuclear capable weapons.

Of special note are the Badlanders: a distinct culture that survives in the brutal deserts of Kamar. The Badlanders are typically a few centimeters shorter than their mountain dwelling cousins. Their coloring is also different, featuring light browns and tans to blend in with the desert terrain of the Badlands. Unlike their more advanced cousins in their mountain castles and towers, the Badlanders have a low technology level, relying on spears and simple mechanical devices. The Badlanders are nomadic, traveling in small groups and surviving on the few plants and animals of the region. They are considerably more superstitious than other Kamarians and have a fanatic reverence for water.

Clan Rivalries: Kamar's various tk'squas often engage in feuds and warfare.



Lafrarians

Lafrarians are a humanoid species descended from avian's. While their appearance appears quite similar to Humanity's, their biology is quite distinct. Lafrarians are characterized by thin builds, vestigial soaring membranes and sharp features. Their entire nose, mouth and cheek area is made of thick cartilage. They have slightly elongated skulls with pointed ears and their bodies are covered with smooth skin.

Race: Lafrarians

Encounter Frequency: Uncommon

Height: 1.4-2 meters tall

Features:

Enhanced Vision: Lafrarians evolved from aerial predators. They add +2D to all Perception or Search rolls involving vision and can make all long range attacks as if they were medium range. (15) Free starting Search Skill Slot. (5)

Flightless Birds: Lafrarians lost the ability to fly long before they developed intelligence, but to this day are obsessed with flight. They make incredible pilots: -1DR to all piloting tests (any skill from Rocket Packs to Starships, including Zero G Operations). (15)

Advantages:

None

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 4D, MEC 5D, PER 4D, STR 3D, TEC 4D

Reproduction: Human like

Cultural Detail:

Lafrarians are fond of elaborate adornments, including dyeing their skin different colors, and wearing a variety of rings and pierced jewelry on their ears, noses, mouths, cheeks, fingers and other areas of thick cartilage. Lafrarians normally have small growths of feathers on the head. In recent years, many Lafrarians have taken to using "thickening agents" to make their feathers appear similar to hair. Lafrarian skin tends to

be gray, although some have very dark or very light skin.

Lafra, their homeworld, is a world with a variety of terrains. Long ago, Lafrarians lost the ability for flight, but once they developed the technology for motorized flight, they found they had an amazing aptitude for it. Most beings on Lafra own personal flying speeders or more primitive craft; land or water transport is very rarely used. Lafrarians build their settlements in the tops of trees, high on mountain sides and in other areas that are nearly inaccessible for non-flying creatures.



Lurrians

Lurrians are short, furred humanoids native to the frigid world of Lur. Seemingly of simple herbivore stock, Lurrians evolved by banding together into extended family units. By grouping together they could defend themselves from the many dangerous predators of their world. Eventually, true intelligence developed. While their world lacks readily accessible resources like metals or wood, Lur had an abundance of life forms, both animal and plant. They learned to domesticate certain creatures. The Lurrians began by taming creatures for food, then transportation, then construction. Eventually, they learned that selective breeding could bring about desirable traits. In time, the Lurrians discovered many natural herbs, roots and compounds that, when administered to females ready to breed, could bring about dramatic changes in the genetic code of offspring.

Race: Lurrian

Encounter Frequency: Ultra Rare

Height: 0.6-1.1 meters tall

Features:

Adaptable: Lurrians make the most of what they have and receive the full Resourceful bonus.

Due to their experience with Genetic Engineering they receive the Engineering: *Genetic* Specialization Slot (1D bonus). (5)

Advantages:

Gifted Medicine (20) Expert 2 (4 Skills); (10)

Resourceful +4D to starting Skills/Advantages (20)

Enhanced Attribute: Knowledge* (15)

Disadvantages:

Must select Scholar: *Genetics (CS)* and place 1 Expert Skill into it at character creation.

Imperial record: This race is actively tracked and catalogued.

Enslaved 3: Many Lurrians have been enslaved in recent years. Because of this, the Lurrians are fearful of Humans and other aliens. It deviates from the definition of the Disadvantage in that it's not a guarantee and they are free on their own home world, while they will be actively hunted off world for their expertise or possible abducted from their world for it. (-15) (GM Discretion on enforcement; they should be hunted if discovered by the Empire or Slavers)

Move: 8/10 (-15)

(35 Total Points)

Attribute Maximums:

DEX 4D+1, KNO 5D*, MEC 4D, PER 4D+1, STR 2D+2, TEC 4D+2

Reproduction: Human

Cultural Detail:

The Lurrians have a very advanced culture based on their knowledge of genetic manipulation. While they lack technological tools, many of their newly developed life forms perform the functions of these tools. Swarms of asgnats burrow subterranean cities in the glaciers; herds of grebnars provide meat; noa hounds guard the cities. The Lurrians have bred creatures whose sole purpose is to cultivate genetic code altering plants and herbs or to consume the wastes of their culture.

Over the millennia, the Lurrians have developed a peaceful society. These diminutive beings live long and enjoyable lives filled with recreation and merriment. They are social beings and live in cities of a few thousand each. Family ties are extremely strong and violence among citizens or individuals is rare. The Lurrians have a fierce love of their home world and few willingly leave it.

While genetic manipulation is strictly controlled due to the atrocities of the Clone Wars, there are still those who seek genetics experts. The Empire has quarantined the world due to the Lurrians' abilities, but little effort is made to enforce the quarantine. Some resort to enslaving the Lurrians to acquire their services.



Pho Ph'eahians

Some species tend to fade into a crowd. Not the Pho Ph'eahians. With four arms and bright, blue fur they tend to stand out even in the most bizarre cantina. While few of them travel the galaxy, they tend to get noticed. Pho Ph'eahians take the attention in stride and are well known for their senses of humor. In the midst of revelry, some Pho Ph'eahians will take advantage of their unusual anatomy to arm-wrestle two opponents at once.

Race: Pho Ph'eahian Encounter Frequency: Rare Height: 1.3-2 meters tall

Features:

Quad Ambidexterity: Four Arms: Pho Ph'eahians have four arms. They can perform two actions per round with no penalty; a third action in a round receives a -1D penalty, a fourth action a -2D penalty and so forth. (20) They tend to be rather resourceful and adaptable beings.

Advantages: *Ambidexterity (5)*

Resourceful (10) +2D to starting Skills/Advantages

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D

Reproduction: Human like

Cultural Detail:

Pho Ph'eahians are from the world of Pho Ph'eah, a standard gravity planet with a diversity of terrains. The Pho Ph'eahians are evolved from mountain dwelling hunter stock, their four upper limbs perfectly suited for climbing. Their world receives little light as it orbits far from its star, but is warmed by very active geothermal forces. They developed nuclear fission and limited in-system space flight on their own; when they were contacted by the Republic thousands of years ago, they quickly accepted its more advanced technologies. Pho Ph'eahians have a natural interest

in technology, and are often employed as mechanics and engineers, although, like many other species, they find employment in a wide range of fields (the assistant manager on Bonadan being just one such individual).

Languages: Basic, Pho Ph'eahian



Rakririans

Rakririans are many segmented aliens with tubular bodies, five sets of limbs and a pair of incessantly moving eyestalks.

Race: Rakririan

Encounter Frequency: Uncommon

Height: 1.8-3.6 meters long

Features:

Adaptive: Like many species that are sentient in the galaxy, the Rakririans are no less ingenious or cunning than Humans are.

Business Astute: Rakririans are all savvy business beings. They receive a -1DR to all Business & Bureaucracy tests. (20)

Advantages:

Resourceful (20) +4D to starting Skills/Advantages

Wealthy: Capital 2 (10)

Move: 8/10 (-15)

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 5D, MEC 3D, PER 4D+2, STR 3D+2, TEC 3D+2

Reproduction: No one wants to know...

Cultural Detail:

Rakririans have a highly developed sense of culture and refinement and bring new meaning to the words "meticulous" and "finicky."

Few of them leave their home world because there are virtually no other locations in the galaxy refined enough for Rakririans. Those who have left their world, like Sabodor, tend to be fabulously wealthy or work in the service industries serving the wealthy.



Sljee

Sljee are low, slab-shaped, multi-tentacled aliens from the planet Sljee. While vision is the prime sense of Humans and many other Humanoid species, the Sljee rely on their sense of smell; they have several antennae called olfactory stalks.

Race: Sljee

Encounter Frequency: Uncommon, group units Height: 1.4-2 meters long, 1 meter tall when upraised

Features:

Adaptive: They absolutely must be, because they are blind as a species.

Acute Sense of Smell: Sljee have an incredibly fine tuned sense of smell. They receive a -2DR to all tests involving particular scents. (10) (Perception, Search)

Septet Ambidextrous Tentacles: Consider them to be ambidextrous for all seven limbs. They can perform seven actions simultaneously with no multiple action penalty if those actions involve their limbs alone (though walking will be considered a multiple action in those circumstances and all actions will be at -1D, though a Sljee remaining stationary will suffer no such penalty). (35)

Advantages:

Resourceful (25) +5D to starting Skills/Advantages

Good Hearing (5) -1DR to Auditory based tests

Ambidexterity (5)

Toughness 1 (5)

Concentration (5); Applies to all Limbs if it's a coordinated action that can utilize all of them!

Disadvantages:

Blindness: The Sljee are blind, instead relying on scent. In certain circumstances, they can sense prey from great distances, but once off their homeworld, the bewildering scents confuse them. Sljee are at -2D to all Perception skills when they encounter a specific alien for the first time, as well as any skills involving sight over a long distance. After five encounters, an Easy Perception roll means the Sljee has learned enough to only be at a -1D penalty when meeting new members of this species. It takes a Moderate

Perception roll to learn an alien's smell enough to eliminate the penalty. (-25) As per the disadvantage for most ranged encounters and details that require sight.

Move: 7/10 (-25)

(35 Total Points)

Attribute Maximums:

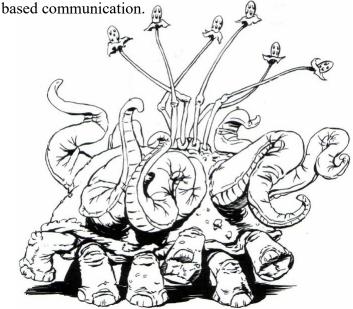
DEX 2D+1, KNO 4D, MEC 4D, PER 4D+2, STR 5D, TEC 4D

Reproduction: No one wants to know... ever...

Cultural Detail:

Sljee are attentive and curious aliens, often bewildered by the strange smells to be found off their home world. As a communal species, they often live in groups when away from their home-world. Sljee have had a great deal of trouble integrating into galactic society since they cannot distinguish different beings they even have trouble distinguishing different species.

Their olfactory stalks are geared to a very specific range of scents, focusing around identifying other Sljee and food sources from their world. The unfamiliar scents of strange planets and beings they are totally alien to them are overwhelming for them. Their home world is one where species live by scent: being able to track other creatures is the key to successful hunting and being able to disguise one's scent is the key to survival. Sljee have developed a number of technologies, including naturally, scent-



Trianii

Trianii have inadvertently become a major thorn in the side of the Corporate Sector Authority. The Trianii evolved from feline ancestors, with semi-prehensile tails and sleek fur. They have a wide range of coloration. They have excellent balance.

Race: Trianii

Encounter Frequency: Uncommon

Height: 1.5-2.2 meters tall

Features:

Natural Acrobats: The Trianii receive the Acrobatics

AS at creation (10).

Prehensile Tail: Trianii have limited use of their tails. They have enough control to move light objects (under three kilograms), but the control is not fine enough to move heavier objects or perform fine manipulation (no Gunplay). (Freebie)

Cat Balance: +1D to all actions involving climbing,

Cat Balance: +1D to all actions involving climbing, jumping, acrobatics or other actions requiring balance. (10)

Claws: Add +1D to unarmed damage. (5)
Dexterous: At the time of character creation, Trianii
get +2D bonus skill dice to 2 skills, under Dexterity.
(As per the Expert Advantage) (5)

Advantages:

Hyper Movement 1 (5)

Move: 13/15

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 3D+2, MEC 3D, PER 4D, STR 4D+2, TEC 4D+2

Reproduction: Human like

Cultural Detail:

Their society is run by tribunals of females called yu'nar. Much of their female-dominated society is organized around their religious ways. Dance, art, music, literature, even industry and commerce, revolve around their religious beliefs. In the past, they had numerous competing religions, ranging from fertility cults to large hierarchical orthodoxies. These diverse religions peaceably agreed upon a specific moral code of conduct and beliefs, building a religious coalition that has lasted for thousands of years.

Most Trianii are active in the traditional faith of their family and religious figures are held in great regard. Tuunac, current prefect of the largest Trianii church, has visited several non-Trianii worlds to spread their message of peace.

Trianii are fiercely independent and self-reliant. Never content with what they have, Trianii are driven to explore. They have established colonies in no less than six systems, including Pypin and Fibuli. Trianii colonies are completely independent civilizations, founded by people seeking a different way of life. The Trianii controlled their space in peace. Then, the Corporate Sector Authority expanded toward Trianii space. By most reckoning, with tens of thousands of systems to be exploited, the Authority need never have come into conflict with the Trianii. Such thinking ignores greed, the principle upon which the Authority was founded. With these worlds already explored and studied, there was the opportunity to use the colonists' work for the Authority's benefit. The Authority tried to force the Trianii to leave, but the colonists fought back. Eventually, the famed Trianii Rangers, the independent space force of the Trianii people, interceded. Their efforts have slowed the predations of the Authority, but the conflicts have continued. The Authority recently annexed Fibuli, possibly triggering war between the Trianii and the Authority. The Empire has remained apart from this conflict.

Tynnans

These water-loving aliens have long been integrated into galactic civilization. Tynnans are short, furry mammals who spend nearly as much time in the frigid waters of their planet as they do on land. A thick level of blubber insulates them from temperature shock and gives them an innocuous, chubby appearance that belies their fierce intelligence. They have poor eyesight, but good strength and remarkable stamina. As aquatic mammals, they can hold their breath for extended periods.

Race: Tynnan

Encounter Frequency: Uncommon

Height: 1.1-1.5 meters tall

Features:

Low Temperature Resistance: Tynnans are native to near-frigid waters and suffer no penalties while in extreme cold (temperatures equal to or above -500 Celsius). -1DR to survival involving cold and reduce damage caused by cold by one level (10). Swimming: Tynnans are excellent swimmers and can hold their breath for as many minutes as their Endurance die code. (5)

Advantages:

Extreme Wealth: Most Tynnans are supported by their government and spend their time in recreational pursuits. Capital 5 (25)

Enhanced Attribute: Perception (15)*

Disadvantages: *Poor Vision (-5)*

Move: 6/9 (-35); 11/14 Swimming (20)

(35 Total Points)

Attribute Maximums:

DEX 3D+2, KNO 4D+1, MEC 4D, PER 5D*, STR 4D+2, TEC 3D+1

Reproduction: Human like

Cultural Detail:

Tynnans are blessed with a world rich in natural and mineral resources. The Tynnans have been made wealthy by the development of their world, made possible with the aid of conglomerates in the Old Republic. The Tynnan government reinvested the profits from its refineries and processing plants. As a result, Tynna has, being for being, one of the wealthiest populations in the galaxy.

The entire species is supported by an extensive staterun society. Nearly all amenities, including housing, food, education, and entertainment, are free of charge. Of course, many Tynnans prefer to earn their living standards, and many devote themselves to the arts and sciences. Some live happy lives of leisure and exploration. Tourism is one of their major pastimes, and Tynnans can be found throughout the galaxy on tours, trips, and expeditions.

Many assume that the Tynnans' love of play makes them weak-willed, shortsighted and lazy. Nothing could be further from the truth. Tynnans will plan most things down to the most minute detail. The Tynnans have an equal and enlightened society. Great efforts are made to allow individuals to pursue their own objectives without infringing on the rights of others; Tynnans are instructed to take responsibility for their own actions and have worked to create a safe, fair world. All Tynnan citizens are recognized as equals before the law.

Tynnans are an extremely pragmatic people, not given to religion or mythology. For millennia, their society has had a novel way of governing: lottery. Those selected serve in a governing legislature; once they have served a one year term, they may not serve again for six years. Because any given Tynnan may be called upon to lead her or his people, citizens take it upon themselves to be informed and knowledgeable about politics. This system fosters a strong sense of social duty.





Creatures of the Corporate Sector



Creatures

Countless creatures walk, slither, swim, tunnel and fly across, through and under the surfaces of the innumerable planets of the galaxy. What follows below are some of the more notable creatures that were prominently featured in Han Solo's adventures in the Corporate Sector.

Ball Creatures of Duroon



Quite possibly, the most [expletive deleted][expletive deleted] things I've ever seen in a source book....

One of the more unusual of Duroon's lifeforms, this simple herbivore has become a popular pet in the Corporate Sector. The "ball creatures," as they are commonly known, are nocturnal animals known to migrate in herds, although sometimes individuals are found feeding by themselves. While the creatures are native to Duroon, they have been brought to many other worlds by traders and merchants. On planets where they have gotten into the wilderness, visitors have reported seeing herds of the creatures bouncing, rolling and springing across the planet's surface during one of their periodic migrations. These migrations have earned the creatures the nickname "Balls!"

The creatures appear to be smooth spheres. Coloration varies widely, from green, to blue, to yellow, to even fluorescent colors. Apparently this odd coloration is part of a survival mechanism. Ball creatures typically live in large herds and they reproduce very quickly. When predators attack, they will typically focus on the most brightly colored ball creatures, while the rest of the herd bounces away to safety. While the individual animal dies, its death allows the continuation of the species.

Ball creatures are timid. They will flee at the sight of unknown creatures or known predators some of the more intelligent predators of Duroon have been known to stampede the rather stupid creatures off cliffs and mountain sides. The creatures have an extremely flexible body structure, and can form new limbs in a matter of moments. The creatures also use this unusual structure to propel themselves with their famous bounce.

The ball creature has recently attained celebrity as a mascot for the Bonadan Bouncebeasts gravball team.

Type: Timid herbivore DEXTERITY 2D+1 PERCEPTION 2D STRENGTH 1D+2

Danger sense: The ball creature is famed for its ability to detect danger. Ball creatures are sometimes used as guard animals for Duroon's insurgent tribes.

Pseudopod skin: The ball creature doesn't have limbs or sensory organs. Instead, its muscles allow it to form and extrude limbs as needed (a ball creature's skin is extremely flexible). The creatures can also extrude some specialized organs, such as mouths and eyestalks.

Attack: Bouncebeasts never intentionally attack. However, in the event that someone is inadvertently hit by a bouncebeast, the creatures cause STR+1D damage due to the force of their springing action.

Move: 5 (bounce), 2 (rolling) Size: 0.3-0.5 meters diameter

Bloodsniffers

Nearly as ferocious as howlrunners. bloodsniffers are vicious predators native to the deserts of Kamar. Because its metabolism consumes potassium at an enormous rate, a bloodsniffer must consume its weight in fresh blood



every two days. Bloodsniffers do not drink water or eat because the blood of their prey provides all vital nutrients. Needless to say, the creatures can only survive where prey is plentiful.

Bloodsniffers are short, well-muscled animals, ranging from one to nearly two meters long. They have a tongue with a sharpened, horny spur to draw blood from their victims. The animals live in small packs (normally three to eight adults plus pups) and are extremely territorial. They are known to prefer mountains, but can survive anywhere they can find enough prey.

Type: Predator **DEXTERITY 3D**

Unarmed Combat 5D: Inherent Attacks 6D

PERCEPTION 2D STRENGTH 3D Special Abilities:

Blood Drain: Bloodsniffers survive only on the blood of their victims. They must consume their own weight in blood every two days to survive.

Claws: STR+2 damage.

Thorny Spur: Bloodsniffers attack by tackling or clawing their victim, then attaching the tongue's spur to the victim. The spur does STR+1D damage, and if a wound or better result is scored, the bloodsniffer has hit a major vein or artery (Difficult first aid total or Moderate first aid total with a medpac to stop the victim from bleeding to death).

Move: 16

Size: 1-2.1 meters long

Dinkos



Among the most unpleasant creatures in the galaxy, dinkos are tiny scavengers from Proxima Dibal. They are practically hatched in a state of perpetual rage. They are long, thin animals, with powerful rear legs, twin pairs of grasping extremities on their chests and long fangs.

Aside from their incredible temper, dinkos are known for the incredibly vile smell they produce. Unlike some animals. The dinko's scent is not a defensive measure but a tool of mating dominance. The creatures will attack anything that moves (they do not "see" in the way that Humans do, they only see movement).

Type: Scavenger **DEXTERITY 3D+1**

Unarmed Combat 4D+1: Inherent Attacks 5D+1

PERCEPTION 2D+1 STRENGTH 1D+2 Special Abilities:

Stink: The dinko's scent glands secrete a substance that is horribly offensive to most beings. The smell is repulsive and may take weeks to eliminate (even after repeated molecular cleanings).

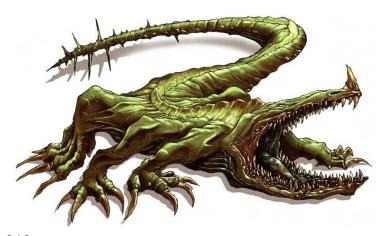
Bite: Does Strength damage and injects toxin. Toxin has a damage value of 3D *Static*; victim must make opposed Strength or stamina roll. If failed, the victim is overcome with nausea.

Move: 6

Size: 0.1 meters long

Dravian Hounds

Dravian hounds, or nashtahs, are the only animals from Dra III that have ever been domesticated. The six-legged predators are native to Dra III's mountains, and they have diamond hard claws and teeth for



digging prey out of basalt formations. The creatures have three sets of jagged, sharp teeth, as well as a long barbed tail. Coloring ranges from green to dark brown.

In the wild, nashtahs usually attack in packs, and can outsmart larger, faster and more vicious creatures. Since the first successful alpha team (that is to say, the first team to get off Dra III alive) managed to kill some of these voracious beasts, nashtahs have been the most thoroughly studied of Dra III's lifeforms. The animals are tireless and eager to kill. Some prominent crimelords and gangsters use nashtahs as guard beasts, even though they are as likely to attack their owners as defend them.

Type: Domesticated predators

DEXTERITY 2D+2

Unarmed Combat 5D+2: Innate Attacks 7D

PERCEPTION 2D+2

Search: *Tracking Venom* 7D

STRENGTH 4D+1 Endurance 10D+2

Special Abilities:

Armor: +1D (P&E) Claws: STR+2D damage *Teeth:* STR+1D+2 damage

Barbed Tail: Tail swipe does STR+1D damage and

marks the prey with tracking venom.

Tracking Venom: Once a nashtah has marked its prey with tailbarb venom or its saliva, it can track the victim unerringly for one month.

Move: 15

Size: 1.1 meters tall at shoulder, 1.5 meters long

Howlrunners

Howlrunners are among the most dangerous animals native to Kamar. They have a canine appearance, but their heads have an unnerving resemblance to a Human skull. They get their name from the terrifying howling sound they make while tracking down prey.

Howlrunners are pack animals and work cooperatively to track down and kill larger herd creatures. They live in virtually any terrain and are known to migrate long distances in search of food. When hunting, they prefer

to lie among the scrub plants of the mountains, ambushing likely prey when possible. Howlrunners aren't very fast, but will tirelessly follow wounded prey until it collapses.

The Incom Corporation (under its new Imperial friendly management) was so inspired by tales of this vicious beast they named their new prototype snubfighter after it.

Type: Pack Hunter **DEXTERITY 2D+1** Unarmed Combat 4D PERCEPTION 1D+1 Search 4D: Tracking 5D STRENGTH 3D

Special Abilities:

Bite: STR+1D damage

Claws: STR+1 Move: 11

Size: 1.1 meters long



Cracian Thumper

The Cracian Thumper gets its name not from the sound it makes as it runs, but rather the sound it should make. These remarkably agile beasts run with an extremely light touch upon the earth, making hardly a sound. They should 'thump' when they run, but they don't.

The Cracian Thumper is an extremely loyal and obedient animal, with an intelligence equal to most domestic pets. They can be taught to follow verbal or touch commands; they can often distinguish between 'friends' and 'enemies' particularly when the enemy wears a hard plastic shell. And they can also be taught to attack upon command.

The Thumper is a nasty beast in a fight. It has sharp fore claws and a powerful whipping tail which is capable of removing the head from an Imperial Storm Trooper with ease. Their hind legs are also clawed, and they can lash out backwards while at a full run.

The Thumper is found on each of the five planets of the Craci system, which is located just within the boundaries of the Corporate Sector. They have been domesticated for years; there are millions of them on human-populated planets across the galaxy.

Type: Domesticated Mounts

DEXTERITY 3D
Unarmed Combat 5D
PERCEPTION 3D+2
Search 4D, Sneak 4D+2
STRENGTH 3D

Athletics 5D+2, Endurance 5D

Special Abilities:

Claws:STR+1D+1 damage

Tail: STR+2D+2 damage

Silent movement: Thumpers can move very silently, adding 1D+2 to sneak attempts if they move no more than 24 meters in a round.

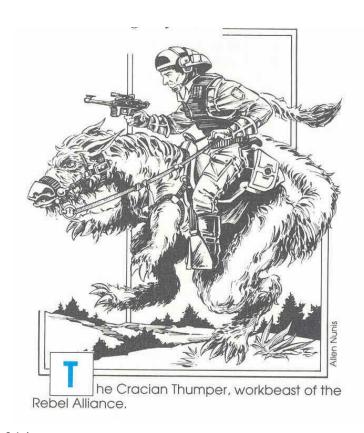
Pack Mule: They can carry up to 100 kilos of cargo, or a rider and up to 50 kilos.

Move: 12

Size: Adults stand 1 to 1.8 meters at the shoulder.

Using Thumpers in the Game: Players characters may find Thumpers used as mounts on many of the systems neighboring (and in) the Corporate Sector.



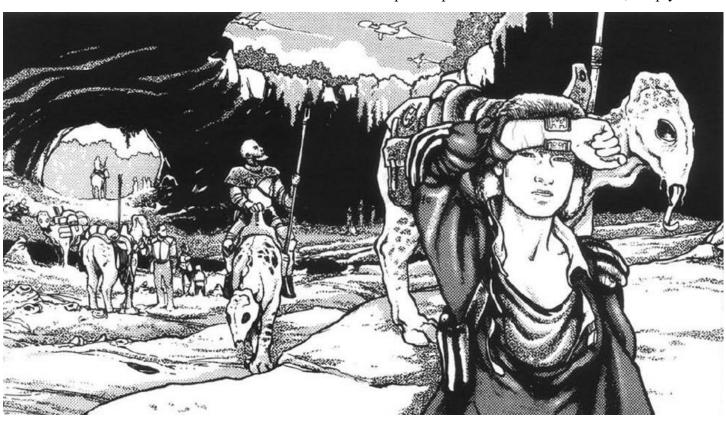


Staplarints

The staplarint is an arboreal omnivore. Staplarints were introduced to the planet Brosi by Republic Military settlers. Once repulsorlift technology began to receive widespread use, the staplarints' usefulness ended. Many staplarints escaped and became wild. In the time of the Galactic Empire, they had spent centuries in the wilds of Brosi. Though some in the society still domesticated and used the creature as they were originally intended to be utilized, though

Hard to Track: Staplarint's move surprisingly softly in any mode of travel, while they do not have any actual skill in stealth, they don't leave footprints if moving twice their base move or less (30m/Round or less) +3DR to track; +1DR if they are moving "All Out" (4 times base move: 60m/round).

No scent: It's not actually that they don't leave a scent, they do, however, their natural pheromones neutralize odors (it's never been artificially replicated away from the beasts). It was not uncommon for inn keepers to park one inside an out house, simply



somewhat rare. Around 2 ABY, the Brosin Underground managed to tame a few staplarints and used them as mounts. The creatures are unique in the sense that they do not leave a tracking "signature" or scent.

Type: Domesticated Mounts

DEXTERITY 3D+2
Unarmed Combat 4D
PERCEPTION 2D
Search 3D: Plant Life 4D
STRENGTH 3D

Athletics 4D, Endurance 4D

Special Abilities: *Feet:*STR+2 damage

Pack Mule: They can carry up to 150 kilos of cargo, or a rider and up to 75 kilos.

keeping it complacent by installing fresh bushes for it to eat! This made for some rather pleasant "relief" sessions unburdened by the foulness that typically surrounded such places.

The beast will actively mask their own, as well as, the rider's scent and anyone within 1.5 meters of the creature. This was clearly a defense mechanism in it's native habitat. *Tracking by Scent is completely nullified (automatic, epic, failure)*.

Move: 15

Size: Adults stand 1.2 to 1.6 meters at the shoulder.

Noa Hound



Noa Hounds are guard-animals created by Lurrian bioengineers.

Type: Bio-Genetically Engineered Guard Creature

DEXTERITY 4D+2

Unarmed Combat 8D: Inherent Attacks 10D

PERCEPTION 4D+2 Search 8D: *Tracking* 10D STRENGTH 4D+2

Special Abilities:

Bite: STR+2D damage Claws: STR+2D damage

Move: 18

Size: 1.6 meters long, 1.3 meters tall

Grebnars



Grebnars are edible herd animals created by Lurrian bioengineers.

Type: Bio-Genetically Engineered Herd Beast

DEXTERITY 2D PERCEPTION 1D STRENGTH 3D

Special Abilities:

Food for the Lurrians: *These creatures tell their masters "Eat me, please" in soothing voices...*

Move: 6

Size: 1.6 meters long, 1.6 meters tall

Asgnats



(The Sock Puppet is priceless)

Asgnats were fossorial animals created by Lurrian bioengineers to create subterranean cities in the glaciers of Lur.

Type: Bio-Genetically Engineered Mining Beast

DEXTERITY 3D PERCEPTION 2D STRENGTH 6D

Special Abilities:

Tunneling: Can contort it's body as it's director wills it to craft any kind of tunnel to exacting specifications and it's tunnels have uncanny structural stability. Consider all tunnels to be two scales higher than the creature's own scale (Transport Scale). Tunnels can be further reinforced by altering the direction of the creature for another pass (Corvette Scale).

Harvested Minerals: Any minerals the creature "eats" are passed through it's digestive system and cleaned to a pristine raw form, and then left behind in the creatures wake as they pass through it.

Scale: Walker Scale Creature

Move: 10

Size: 16 meters long, 6 meter radius

new Life Awaits

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LEAVE THE SECTOR.