

TIONESE

UNITY



SOURCE

BOOK

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BY:

LegendaryExGamer



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STAR WARS

CHINESE UNITY: SOURCE BOOK GAMING SUPPLEMENT FOR STAR WARS 3RD EDITION

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Notes from the Author: Completing a Mission: The Tion Hegemony is another setting in the Star Wars universe that peaked my interest. When I was looking into re-writing the Han Solo and the Corporate sector source book I discovered that the third part of the Han Solo adventures was never brought to the D6 System. It was supposed to be ported, however, WEG ran out of time and the company folded.

I'm endeavoring to bring the Tion Cluster to you in the same sort of style that I presented the Corporate Sector Source book, as a stand alone, raw statistics book with some extensive detail on the sector itself and an attempt to interconnect some of the factions presented in the material. *I will be taking some liberties with the area to generate new ships, vehicles, locations and equipment just as I did with the Trianii in the Corp Sec book, seeing as they had the ability to hold off the entirety of the Corporate Sector's military for 3 years, I buffed them with additional ships and vehicles.*

Here I will be adding everything from throwback technologies of the Xim Era, all the way up until a "modern" Era like Rise of the Empire in the time line. Xim's ships and technologies may not seem to hold much value to some, however, I've always been fascinated with that somewhat obscurely referred to time line. I have already created statistics for the Xim war Droids in the core 3rd Edition Star Wars book, I will be porting those as well as creating era weaponry and items like Xim's Molecularly Bonded Armor. For anyone that thinks his archaic armor is junk... running around in Snubfighter grade armor plate that doesn't hold you back is nothing to scoff at. Equipment that powerful in an era 25,000+ years prior to the creation of the Corporate Sector is quite impressive.

The Tion Cluster is typically referred to as an area of space where it was once at the height of technology and has fallen from grace and faded back into the fabric of the galactic whole. I have never really seen the area as a dead one, containing something like 12,000 stars according to source material (some sources say hundreds of thousands). I believe that a lot of the original content was never fully fleshed out (much like there being almost no detail about planets in the Corporate Sector). I aim to do just that, by providing area detail so that GM's will have yet one more setting that they can run their games in or pull the Tion Hegemony into their existing games as a

faction or story element because there is some form of contiguous information source available.

I'm likely going to re-write the background of the area to some degree our another. I cannot see that this area, pivotal in early Expanded Universe history, could remain dormant for so long as an area that never fully matured or evolved. Having expanded very little in 25,000+ years. That's just like many of the WEG source books of the time, leaving huge story holes by only filling in the limited information that pertained to one main story character or a handful of other small adventure mentions from multiple, fragmented, sources.

Glossary of new terminology:

Agri-world: Simply refers to what it sounds like. An Agriculturally focused planet. Your “Bread Basket” kind of world that provides food as the primary export.

Barrier Technology: An incredibly early form of “shields” discovered in Xim’s vault on Dallalt. Effectively only protecting from one type of attack from. In this case, Kinetic attacks. The initial examples of this technology were incredibly bulky and required large backpack power generators. Most came with their own Beam Tubes. It’s widely thought that these suits were in the early prototype stages in Xim’s era. After the Unity discovered this tech they set about reverse engineering it and adapting it for use. The “immense” power required in Xim’s era to generate the barriers was *now* no more than a common power cell.

Beam Tubes: An example of an early laser rifle, the beam-tube is a bulky, long-barreled weapon that requires a backpack power generator. Beam-tubes were first developed over twenty thousand years before the Battle of Yavin. Able to fire energy projectiles, these weapons were far superior to the slugthrowers of the time in terms of firepower. The beams could travel up to fifty meters. Although severely outdated, functional beam-tubes could be found during the time of the Galactic Civil War in backwater sectors such as the Tion Hegemony and the isolated planet Kegan. *The weapons are also found on ancient starships of the era.*

Daritha: a Rakata word that means emperor. It was believed by many that the Sith title Darth stemmed from this word. The Cronese language adopted the word after the fall of the Rakatan Infinite Empire, and Daritha came to mean Ruler of Worlds and it was taken as a title by the Human Xim the Despot.

Hyperspace Beacons: Hyperspace beacons, also known as jump beacons, were used as fixed navigation points for hyperspace travel circa 4000 BBY. However, they have been utilized by other empires much earlier than this timeline, thus in the era of Xim the Despot they were used with Hyperdrive technology that was derived from the Rakata. **Notes:** *Hyperspace Beacons are still used in any modern setting. Many come in the form of Holonet Way*

Stations/Relays that transmit more than simply navigational data.

Kiirium: was an armor material used to shield starship engines and heavy weapons. By the end of the Galactic Republic, it was considered antiquated but serviceable. It was transported in easily smelted ingots. However, during the time of Xim the Despot, it was a valuable war material. He recognized the need to obtain vast quantities of the metal for his growing war machine, and loaded the treasure ship Queen of Ranroon with kiirium, mytag crystals, and beam-tubes to hoard it in his vaults on Dellalt.

Millennia later, Han Solo discovered the fabled treasure of Xim consisted of this stockpile of war supplies, now worthless due to advances in technology. **Authors Notes:** *I have to strongly disagree. Xim’s War Droids were clad in this armor and during the Yuuzhan Vong war the Hutts unleashed thousands of these Xim era War Droids on the Vong and they managed to kill **hundreds of thousands** Yuuzhan Vong before the last War Droid fell... Yeah, totally sounds like worthless armor technology to me... It is more likely that Solo was an idiot and dismissed the effectiveness of the armor techniques and how they might stand up against foes in his timeline based solely upon their age. Tech holds up well in the Star Wars galaxy, no matter how ancient the technology.*

Metal Crystal Phase Shifter: is a Super Weapon capable of altering the molecular structure of metallic substances. The sole purpose of the (Imperial) project was to create a weapon that would be able to penetrate the shields of a starship and damage its hull; once encountering the area of the phase shifter's effect, the metal within the target's hull would be turned into powder and thus be weakened greatly during the attack. While the MCPS did not dramatically turn an entire ship's hull into powder, it did create many tiny cracks and weak spots throughout the hull, which was sufficient to make the vessel lose critical structural integrity and collapse on itself. The field was strong enough to render durasteel vulnerable to it. The MCPS encountered in the Tionese Unity was amplified enough that it could literally turn large swaths of the target vessel’s hull into, actual, brittle glass.

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. Typically, the technology involved in such an undertaking involves incredibly advanced equipment. However, almost 25,100 years before it was re-introduced in the Corporate Sector, Stars End Initiative, Xim the Despot managed to accomplish this feat of enhancement on his own suit of armor.

Mytag Crystals: are synthetic crystals used in ancient communication and scanning technology. Xim the Despot had stockpiled these in his ship, Queen of Ranroon. This hidden collection of material contributed to the legend of Xim's lost treasure. The crystals were used in The Ark of Baron Aulephant, which used several different varieties, such as Rose Mytag crystals and Azure Mytag crystals. The crystals probably became outdated with the invention of the hologram. **Notes:** *But not useless or worthless as they can be used to repair ancient equipment and no known production method to make more of them still exists. Not to mention, they make incredibly effective and efficient Lightsaber crystals. Yielding blade colors based upon the type and variable blade strength dependent on the type of crystal used in this fashion.*

Orbital Fortress: A dreadnought grade, modular, orbital structure with station keeping thrusters that was armed to teeth with point defenses and capital grade weaponry. Armored in Molecularly Bonded Armor, it housed squadrons of attack craft and invasion forces for ground assault. While it's super structure carried the same inherent flaws of Xim's ships, it's armor allowed it to withstand incredible punishment and was often used as a staging point for planetary invasions by Xim the Despot. The structure itself cannot traverse hyperspace and must be towed by support tugs or capital ships through hyperspace. Xim would often deploy several in theaters of engagement and use them as command and control stations where he would direct his naval assets and ground forces alike from. These fortresses would link with the near primitive sensor suites of his starships and ground based control units for nearly real time coordination of battles. They possessed the best sensor suites of the era, and resembled more modern sensor capabilities. None are currently known to exist, though some may yet to be discovered in a lost storehouse. It is thought that the Hutts stripped the stations and dispersed the stations armor across their armada, eventually, depleting the advanced armor, sensors and weaponry over the millennia. No known

examples exist of these stations or their structure in Hutt space. The only instances of the Xim era in Hutt space are the War Droids of Xim's ground forces, remaining as a silent reminder of the past.

Pressure Bombs: Pressure bombs were weapons used by both the Galactic Republic and the Honorable Union of Desevro & Tion in the Tionese War. They were designed to release a vast quantity of sheer pressure when detonated, causing widespread damage.

Rakata: (also known as the Builders), were a humanoid species with distinctive amphibian features. They were a technologically advanced race that developed early in galactic history, even developing some early hyperdrive technology. Long term use of the dark side of the Force corrupted their society and turned them into a race of merciless warriors. The Rakata used their potent Force-powered technologies to conquer and enslave every other species they came across throughout their known galaxy. During the reign of their Infinite Empire, they were characterized by their cruelty, savagery, and arrogance. They were known to strip entire planets of their resources, terra form worlds to fit their own shifting needs, kill entire slave workforces, and to eat and defile the bodies of slain enemies and even members of their own species.

Notes: *Not to be confused with the Celestials who are thought to have predated the rise of the Rakata Infinite Empire by thousands of years. Their technology remains largely a mystery even into the most modern of settings. While the technology of the Rakata was largely reverse engineered by "lesser" races. Which, aside from their tech feeding off the Force, means their technology was largely simplistic by comparison even though they managed to create some rather massive and terrifying battle stations scale devices.*

Storehouse: Or treasure cache, refers to established locations that stored anything from treasure to shipyards and warships from the Xim Era, for the purposes of this sourcebook.

1

History of the Tion Cluster



The Tion Cluster / Tionesse Unity (Sector)

The Tionesse Unity, is a neutral government located in the “north eastern” part of the Outer Rim Territories more commonly referred to as the Tion Cluster. It is the successor state of a series of feudal governments that have occupied the cluster and the space around it for a number of millennia.

Thought to be the first truly unified government since Xim's empire, the Tionesse Unity pursues a policy of non-aggression toward its neighbors and is one of the founding states of the Galactic Concordiate. Led by a Lord/Lady that is elected to serve for a period of no less than five years. This office can be re-elected through majority vote from a combination of house representation and popular citizenry votes, for another five year term. The government has resurrected the ancient Tionesse culture and united the Tion Cluster under a single banner once more. Unlike its ancestral namesake, the Tionesse Unity no longer seeks dominance or war with its neighbors. Instead, they accept all beings into their homes, so long as they respect its laws and customs. The Tionesse are a people of peace, respect, integrity, and, above all else, loyalty. All citizens are united in ensuring the continued prosperity of the Unity. The Tionesse Unity controls three nationalized subsidiaries including Athakam MedTech, Nikklon Mining Inc and Tion Mil/Sci Industries, a shipwright firm. Let's not forget that Santhe/Sienar is also a part of the Tionesse Unity, though not directly controlled. Santhe/Sienar remains an independent galactic corporation that pays homage to the Unity in the form of Taxes, cross licensing agreements and acts as a major employer of Unity Talent.

Overview

Risen from the ashes after being long buried, the Tionesse culture is reborn once more. Over the millennia, our area of space has been known by many names and done many things. However, the newly formed Tionesse Unity is intent on never again disappearing from the galaxy. Our purpose is simple: To restore all former Xim / Xer holdings to their former glory, to be ever advancing technologically, and to give our proud culture a place to flourish. We have learned from our past mistakes, and are intent on not reproducing them. We no longer strive for galactic dominance, we strive for a unified Sector

working in harmony and representative of all it's factions under one banner. We are no longer intolerant of those not of Tionesse descent. We remain powerful and proud, but we will not let these traits bring about another dark age for our people. We have experienced much but remain open to learn. We have endured hell and have risen out of the ashes of that wreckage. We have seen empires rise and fall over the millennia and steel ourselves to build a new galactic power base so as not to succumb to the folly of our past or other empire's mistakes. We have experienced the ecstasy that comes with holding the galaxy by the throat, and the misery that being brought down to nothing brings. We honor our past and look forward to making the future a prosperous one.

The new era has begun, and with it we bring our new ideals. We no longer seek dominance or war with our neighbors, so long as they do not seek war with us. We will fight when called. Not out of vengeance or anger, only with purpose and because of necessity. We accept all beings into our homes, so long as they respect our laws and customs. We are a people of peace due to our fierce martial traditions that have paid for that luxury in blood. We are a society that promotes respect, integrity, and, above all else, loyalty. We welcome all who wish for a peaceful and prosperous existence, with family and honor in mind. Prosperity Through Unity.

Ancient History

The Tionesse people are among the oldest human races in existence, tracing their beginning back to the first sleeper ships from the core worlds dating back 28,000 BBY. They progressed at an alarming rate for humans as they were among the few humans who revered the Rakatan races and as such acquired their knowledge and zeal for advancements, and always ventured to improve their way of life through technology and all things related to the force.

The Tionesse invented beam tubes in their bid to travel around their area and eventually built limited hyperdrives by fusing Rakatan technology with fixed hyperspace beacons forming a 'lighthouse' system that relied upon fixed-position hyperspace beacons that allowed for safe FTL travel as long as one stayed within the network, as far back as 27,000 BBY. The Tionesse were very proud and family orientated, so much so that at an early stage the people were divided

into different families. There were about 27 major families and a couple of minor families all vying for power and control within the Tion sector. It wasn't long before the first form of government called the Livien League was formed and it's capital was on the planet Desevro. Life was good for the Tionese people but, as always, family clans were involved in battles around the sector which led to the rise of the future of the Tion Hegemony government.

Xim the Despot



The first sign of change to the Hedgemony was when the father of the great Xim the Despot had carved out the Kingdom of Cron from the Livien League who controlled the hegemony at that point. It was from there that the reign of the great Xim the Despot began, though his rule was tyrannic and quite barbaric to say the least. He was the only one that was able to bring the entire region together and hold it all. All was finally great within the sector, each family clan were at peace with one another as there was no need to battle for control since all would be thwarted by Xim. Each system was fruitful, so much so that the Tion Hegemony were on par with the then unknown Republic.

Xim the Despot is the most celebrated Pre-republic conqueror of all. In the region now known as the Tion Hegemony/Tionese Unity, Xim gathered vast armies under his banner, including a legion of “unstoppable” War Droids. The earliest known combat automatons. Xim's glorious empire spread to encompass hundreds of thousands of worlds in the vicinity of the Tion Cluster. At the height of Xim's reign there were none who would dare oppose him due to his vast army which was composed of races he had subjected, as well as, his War Droids. His fleet was also something to fear and as such the Tionese people knew nothing about enemies until the fated encounter with the Hutts. As it happened, Xim wanted more races for his army and went over to the area controlled by the Hutts to collect more people to field his army.

The tales of Xim the Despot reach back so far in galactic memory that the lines between ancient chronicles and long-held myths have become too blurred to ever redraw. And as he has receded in history, Xim has come to mean quite different things to different species. To much of galactic society he is a savage figure but also a mythic one, the impact of his atrocities dulled by the passage of eons. To the Tionese, he is a melancholy symbol of vanished might and betrayal. To the Hutts, he is an example of humans' brutish power and Hutt vengeance. To those whose ancestors were his slaves, he is a story to spook children, but one hinting at a terrible truth: Space is full of horrors that could ruin everything one considers eternal and holds dear.

Recent decades have seen a renaissance in Xim scholarship. The New Republic has granted unprecedented access to Imperial archives, allowing the restoration of material thought erased in data purges. The reborn Jedi Council has shared historical records recovered from its secret storehouses. Species such as the Columi have released invaluable chronicles dating back eons. The end of the Empire and the diminution of Hutt power have allowed exploration of worlds long unreachable. And progressive entities within the Tion itself have cooperated with historical inquiries, hoping to shake off the ancient resentments and conspiracy theories that have kept their region a backwater.

This is not to say that the history of the Despot is now clear: Xim remains a divisive figure among historians, with respected scholars continuing to argue about the chronology of his rule, which deeds should properly be attributed to his father Xer, and whether or not the many tales of The Despotica, that epic work of drama, have a basis in historical reality. But whether one champions the theories of Bleys Harand, Sal Ransen, S.V. Skynx or other Xim scholars, this much is clear: Many of Xim's accomplishments are as awe-inspiring as the wildest tales of The Despotica. Xim's monstrous ambitions may have claimed much of what he built, but his name will endure as long as galactic civilization itself.

Before Xim: The Pirate-King of Argai



Almost every child knows that Xim the Despot was the child of Xer VIII; “Son of Xer!” remains a common expression of amazement in parts of the Outer Rim. But what Xer did to build the Tion into an empire has been largely obscured by his son's deeds. Today the planet Argai is much as it was in Xer's time: a chilly rock with plenty to see: the restored holdings of Xer & Xim and the blaze of the Ihala Spiral (now known as the Indrexu) in its night skies. The Argaians have been renowned (and cursed) since the first days of the Tion as hard-bitten traders and daring pilots with a habit of turning to piracy when it suits them. Xer, generally said to have been born around 25,200 BBY, was a pirate chieftain whose fleets explored the Ihala's churning gases and dust clouds, carving out boltholes and secret routes. From these hiding places, they harried shipping in the backwater regions of the Kingdom of Cron and raided worlds as far from home as Rudrig and Caluula. In this age before reliable navicomputers, ships plying

the Ihala Route jumped through hyperspace between navigational beacons, with only the most daring pilots straying beyond this “lighthouse network.” Xer's raiders used a wealth of navigational data to await ships in the interstellar dark between systems. The pirates liked to litter the space lanes with chunks of ice that would trigger ships' collision-avoidance systems, dropping them into real space; these hazards could later be melted with a fusillade of laser blasts.

Made rich by plunder, Xer's ambitions expanded accordingly. Already hailed the lord of Argai, he seized Dravione to create his own pocket realm. Argai was nominally part of the Kingdom of Cron, then centered around an arc of worlds from Janilis to Algor, but Cron was convulsed by its own intrigues, and the court on Chandaar paid little intention to Xer's growing power. Emboldened, he moved his forces down the Ihala Route, dismantling satrapies ruled by feckless Cronese younger sons and faded families founded by long-dead warlords. Within a decade the Kingdom of Argai extended from Dravione to Panna, and Xer could no longer be ignored.

The King of Cron, Ferece, summoned Xer to Chandaar, where he sought to buy off the pirate-lord with more noble titles in return for an oath of fealty. Legend has it Xer glowered at the slump-shouldered Ferece and his simpering, vain cliques of courtiers and said that he would return in a month with a tribute suitable for what he had found on Chandaar. He gathered a sizable fleet at Panna, smashed a Cronese battlegroup at Duinarbulon, and stormed the Cronese capital. After Ferece and his closest retainers fled, Xer was declared the new King of Cron. Surveying the terrified court, he vowed the stars themselves would tremble at his name.

First to tremble, though, were the Cronese. It is said that Xer sent warlords and nobles he considered of possible worth into battle against rebellious Cronese worlds and independent planets on the kingdom's borders, taking their heirs hostage as guarantees of loyalty. Those he dismissed as useless were annihilated along with their families and followers. The most-feared warlord of the Cronese Sweeps wasn't Xer, however, it was his teenage son, Xim. Xim's legions left none alive in the Timber Palace of Pasmin, set the royal barges of Eibon adrift in the heart of the Spiral, and razed the High Fane of Xo on

THE CONQUESTS OF XER

(c. 25,150 BBY to c. 25,130 BBY)

Xer's Campaigns:

1. Kingdom of Argai
2. Kingdom of Cron
- Cronese Sweeps
3. Three Allied Kingdoms
4. Back Spiral
5. Livien League



designed by Modi

Nuswatta, converting the theocracy to Xer's service via the business end of a beam-tube.

The Cronese Sweeps created a united, expansionist Kingdom of Cron boasting a battle-tested star fleet. Xer soon turned his attention beyond Cron's borders. He stormed Cadinth, Jaminere and Barseg, a trio of allied kingdoms on his rim ward flank, and then moved against the worlds of the so-called Back Spiral, winning victories at Caluula, Brigia and Tion and building gleaming palaces on Raxus. Only one power managed to stand against the Pirate King: the Livien League, a confederation of worlds led by Livien, Desevro and Kanaver. The Liviens defeated Cronese fleets at Amarin and then again at Lorrad.

The twin defeats infuriated Xer, but he took their lesson to heart, concluding that he had overextended himself. He retreated from the League's borders and spent the remainder of his rule forging Cron into an empire, extending its network of navigational beacons along the Back Spiral and the Cadinth Run and creating a bureaucracy equally efficient at war and commerce. But Xer made clear that his ambitions had been deferred, not denied. He organized Cron into three provinces ruled from Chandaar, Raxus Prime and Cadinth, but court rituals referred to the Four Thrones of Cron: those three worlds and the still independent Desevro.

The Conquests of Xim

Taking the Chandaar Throne upon Xer's retirement, Xim immediately sent his forces to Jhantoria, where they smashed the Livien League. He moved to raze Desevro, but was dissuaded by the planet's military ruler, Maslovar Tiatiov. Desevran history says Tiatiov took Xim on a tour of Desevro's fighting academies and government halls, showing the new Cronese king a bureaucracy even more able than his own. And Xim was impressed by the Desevrans' tradition of training the sons of outlying worlds as janissaries and civil servants. Instead of making an example of Desevro for daring to oppose his father, Xim decided the Fourth Throne would drive territorial conquests that would make his father's ambitions seem small. With the Four Thrones under one crown, the Kingdom of Cron became the Empire of Xim.

It was the beginning of Xim's Expansionist Period, a decade-long effort that was simultaneously an

enlightened program of colonization and imperial integration and a terrifying rampage. A civilization that had something to interest the Emperor could hope for the former; one that dared oppose him, or seemed unlikely to swell his coffers, could only await the latter.



Xim's legions first moved spine ward, conquering worlds, building new beacons for the empire's navigational network and awaiting a wave of Tionese colonists. In this fashion the empire gobbled up vast tracts of space. "Worthy" species such as the Vurk and Stenax were enslaved; others were exterminated and their names erased from history. Where Xim's forces found empty worlds (or emptied them), Tionese colonists moved in, their numbers steadily increasing as part of Xim's strategy of conquest. The Thanium Worlds, which took their name from a military headquarters established early in Xim's spine ward push, became the largest and richest of Xim's new provinces.

In the rim ward reaches of the Thanium, Xim met a fierce challenge at Ranroon, whose queen's forces fought his invading janissaries bravely, bitterly and ultimately vainly. No character in The Despotica not even Xim himself is as vivid as Indrexu, the legendary Queen of Ranroon, and no historical figure is more argued about. Some scholars contend she is a literary

invention of later dramatists; others believe she existed, but argue about her role in Xim's empire and her ultimate fate. To some she is a minor figure, a fixture at Xim's court whose name has endured; to others she is the pivot around which the empire turned, her merest glance the spark that lit the fires of the Cronese Wars, Xim's expansion and everything thereafter. Whatever the truth, the Ihala Spiral was renamed in her honor, and the Far Indrexu became the sixth province of Xim's empire, with Yutusk the Sixth throne. At the edge of the Thanium Worlds lay the new worlds of what later generations would call the Gordian Reach. Beyond those stars lay nothing but a void marked by a mere sprinkling of systems with mostly barren worlds.

The Lost Thrones of Xim

Xim ruled a vast expanse of space, with hundreds of thousands of worlds filling his coffers. Shipyards and factories on Jaminere, Cadinth and Thanium turned out hulking warships clad in kiirium, massive beam-tubes for ground assaults and legions of lethal war Droids. Other worlds crafted merchant ships and beacons, and Tionese artisans sought to outdo each other: Xim expanded or built vast palaces on Raxus, Amarin and Argai, and a royal retreat at Nuswatta, with its famous Gardens. For all but Xim's court, gazing upon the Gardens was a death sentence: According to legend they were tended by a cadre of slaves blinded at birth, and their soil enriched by the blood of traitors, failed military officers and vanquished adversaries. To glimpse the Forbidden Gardens was to know one's doom was at hand.

Xim's forces were also pushing beyond the Indrexu Spiral. There, it's recorded, they found systems settled by humans in ages before the rise of Cron and its rival Tion states. Xim's forces quickly expanded into these worlds as well; they were dubbed the Kiirium Reaches, and the lush planets Huronom and Astigone became the Seventh and Eighth Thrones of the empire.

For millennia the location of the Kiirium Reaches was the subject of much debate among scholars, for no systems with Xim-era names were known, and the surviving chronicles from Xim's time were written for people who knew perfectly well where the Reaches were. Suspicions focused on the Salin Corridor: Columex and Trogan were popular picks for ancient

Huronom, and numerous luxury resorts on Centares bear the name Astigone. (Farther afield, the likes of Jabiiim, Lucazez and even Lantillies were proposed as Lost Thrones.)

Ancient Tionese chronicles did reveal this much: In the Reaches Xim's forces encountered something surprising: Sakiyan and Nimbanel traders who served another civilization, that of the sluglike Hutts. Xim was curious about these great gastropods. Here was a civilization he couldn't simply crush. By all accounts the Hutts were many, powerful and ruthless. Could they coexist? Or would war prove inevitable?

Xim prepared for both. He poured riches into the Kiirium Reaches, extending the beacon network that provided safe passage for both warships and trade vessels. He sent traders and scouts on to strange stars never visited by the Tionese, then had his feared GenoHeradan interrogate them about what they found. And legend has it he himself explored strange stars, ranging as far as distant Pelgrin, whose legendary Oracle he supposedly visited.

War with the Hutts

Xim's scouts not only found many wonders but also gave the Despot a portrait of the Hutts' possessions. One of the outlying Hutt worlds was lush Ko Vari, a boomworld not far from Xim's borders. Hutt trade routes led from there back to a tangle of satrapies in which the Hutts and their vassals schemed and intrigued. Beyond these worlds lay Sleheyron, a treasure world that marked the boundaries of the Hutts' true dominion, and into which only the most trusted slaves were allowed.

Xim didn't decide on war at once, in fact, negotiations between his courtiers and the Hutts' vassals led to an



embassy on Ko Vari, attended by two dozen Hutt nobles. Tionesse records say Xim sent his most-trusted counselor, whose name is remembered by the Hutts as Oziaf the Insignificant, and whose presence seems to have been regarded as a grievous insult. But the Hutts could not ignore Xim's accomplishments, and so they offered him and the Tionesse the chance to be particularly favored slaves. That smacked of the Cronese treatment of his father, and Xim remembered well what Xer's response had been. Determined to burn the Hutts' worlds, he returned to Chandaar and claimed the title Daritha, Ruler of Worlds, in a lavish ceremony.

His beacon network pushed endlessly onward down the space lane called the Warriors' Trace, its fortresses established along a line paralleling the Hutts' worlds. Finally, Xim's forces reached far enough to flank Sleheyron. In the 25th year of his rule, Xim launched a two-pronged strike at Sleheyron and Ko Vari.

Hutt legends hold that the sack of Ko Vari was singularly brutal; both Hutt and Tionesse accounts admit that Xim's drive toward Sleheyron failed: The Despot's warships were driven back to Xo's Eye (later known as Kessel), where many were lost in a nest of black holes. But despite this victory, the Hutts realized they had badly underestimated this new species and its leader, the Tionesse controlled many worlds, bred like vermin, and turned out new warships with frightening speed.

The Hutts stalled for time, defending Sleheyron and paying privateers of all species to harass Xim's borders. The leader of the Hutts, Kossak, manipulated the Daritha rather ably, demanding to know what kind of leader hid behind sheer numbers, instead of proving his bravery in ritual combat.

After repeated taunts, Xim accepted the Hutt lord's invitation to fight at Vontor, a site long used for Hutt ritual combats, and a rich source of increasingly scarce kiirium. As with all of Xim's deeds, accounts of the clashes at Vontor greatly depending on who tells the tale. Scholars of the First Battle of Vontor agree on this much: Combat was joined around 25,100 BBY, and Xim's pilots were outmaneuvered by the Hutts and their slave species. Xim had lost, and by way of penalty was required to withdraw his forces from all worlds claimed by the Hutts. To Xim, this meant nothing, how could the Hutts claim a world they didn't physically possess? He rebuilt his forces,

certain that his defeat was but a temporary setback, akin to the brief resistance of the Livien League. So certain was he of victory that he dubbed Sleheyron the Ninth Throne, drew up plans for how the Hutt territories would be divided into provinces, and sent newly built warships into the Si'klaata Cluster to raid Kintan, Klatooine and Vodran.



"Whole planets may be laid waste and fleets of wreckage float lifelessly in the void; still-warm fragments of Death Star may tumble alongside the cold splinters of the Eibon Scimitar."

—Rivoche Tarkin

A year later Kossak challenged him to a second ritual combat. To his shock, Xim lost this confrontation as well, though the battle cost Kossak dearly. Xim's warlords warned him that Hutt raiders were loose in the Kiirium Reaches, and suggested that it would be best for the Daritha to relinquish his dreams of conquest and fortify the vast empire he'd won so ably.

Xim regarded this as tantamount to treason, and those who offered such advice found themselves on a final journey to Nuswatta. He bought time by offering a concession, he withdrew the Tionesse from Moralan, a

Hutt system whose native species had successfully rebelled, with Tionese encouragement, against their masters. (Moralan was promptly overrun by the Hutts and sterilized) But he refused to surrender Ko Vari, which the Tionese had made their own, and allegedly came close to emptying his treasuries building new warships and Droid armies (Only to later discover he had many storehouses scattered throughout this holdings, jammed with wealth and military hardware).

The Hutts, however, had also built up their forces. Boonta the Hutt, who'd led the extermination of Moralan, retook Ko Vari. With the Hutts and Xim on the brink of total war, Kossak proposed a third ritual combat. Win, and Xim could have Ko Vari and what was left of Moralan. Lose, and he would renounce all claim to the Kiirium Reaches.

Xim agreed; by then no advisor remained who dared to dissuade him. The Daritha and his fiercest janissaries, backed by legions of new war Droids, descended from the orbital fortresses he'd brought to Vontor so that his court could witness his triumph. But the Hutts countered with numberless Nikto, Vodran and Klatooinian warriors bound to servitude by a new treaty. Xim sent his warships into the fray, but to no avail: His war Droids were pulled down and dismantled by wave after wave of spice-maddened Klatooinian berserkers, his orbital fortresses were bombarded and his ships were decimated (some scholars argue, he was betrayed by his own commanders).

Xim was not just defeated but captured, and paraded in chains throughout Hutt Space. Scholars disagree on both the date and manner of his death; some say he died at Vontor, others that he was taken to Varl and blinded, and died a slave in Kossak's dungeons.

The Devouring

A number of seemingly disparate Tionese religious and cultural traditions include a winter holiday that include the veneration of symbols of Xim, offerings to propitiate demons, and displays of repentance. These holidays are marked in any number of ways, from solemn to seemingly playful. On the windswept moors of Stalimur, pious males light candles and spend the night in silent confession at shrines built for the occasion, atoning for the sins of the previous year; in the slums of Barseg, children dress as evil spirits

and are visited by their neighbors, who offer sweets in return for a year's blessing. The Barsegi call their holiday Wakemeet, but the Stalimurans and others give the night of atonement a far more chilling name: the Devouring.

For millennia scholars have agreed this holiday must recall a real event, but what event? Most considered it a Nuswattan holy day subverted by Xim for his own purposes. Others suggested it reached back to some long-ago cataclysm that sundered the Tionese from the rest of humanity, or that it was older still, a racial memory of servitude to the Rakata, perhaps. Revisionist scholars, meanwhile, contended it was newer, a garbled retelling of the Tion's defeat by the young Republic.

Today the generally accepted theory is that first put forth some 30 years ago by the Corellian merchant, philosopher and historian Bleys Harand. For eons, the star systems to trailing of the Tion Cluster have been called the Ash Worlds, a name so widely known that the Republic adopted it for that sector of space. Few hyperspace routes wend through these lonely precincts of space, and thousands upon thousands of worlds there are barren, many still bearing the invisible scars of radiation. Astronomers have scoured the area searching for the remnants of a supernova or some other natural event, but nothing has ever been found.

Harand sent his students (including his protégé Henrietya Antilles) on secret expeditions to the Ash Worlds, then part of Wild Space. They reported that radiation levels on many of those forlorn planets fit the profile of fission attacks some 25 millennia before. The Hutts were known for carelessly poisoning worlds and for exterminating slave species, which had led most scholars to suggest that the Ash Worlds were a Hutt domain used up in eons past. Harand argued that the Ash Worlds were a remnant of the Kiirium Reaches, and the Devouring was a memory of a genocidal campaign waged by the Hutts against the Tionese.

The newborn Empire interdicted many of the Ash Worlds, using them for weapons testing and other activities best conducted far from the Core. With further explorations impossible, Harand's followers searched tirelessly for surviving records in the Tion. Antilles' discovery of the Great Duinarbulon Mausoleum (and her work to decipher the tomes inside) proving Harand correct: The Antilles Map

THE HISTORY OF THE TION CLUSTER

c. 25,150 BBY to c. 24,000 BBY

c. 27,000 BBY

Humans from the Core colonize the Tion Cluster by "sleeper ships". At this point in time the Galaxy is ruled by the Rakatan Infinite Empire.

Tionese Kingdoms

c. 25,150 BBY



- Xim's Thrones
- I. Argai
 - II. Chandaar
 - III. Cadinth
 - IV. Desevro
 - V. Thanium
 - VI. Yutusk
 - VII. Huronom
 - VIII. Astigone
 - IX. Sleheyron

Xer's Empire

c. 25,130 BBY



- other systems
- B. Barseg
 - R. Raxus
 - K. Ko Vari
 - V. Vontor
 - J. Jaminere
 - O. Ossus

Xim's Empire

c. 25,100 BBY



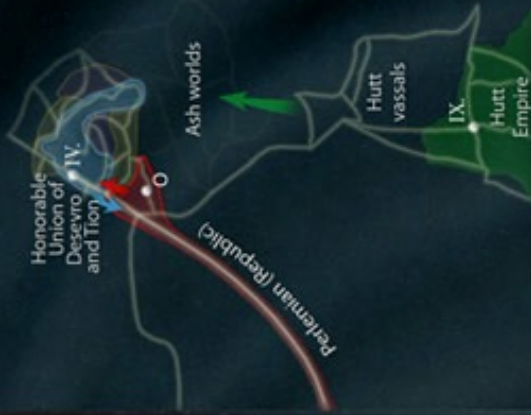
Successor States of Xim's Empire

c. 25,000 BBY



The Devouring and the Tionese War

c. 24,000 BBY



Tion Cluster in the Republic

c. 24,000 BBY



designed by Modil

THE CONQUESTS OF XIM THE DESPOT

(25,127 to 25,096 BBY)



found in the Mausoleum showed that the hostile world of Wyndigal II was once Huronom, while anonymous OHS3842-03 had been Astigone.

According to the Duinarbulon Archives and records recovered by Ruurian archaeologists on Dellalt, the victorious Hutts raided the Kiirium Reaches for slaves and regarded them as fair game for the ambitions of young Hutt princelings, but left the worlds more or less unharmed for centuries after the Daritha's death. But all that changed around 24,500 BBY, when a new branch of humanity arrived from the distant center of the galaxy. These humans skirmished with their Tionese cousins, leading the Hutts to believe they were witnessing something familiar: a clan war. If so, the defeated clan would agree to serve the victors, uniting these humans against their other potential enemies.

The Hutts, remembering all too well that Xim had been a fearsome opponent, moved ruthlessly to create a buffer between themselves and the Tion Cluster by invoking the terms of the Third Battle of Vontor: Within the old borders of the Kiirium Reaches they exterminated the Tionese to the last man, woman and child. Their settlements were vaporized, their worlds bombarded and poisoned, their histories and eventually even their names erased. Xim's beacons were destroyed, dismantled or towed away for the Hutts' own purposes, leaving future explorers to find new routes through the desolation. Fearing imminent ruin, the hierophants of Xo fled Nuswatta to found a new stronghold where they would await the climactic battle between humanity and the Hutts that would usher in the end of time and the Perfection of Xo (The Tionese never heard from them again).

Only along the Warriors' Trace were the old beacons left intact and a few Tionese worlds spared, that was only to preserve a Hutt invasion corridor to the Tion and make sure there were hostages to take along the way. Some of those beacons still exist today in the vicinity of what is now known as the Salin Corridor, mute relics of a vanished empire.

Fragmentation of the realm

While many Tionese claim descent from the Despot, Xim is believed to have died with no legitimate heirs. After Xim's death, the center of his empire held together for nearly a century, a testament to the strength of the institutions he and Xer had built. By

the time of the Devouring, the empire had fragmented into brawling states: the Kingdom of Cron, the Jaminere Marches, the Indrexu Confederation, the Keldrath Alignment, the Thanium Worlds and the Honorable Union of Desevro and Tion would spend centuries struggling against each other, the Core and the Hutts, until their ancient glories were little more than legends to enliven a dreary backwater.

The Tionese War

The Tionese War was a war fought between the young Galactic Republic and the Honorable Union of Desevro & Tion from 24,000-23,900 BBY. The Tion Cluster had become a largely-disunited backwater in the thousand years that had followed the defeat of Xim's empire, and the Cluster's leaders saw a rapid conquest of the Republic and the acquisition of its technology as their salvation. The Union attacked the Republic without warning, and the Republic was initially unprepared for the Tionese invasion and suffered multiple defeats. However, its superior industrial might and the aid of the Jedi Order allowed it to eventually subjugate Tionese space after a century-long conflict.

In the thousand years that had followed Xim the Despot's downfall in the final battle of his wars with the Hutt Empire, his empire had fragmented into a multitude of warring kingdoms. Living under the ever-present menace of the Hutts, the Tionese civilization had suffered technological and cultural stagnation. They had additionally experienced a devastating Hutt invasion of their colonies in the Kiirium Reaches when the Hutts had attempted to preempt a Tionese alliance with the growing Republic. This conflict, known as the Devouring, rendered the Kiirium Reaches uninhabitable and transformed them into a desolate stretch of space that became known as the Ash Worlds.

In 25,000 BBY, a number of Core Worlds unified to create the Galactic Republic. Republic scouts moving rimward up the Perlemian Trade Route soon encountered Tionese ships. Following the first contacts between Republic traders and Tionese aristocrats, the Tionese learned of both the Republic's superior technology and its lack of a powerful military. The rulers of Desevro saw the Republic as a wealthy but weak target ripe for conquest, and persuaded the rest of the Tionese states to form a

loose confederation with the goal of conquering the Republic.

The Republic ignored warnings from the Jedi Order (then based on Ossus) about the build-up of Tionese war-fleets that utilized reverse-engineered Republican technology, and so the Republic was caught completely unaware when the Tionese launched their offensive.

The initial Tionese assault down the Perlemian Trade Route met little resistance. The Tionese seized Abhean, Roche, Lantillies, and Tirahnn before the Republic mounted a serious effort to construct its own warfleet. Tionese raiders destroyed the shipyards of Axum and Perlemia with a new weapon - pressure bombs - before unleashing pressure bombs upon Alsakan and Coruscant itself.

After a last-ditch counterattack repelled the Tionese offensive, new Republican warships were launched from shipyards at Corellia, Rendili and Humbarine. Nearly a century of offensives and counteroffensives up and down the Perlemian followed. Republic agents managed to steer the Hutts into attacking the Tionese border, and eventually the Jedi joined the war, leading Republic forces in the hope of saving galactic civilization from sinking into barbarism.

With the Republic's overwhelming industrial might fully committed to the struggle, defeat for the Tion was only a matter of time. Believing that their culture would be annihilated, the Tionese resorted to sneak and suicide attacks, devastating even isolated colony worlds in the Divide. One such attack on Okator VIII in the final months of the war left only one survivor.

These tactics served only to enrage the Republic, whose leaders embraced a doctrine of total war. Key Tionese worlds were pounded with pressure bombs, and eventually Desevro itself faced destruction under the guns of the Republic Navy. Desevro's attempt at unconditional surrender was ignored. The Republic's leaders were committed to making an example of the planet in order to intimidate the rest of the Tion into surrendering, and Desevro was blasted into a wasteland.

The war with the Republic was the Tion's swansong as a galactic power. The worlds of the now-defunct Union, (with the exception of Desevro, which remained bitterly and proudly independent), joined the

Republic by 23,900 BBY as a member sector with Tion as its capital. In just a few centuries, the Tion became simply another sector of the Republic.

Horrified by the sterilization of Desevro, the Jedi subsequently broke with the Republic, although the Order agreed to defend the Republic's frontier from their bases near the Tion, watching the cluster from fortress worlds like Falang Minor.

Though the Republic was triumphant, its military's fanatical conduct of the war led the Core regions to regard a centralized military as a threat to the Republic's stability. Despite objections from both the Jedi and many Rimward systems, the standing military was downsized; the bulk of the Republic's military forces were reassigned to local sector governments, a centralized federal navy would not be re-established until 15,000 BBY.

Fall of the Galactic Republic

In the Republic's final years, the Cluster's disparate states joined up to form two tattered dominions: the Tion Hegemony and the Kingdom of Cron. Both became Separatist hotbeds during the Clone Wars, and paid the price after the rise of the Empire. The Empire allowed the Hegemony a humiliatingly nominal independence, but carved out the Allied Tion, Indrexu and Keldrath into sectors, alongside the renamed Cronese Mandate and the shrunken Hegemony.

The Allied Tion sector had little historical identity. However, the region became known for its manufacturing and trade, and Allied Tion was actively patrolled by the Imperial Navy, because of the volume of trade passing along the Cadinth Run, and also because of its vital strategic importance to the Empire, both as a supply base and because of its location on the main hyperlanes between the Core Worlds and the Corporate Sector.

After the Battle of Endor, the sector and the entire Cluster integrated into Zsinj's Empire. They stayed under Zsinj control until his death in 8 ABY, claimed independence from the New Republic and the Galactic Empire, including during the Thrawn campaign. Much later the Yuuzhan Vong raided the Cluster's border worlds, but did substantial damage only to Caluula.

The Lost Treasures of Xim the Despot

Kim had become rather paranoid in the mid to later stages of his empire's growth. He had sent dozens of shipments of treasures to locations "unknown" in order to safeguard his wealth and the assets of the empire. This is mentioned in fragments in the narrative of Xim and then never really touched upon as it refers to the area being largely tapped out financially after Xim loses at the third battle of Vontor.

Kim was a visionary as well as a despotic ruler. He seeded the region with storehouses containing his technology, factories and even ship yards facilities and warships in the event of a catastrophic event. While he could not foresee his own demise, being baited by Kossack the Hutt, he did successfully store much of his empire for a later resurgence.

Unfortunately, none but Xim ultimately knew the locations of these storehouses and over the millennia, no one in the sector could make use of these assets in order to uplift the sector into prominence. Xim was paranoid, and killed everyone that knew of their locations (builders, laborers, lieutenants, etc). He had established a generational protection system for these locations using his war Droids. The exact number of these depots is unknown, however, surviving caches are expected to exceed no less than twelve undiscovered locations in the Tionese Unity.

Author's Commentary

Given this relatively vast area of space is largely ignored and left to its own devices. I find it incredibly difficult to believe that no visionary rose to take on the mantle of leadership in this sector. It's largely independent, has Santhe/Sienar based off of Lianna and has a wealth of history dating back to the time of Xim, as well as, a system that's been called the birthplace of the Jedi in more than one reference other than just Knights of the Old Republic (Ossus). This is where I diverge from the lazy writing that simply sweeps the sector under the carpet. Multiple systems in the sector were renowned shipyards during the time of Xim. Thus, the capability for building a navy exists in the sector dating back 25,000 years. In the Star Wars Galaxy, time doesn't move fast. Nor does technology. Most primitive weapons systems in

the SW universe are capable, just with terrible ranges. They still work however (Pulse Wave weapons are a great example). I'm simply going to endeavor to create the sector in a light that makes it a decent setting for running a game.

During the time of the Galactic Republic (Old) the sector did nothing. During the Clone Wars era the sector merely became a hosting site for forces of the Separatists and was seemingly hotly contested by the Galactic Republic... This would lead me to believe that they were building Separatist warships at their yards facilities. In theory, the area would have been rich in materials for production of a war machine. The sector possibly even had more than one production center for battle Droids.

The sector paid the price for their hosting of the Separatist forces by the Empire... Even though Santhe/Sienar was located in their region... And Santhe/Sienar produces all the fighters that the Empire uses and somehow that profit never trickled down to the surrounding regions which are likely supporting the system with their wealth of resources... So, stop me at any time here but... How in the hell isn't this sector of space profitable. Santhe/Sienar went on to build anything from Capital ships (Interdictor Cruisers) to fighters for every known Imperial faction until almost the end of known time. Everything from almost every Imperial Warlord (Zsinj's fighters were derivative thought I see a hand in helping him build them here), to the Pentastar Alignment where they build 600m Star Destroyer Esq Vindicators for ... Where did all those resources come from? The surrounding areas, naturally. Sienar likely contracted out to the yards facilities in the Tion Cluster, licensing out their designs to build even more ships.

The New Republic paid them almost no attention as they were self absorbed. Ever pick up a book about the New Republic and not see politicians rocking massive, corrupt, personal agendas? Nope. Those books don't exist, its always about how the bureaucracy impedes the military actions of the New Republic. So, yeah, they probably paid little attention to Tion. Cracken's Threat Dossier only describes limited threats that appeared in books that WEG ported to their universe... Big Shocker here! WEG was working angles about profit, like any company would. Not a lot of in house creativity for an established system that writers were tripping over themselves to write books for.

So, let us take a bit of time to evolve this sector and make them a player in the galactic whole aside from things that happened 25,000 years ago that they never supposedly recovered from.

My mapmaking skills pale in comparison to what is available to us from the Encyclopedia or any other official and now redacted in to “Legends” information about any sector of space. I may touch upon attempting to recreate the sector in some manner. Moving forward (I lightly referred to this in the opening paragraphs about the sector) I will call this region of space the “Tionese Unity (Sector)” where several visionaries emerged to elevate the sector to a power player in the galactic whole. Lets assume that the tendrils of this were at work during the end of the Old Republic and the entirety of the Clone Wars. Moving ever forward throughout the Imperial Era (Galactic Civil War) and became a reality in the time right after the Fall of the Empire, when the Imperial leash would have been cast aside and a visionary could step in and have an effect on the region.

They were on the rise, and then Zsinj stepped in. I could see them allying with Zsinj for profit and desire to remain outside conflict between the New Republic and the Imperial Warlord himself. As a stalling tactic they reluctantly agreed to join his empire, using the union for whatever they could to advance their region, then after his defeat, they likely stepped in picking up the pieces of his empire and incorporating them for their own gain in the end. Thrawn comes and goes, and the region was building fighters for him and every other Imperial Faction that ever exists...

The Shift in Prominence

It is here that the sector sees a resurgence the likes of which it would never have imagined. Local historians and Xeno-Archaeologists manage to uncover no less than three of Xim’s storehouses. The first of which is filled with riches to an extent that it fills the entire region’s coffers to the brim, for the first time in thousands of years. Another storehouse contains yet more War Droids as well as a manufacturing facility for them. This unique find sheds more light on the Rakata as the technologies utilized here incorporate their technology. The sector begins to investigate the technologies and to eventually deploy updated versions of the Xim War Droids for planetary defense and guarding their new found wealth. The third

location contains a substantial shipyard, populated with dozens of long forgotten Warships of Xim’s time. While these ships may be old, they are sturdy and comprised of molecularly bonded armor (likely why they survived the passage of time). This facility is refurbished and the ships are undergoing refits to be pressed into service (much like the Corporate Sector has done with the Invincible Dreadnoughts).

Welcome to the **Tionese Unity**, a place where a long galactic history is the pride of the sector, where they were some of the first humans to control vast swaths of space. As times have changed, there are no divisions between race, creed & nationalistic pride aside from a fierce internal competition to be the best, as they had been in the past.

The Tionese Unity Sector

The sector’s rise begins as early as the time of the Old Republic just prior to the Clone Wars, in very subtle nuances and initiatives. This continues to build throughout the Rise of the Empire Era, even with the Imperials dividing the region. Negotiations behind the scenes yielded subtle trade agreements among the fragmented states of Xim’s former empire. Reforms were introduced gradually to the populations of each region, with the long term goal of a completely unified sector. Elements of the goal of a unified sector can be seen with a growing sentiment of acceptance between the peoples of the Tion Cluster. Not all at once evident, if one would look closely the reforms would possibly become apparent. However, that is something that no one did. Not the Empire, not the Warlord Zsinj, not the New Republic and not even the Yuzhan Vong.

It’s not really until the death of the Emperor that this region of space begins to define itself as a power player in the galactic whole. While the member states of the Tion Cluster maintain their original “national” identities, they continue to develop sector wide cooperative efforts toward knitting the region back together. After the death of the Emperor, the sector acquires several emergency craft and terra forming engines capable of sweeping radiation and pollution from their more neglected worlds. This process begins in earnest. It is funded in large part by the ship building industry and substantial grant monies from the Santhe/Sienar corporation.

Warlord Zsinj comes and goes, however, after his realm falls apart the Tionese people swoop in to acquire certain key technological breakthroughs from his empire as well as the bulk of this TIE Raptors and their engineering schematics and any remaining warships that are willing to side with their government (acquiring at least a quartet of Victory Class Star Destroyers that are fleeing the shattered empire and the New Republic).

With the re-discovery of three of Xim's storehouses in the Cluster the sector begins to reform on a massive scale, unifying the realm, finding a suitable form of government and electing a proper leader into the position of authority required to lead the Tionese Unity Sector into a time of prominence once more. It is here we see their ancestral warships refit and a rise in nationalistic pride.

Naturally, this elevation of the region does not go unnoticed. The New Republic/Imperial Remnant immediately begin to lobby and petition the newly, financially flush sector to join their order (of course they now care as the region is wealthy once more), however, their advances fall upon deaf ears. The Tionese Unity Sector wants nothing to do with New Republic / Imperial Remnant squabbling. The region also begins to attract treasure hunters, smugglers, archaeologists and people from all walks of life on an ever growing scale.

Sector wide recovery efforts move into full swing and the Sector attracts civil engineers and talent from across the galaxy as the region begins to recover from its long galactic torpor. The "Ash Worlds" get a second look with many efforts surrounding cleanup, restoration and new levels of investigation and recovery. These efforts will, in time, uncover additional store houses from the Xim Era. Serving to continue a mad frenzied level of growth, treasure hunting and Sector development fueled by these discoveries.

Unity Governance

The sector is governed in a sort of democratic nobility, with those of noble households being elected into leadership positions chosen by majority vote of both the noble houses and the commoners of all regions. The terms of office for the "Lord/Lady" of the unity are limited to a five year term with the possibility for re-election. The Sector is welcoming to

all willing to abide by its laws and customs. As such, it becomes a haven for the dispossessed from the myriad of wars and conflicts that seem pervasive in the larger galaxy as a whole. The recovery of Ossus signals a renaissance in archaeological discovery and a rise of interest in the Jedi as a whole. The sector seeks to found its own Jedi Order and individuals with potential and some with incredible skill, flock to the sector for safe haven and a fresh start. Largely separated from the galactic whole, other than in the form of trade, the region is insulated from the constant warfare that plagues other regions of the galaxy.

Notes: This will be an excellent setting for players to lay low, flee tyranny, rebuild, refit, and grow. It can be an area to base out of, a government to work for, a basis for adventures surrounding archeology or even treasure hunting.

The Tionese Unity Sector represents an area of space truly neutral and separated from the strife and politics the greater galaxy. I'm endeavoring to create this once "backwater" area as a location that not only caters to starting over but also as a safe haven for most denizens of the galaxy. That's not to say that war criminals from other regions of space will find safe haven here, there is likely to be some cooperation with surrounding governments in the galaxy and the possibility of extradition to other areas should an individual's crimes carry over into the Tion Unity. However, as stated above, those abiding by the Unity's laws and customs will likely be allowed to stay so long as they do not stray from those guidelines.

What are the regions of this Tionese Unity Sector?

Effectively, the Tionese Unity is its own regional Galactic Republic of sorts, incorporating some of its immediately surrounding sectors into a larger whole. So, what we have here is a neutral entity that doesn't answer to any "Empire" or other Republic. Naturally, this may change the nature of things during the Yuzhan Vong era in the fact that the Vong will end up facing a serious military threat. I leave that up to individual GM's on how they want to portray the region as a whole. Include or remove member states as you see fit. Honestly, many had little to no details on what they actually have in them. Some have a couple named planets and others nothing.

The Ash worlds represent an interesting area for the Tionese Unity. While these star systems can largely be ignored, they are open for interpretation and complete creative freedom. This is buffer area of space that the Hutts created by sterilizing the Tionese, burning most if not all the systems into lost memory. While many of the worlds still suffer from the background effects of a nuclear bombardment on a massive scale, in 24 Millennia many more would likely have recovered. Not to mention at least a pair of Xim's "Lost Thrones" exist in this area of space. Thus, there could quite easily be a pair of vaults (or more) located in this area of space.

With the Unity's access to terraforming engines and an alliance with the Ithorians in cleaning their worlds, the possibilities of rediscovery and growth here are nearly endless. Not to mention, while the surface of these worlds might have been stripped bare the resources of the region would still be intact and unlike most other sectors of space in the Star Wars Galaxy, rich in those resources. Largely untouched by the ravages of time and the mining interests that would have harvested them.

These systems were also used as testing grounds for Imperial projects and experimental / secret testing during the height of the Galactic Empire. Who knows what the Imperials might have left behind? They're notorious for leaving research facilities almost everywhere in the galaxy (Maw Installation for example).

As far as other former territories of Xim's empire are concerned arguments can be made for their Annexation and any number of GM driven story elements. The Unity isn't really what I would call expansionist. They don't endeavor for conquest or re-conquest per se. However, given any number of factors like external systems petitioning for entry into the Tionese Unity, a case can be made for their inclusion into this "new" galactic entity. The reason why I didn't simply include everything was because I had to curb the Unity's size in terms of what they could, possibly, reform and re-invigorate. They don't possess the quantity of warships required to completely police the massive swaths of space I included. Even with the addition of some of the fragments of Warlord Zsinj's empire, it represents a much smaller military than most other galactic entities. Just look at the Corporate Sector, they have thousands of capital ships and they seemingly cannot

police their own sector of space to full effect. The Galactic Empire was said to have had 20,000 Star Destroyers at it's height. That's not even accounting for all their support ships of every scale and classification and yet the Rebel Alliance managed to defeat their power base and grow into the New Republic. Eventually, hunting down and destroying most of that massive bulk of Star Destroyers.

For what they have, the Unity possesses formidable warships and military assets that are likely deployed for in sector policing and roving deterrence to piracy and any number of incursions. However, all of those things still happen, just like in any other sector and the Unity has less resources than the Corporate Sector (which are nearly unlimited) to combat them. The Unity must be smarter and their neutrality as a Galactic Entity is one of their saving graces. External empires, sectors and governments still regard them as a backwater of little to no significant tactical or strategic value. That's a boon of the region. While this may not be entirely true, the Unity endeavors to look inward and work internally rather than to display their forces. Invaders come to understand that these systems are not soft targets over time.

Santhe/Sienar as a system and a company will remain profitable for all time in the Star Wars universe. Selling ships and equipment to factions across the galaxy. In later years, they likely begin to sell their Vindicator class cruisers to the Unity. This class of ship is widely sold to groups like the Pentastar Alignment and represents a value as a formidable cruiser that is often overlooked as a viable combat craft in favor of other more traditional ships like Star Destroyers. I will endeavor to include the vessel here in the starships section, refit with Unity weaponry as a well.

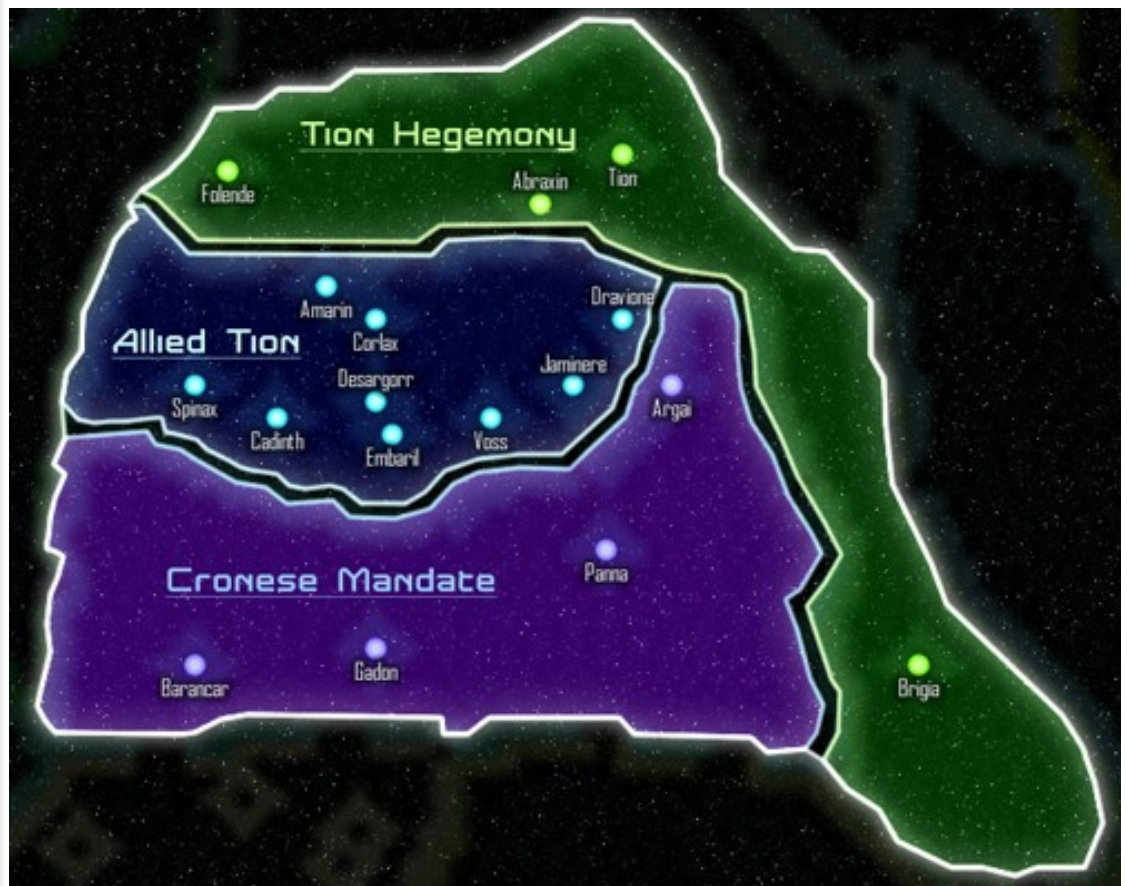
Independent (non-nationalized) Tion Cluster / Unity Manufacturing entities:
Santhe/Sienar, Lorrard Flightworks, Timms UniStar Armaments, Guardian Corps Technologies

Member States:

The Thanium Worlds, the Cronese Mandate, the Tion Hegemony, Allied Tion, Keldrath Sector, Auril Sector, Ash Worlds, Indrexu Sector

2

Planets of the Tionese Unity Sector



Significant Worlds of the Tion Cluster, the Historical Greater Tion & The Tionesse Unity

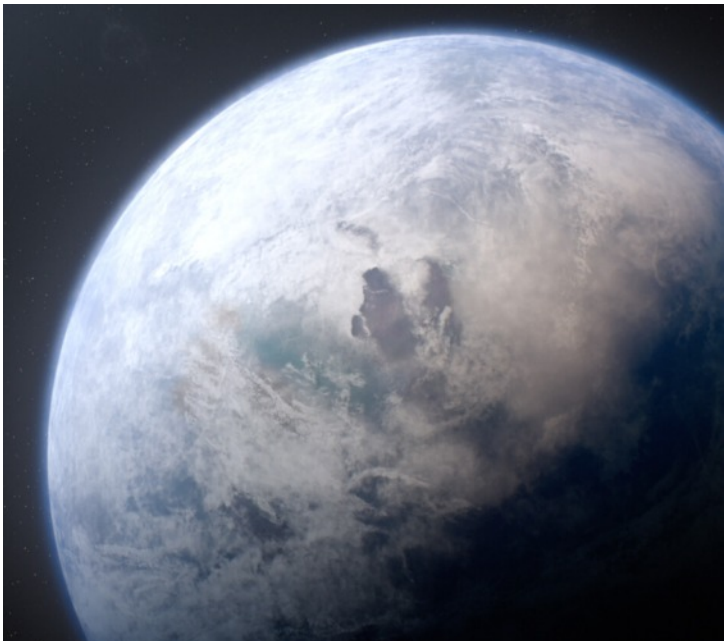
The Cronese Mandate

The Cronese Mandate includes hundreds and hundreds of populated worlds alongside numerous uninhabited ones. The Cronese tend to aloofness, mindful of their imperial past and often dismissing their Tionesse neighbors as unsophisticated peasants, Cron has always looked to the rest of the galaxy in a way the rest of the Tion hasn't. Its principal worlds are along the Cronese Arc; the Kismaano Bypass and the Indrexu Route connect it to the Allied Tion, while some traders follow the Arc to Saheelindeel and the worlds of the Tion Hegemony's Back Spiral.

In the time of the Tionesse Unity, much has changed. Many of this regions beliefs have been dispelled and they now look upon the other regions of the area as allies, seeing as they are all one entity now. Gone is the notion that their Tionesse brethren are unsophisticated or peasants. The attempts at re-education over the past several decades have had a calming effect on the region.

Tion Cluster

Arcan System



Location: Cronese Mandate, Perlemian Trade Route, Greater Cronese Arc

Type: I

System: Patrolled, Capital Ship(s) present, Military presence on world

Climate: Temperate, Urban Planet

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class, two standard Class

Station(s): Mineral Processing Stations

Tech Level: Standard

Import / Exports: Numerous Minerals & Alloys

Wage Rate: Galactic Standard

A busy port on the Perlemian for millennia, Arcan IV is the Cronese Mandate's principal spaceport and a fairly prosperous system with numerous mining concerns. It continues to grow in prominence with the advent of the Tionesse Unity.

Home to the Nikklon Mining Corporation.

Places of Interest:

Lemo and Sanda's den: is the hideout of Lemo and Sanda's gang on the planet Arcan IV. Although primarily the building was used as a location for the gang to hang out, it also served as a cantina, serving drinks to those inside and equipped with booths for people to sit. However, there was a password required to get in the establishment, in order to keep out enemies of the gang. When Lando Calrissian and Chewbacca infiltrated the den, Chewbacca was able to make his way inside by simply roaring at the doorman, perhaps denoting that the security to the hideout was not of the highest caliber.

Janilis

Location: Cronese Mandate, Perlemian Trade Route

Type: I

System: Lightly Patrolled

Climate: Temperate; planetary slums being reformed

Gravity: Standard

Species: Native Human (sleeper ships 27,000 BBY)

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): Two Sub Standard Class

Station(s): None

Tech Level: Below Average

Import / Exports: None, was a resort world

Wage Rate: Below Galactic Standard

Already old in Xim's time, Janilis VII was one of the cradles of Cronese civilization, a lush planet favored by Cron's nobles. It remains populous today, but is a rundown world with a subsistence economy, however, this begins to change in the time of the Tionese Unity. It has extensive libraries dating back to Xim's time, and the Cronese were known to charge high rates to researchers seeking access to them. This also changes as it's mandatory for the region to attract researchers to aid in re-discovering Xim's Storehouses.

Chandaar



Location: Cronese Mandate
Type: III
System: Lightly Patrolled, Military presence
Climate: Polluted/Decaying, Urban Planet
Gravity: Standard
Species: Human
Population: Human, Mixed
Government: Tionese Unity
Starport(s): One Corporate Class, one Standard
Station(s): None
Tech Level: Standard
Import / Exports: Numerous Mining interests
Wage Rate: Below Galactic Standard

The capital of the Cronese Mandate, Chandaar is the original throne world of Cron and the second of the Xim Thrones. It remains the royal seat of Cron, now ruled by figureheads. Chandaar is a polluted, decaying urban world, home to many Cronese mining companies. Its surface is dotted with soulless modern cityscapes and ancient ruins attesting to its ancient glories. In recent years attempts have been made to reverse the damages caused by eons of neglect and some progress is being made. It's minor, however, and the system will take decades before any noticeable level of reformation occurs (regardless of

how much money the Tionese Unity throws at the terraforming of the world).

Oor

Location: Cronese Mandate, Greater Cronese Arc
Type: I
System: Lightly Patrolled
Climate: Parched (Dry), Factory World
Gravity: Standard
Species: Human
Population: Human, Mixed, low population
Government: Tionese Unity
Starport(s): One Sub Standard Class
Station(s): None
Tech Level: Standard
Import / Exports: Numerous Mining interests
Wage Rate: Below Galactic Standard

In ancient times Oor VII was a humming factory world, but millennia of environmental degradation have left it parched and thinly populated.

Barancar

Location: Cronese Mandate
Type: II



System: Patrolled, Military Presence, Capital Ship(s)
Climate: Mountainous, Shipyard World
Gravity: Standard
Species: Human; Quar Rats
Population: Human, Mixed
Government: Tionese Unity
Starport(s): One Imperial Class
Station(s): None; Unity: Orbital Shipyards
Tech Level: Low; Unity: High
Import / Exports: Nothing; Unity: Starships
Wage Rate: Below Standard; Unity: Above Standard

"Above Barancar still drift coils of steel that once formed the Despot's shipyards, now darkened by radiation and pitted by an eternity of micrometeorites. But no image of Xim remains there."
—Bleys Harand describes the shipyards' remains

Originally a thriving merchant port, Barancar was ringed with orbital shipyards in Xim's day. Millennia of war and decay have left most of the yards derelict, but fitful industry still struggles along here and there. Many of the ancient docks are now the lairs of smugglers and outlaws. With the rise of the Tionesse Unity much of this begins to change, with the orbital yards facilities being revamped and put to use. While many ancient docks still do cater to smugglers and outlaws they are known, and taxed by the government. Those not falling into line with the laws and customs of the Unity are evicted or killed, they are given a choice in the matter.

Soruus

Location: Cronese Mandate

Type: I

System: Lightly Patrolled

Climate: Mild Weather, Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Sub Standard Class

Station(s): None

Tech Level: Below Standard

Import / Exports: Minor Trade Bazaar

Wage Rate: Below Galactic Standard

During Xim's reign Soruus was a booming trade world famous for gladiatorial spectacles, a tradition that has continued to thrive even as most other commerce has ebbed.

Places of Interest:

Soruus gladiatorial arena: A gladiatorial arena was built on the planet Soruus. Many gladiators died fighting in the arena, which included a huge statue of the Tionesse Despot Xim holding a heatbeam which towered over the fighting area. The statue was made of polysteel and made in a factory on the planet Centares during the chancellorship of Kirbat the Unready. The Historian Bleys Harand mentioned the arena and the statue in his text *Travels Amid Strange*

Stars, in which he dismissed the statue as an inaccurate depiction of Xim.

The Gladiatorial combat had been revived as a form of gruesome contest in the sector for criminals that are especially brutal and defiant of the sectors laws and culture. However, during the time of the Tionesse Unity the gladiatorial combat became largely symbolic and more of an annual re-enactment of former times. Though, twice a year other contests are held there: A Robot (not Droid, self build remotely controlled bots) gladiatorial contest and a Speeder destruction derby.

Pasmin

Location: Cronese Mandate

Type: I

System: Patrolled

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): None

Tech Level: Above Standard

Import / Exports: Exceptional Quality Fabrics

Wage Rate: Above Galactic Standard

A trade world in Xim's time, Pasmin remains known for its skilled weavers, who labor at their craft much as their distant ancestors did. They create extremely light, yet warm, blankets and clothes. In the time of the Unity they are the principal clothier for the the Tionesse Unity Military and all Para military arms of the government. Their fabrics are renowned in the galaxy as a whole and are shipped to high end merchants galaxy wide.

Places of Interest:

Timber Palace of Pasmin: was a structure that was located on the world Pasmin. When Xer VIII was consolidating his control of the Kingdom of Cron, his son Xim lead an attack on the timber palace, leaving no-one alive there.

Arramanx

Location: Cronese Mandate

Type: II

System: Patrolled, Capital Ships present

Climate: Polluted, Urban (Once Tropical)

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): Several Small Orbital & a couple planetary star ports

Station(s): Poorly maintained, ancient Naval platforms.

Tech Level: High

Import / Exports: Criminal Activity

Wage Rate: Low to Exceptional

A lawless urban world, Arramanx's slums are notorious throughout the Tion. Law abiding star hoppers from the Allied Tion do their business at a number of sleazy but serviceable orbital stations, while those carrying illegal cargoes try their luck planet side.

The system is maintained as a "free for all" Shadow Port. While it's patrolled actively by the Tionesse Military that is simply to keep the peace and to prevent external, non-Unity, governments from intervening in the day to day operations held there. The official Unity stance on the system is one of tolerance so long as the operations there do not directly effect the sectors of space within the Unity proper. The criminals there have an agreement with the Unity and pay them regular taxes in order to be able to conduct their operations in peace. It is an interesting arrangement that the Unity has managed to make sense of and the monies generated by the world pay not only for the policing forces there, they extend into the rest of the Unity itself. The location is always a sore point in political topics when dealing with the New Republic.

Duinarbulon

Location: Cronese Mandate

Type: I

System: Patrolled

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): None

Tech Level: Standard

Import / Exports: Livestock

Wage Rate: Galactic Standard

One of the eldest Cronese worlds, Duinarbulon's proud warriors served Xer and Xim as avidly as they had the Cron lords. The mightiest Duin aspired to become Duinarbulon Lancers, who served Xim on countless worlds before their defeat at the Second Battle of Vontor. Legend has it that seven massive stones of polished ebon, now long-vanished, marked the Lancers' parade grounds. Duinarbulon is a pastoral world relatively unscathed by the Cluster's long history of unrest. In the time of the Tionesse Unity the world becomes renowned for it's high quality meats and milk products and they are marketed to the greater galaxy causing an up tick in the local economy of the world.

Points of Interest:

Great Duinarbulon Mausoleum: is a site of great historical importance that was discovered by the historian Henrietya Antilles during the time of the Galactic Empire, presumably on the planet Duinarbulon. It contains a number of tomes and documents, such as the Antilles Map.

Derellium

Location: Cronese Mandate; Indrexu Route, Greater Cronese Arc, Lesser Cronese Arc.

Type: I

System: Patrolled, Capital Ships Present

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): None

Tech Level: Standard

Import / Exports: Fine Wines

Wage Rate: Above Galactic Standard

A leading agricultural world of the Tion, Derellium is famous locally for its wines. Some Cronese wine collections include centuries-old Derellium vintages. One of the original member-worlds of the Kingdom of Cron, it was absorbed into Xim's empire. After the empire collapsed, it would continue to thrive as a world of the Kingdom of Cron, eventually being part of the Cronese Mandate when the Tion Cluster joined the Republic. In the Republic's final years, the Tion Cluster worlds joined the CIS and were later members of the Galactic Empire. In Unity times the Vineyards of the world are massively expanded and the wines

have been marketed in ever increasing fashion to connoisseurs across the galaxy. The system is well located along three trade routes for excellent distribution.

Eibon

Location: Cronese Mandate

Type: I

System: Patrolled, Capital Ships Present, Military on world

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): None

Tech Level: High

Import / Exports: Electronics

Wage Rate: Well above Galactic Standard

One of Cron's eldest and most-powerful worlds, Eibon has been known for millennia for its proud, independent people, whom even Xer and Xim treated with respect. One of Xim's flagships was named the Eibon Scimitar. After Xim's empire collapsed, Eibon would continue to thrive as a world, and when it joined the Cronese Mandate after the rise of the Galactic Empire, it is considered one of the most powerful worlds of the Cron region. In Unity times the world is the primary contributor to the electronics on Unity starships and Droid components.

Algor

Location: Cronese Mandate

Type: II

System: Lightly Patrolled, light military on world

Climate: Polluted, Urban

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): None

Tech Level: Standard

Import / Exports: None

Wage Rate: Below Galactic Standard

Algor is a planet in the Algor system of the Tion Cluster famous as a homeworld of pirates, smugglers, and lawyers. The Algorian people are known for their

disputatiousness, which became the subject of humor throughout the Tion Cluster. It was the home world of Shamus Falconi. Once part of the original Kingdom of Cron, it was absorbed into Xim's empire before it collapsed in 25,096 BBY, though unlike many worlds in the Tion, the Algorians were not especially proud of their integration into the empire. During the Galactic Civil War, a group of Algor pirates rescued the Wookiee Grasheel and taught him starship engineering. He went on to own a share in the Airlock cantina.

Points of Interest:

The Airlock Cantina: The most famous cantina, likely in the Mandate, owned and operated by former pirates and one Wookiee. The place is well known for actually sporting an Airlock door that dead ends in an actual compressed vacuum (hermetically sealed, simulated chamber). One of the original pirate owners thought this would be a "cool" addition to the bar and plunked down thousands of credits for it's inclusion. One day Viltharb the Blind, accidentally mistook it for the exit door and upon activating the airlock was sucked into the small chamber and the patrons of the bar watched in horror as he "*Turned inside out*" in the glass chamber viewable to all. Viltharb's gift to the cantina remains, though his remains have long been scrubbed from the chamber. There is a warning sign above the airlock now, and it's only been "activated" twice over the past decade...

Foran Tutha

Location: Cronese Mandate

Type: I

System: Lightly Patrolled

Climate: Barren, Breathable

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Sub Standard Class

Station(s): None

Tech Level: Low

Import / Exports: Imports of Food and Technology

Wage Rate: Well Below Galactic Standard

A barren world on the edge of the Tion Cluster, Foran Tutha would be just another anonymous rock if not for the discovery of the Foran Tutha star probe. Scholars have argued for five centuries whether the fragments of this unimaginably ancient starship are

remnants of Celestial, Rakatan or early Core technology; they seem certain to argue for five centuries more. In Unity times the world receives an uplift when the Sector gets an Ithorian Hreardship into orbit and begins to terraform the world to a more Arid climate that would be better capable of crop growth, and in a few short years the climate shift occurs and the planet is capable of sustaining itself.

Kismaano

Location: Cronese Mandate; Kismaano Bypass

Type: I

System: Patrolled, Military presence on world

Climate: Arid, Windswept, Mountainous

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class, some smaller

Station(s): Ore Processing Platforms

Tech Level: Above Standard

Import / Exports: Ores & Alloys, Hyperbarides

Wage Rate: Above Galactic Standard

A rich mining world on the Kismaano Bypass, Kismaano has long stood apart from the rest of Cron, which has never trusted its canny merchants. Kismaano's surface is swept by high winds, and its eldest settlements were built in the sides of canyons and rifts. These cliff side dwellings have been tourist attractions for millennia.

Gadon

Location: Cronese Mandate; Kismaano Bypass

Type: I

System: Patrolled, Military presence on world

Climate: Rocky Planet with few fertile Valleys

Gravity: Standard

Species: Native Gadons (Near Human)

Population: Human, Mixed, Gadon

Government: Tionesse Unity

Starport(s): One Imperial Class, some smaller

Station(s): Ore Processing Platforms

Tech Level: Standard

Import / Exports: Kif (High Energy Ore)

Wage Rate: Galactic Standard

A mining world, Gadon has long chafed at the domination of its powerful neighbor Kismaano. Gadon 3 is noted for its Kif mines. Historically it had fallen under the influence of Kismaano, something

long-resented by the native Gadons. It was the center of a dispute in 71 BBY when the Kif miners began selling ore to enemies of the Gadons. The Galactic Republic ruled in favor of the miners.

Panna



Location: Cronese Mandate

Type: I & II

System: Patrolled, Military presence on world

Climate: Mud World, Oceanic Gelid Seas

Gravity: Standard

Species: Human, various creatures; Panna Dragon

Population: Human, Mixed

Government: Tionesse Unity

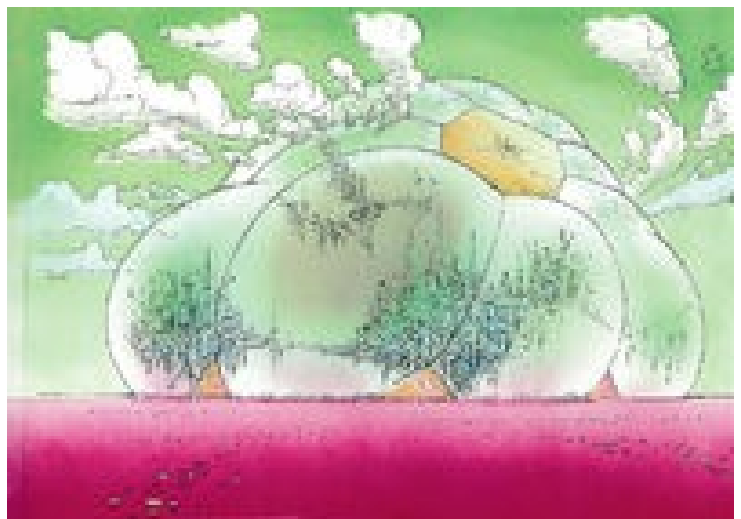
Starport(s): One Imperial Class, some smaller

Station(s): Tibanna Harvesters, Asteroid Processing

Tech Level: Above Standard

Import / Exports: Tibanna Gas, Panna Cakes, Mining interests

Wage Rate: Above Galactic Standard



Panna City

The Panna system is a tangle of asteroid belts surrounding a trio of gas giants, home to bold prospectors, hardscrabble traders, pirates and outlaws. Its best-known settlement is Panna City, a battered space port on Panna Prime, a moon notable for its thick, gelid seas. The inhabitants of the moon were known for their distinct hotcakes, simply called Panna cakes. This recipe was popular enough to be exported off-world, and served in locations such as Dex's Diner on Coruscant.

Corlass

Location: Cronese Mandate; Indrexu Spiral

Type: I

System: Patrolled, Military presence on world

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionese Unity

Starport(s): One Imperial Class, some smaller

Station(s): Naval Military Base (Unity)

Tech Level: High

Import / Exports: Naval Graduates (Unity)

Wage Rate: Galactic Standard; Above (Unity)

As with the other Cronese systems huddled against the Indrexu Spiral, Corlass has a long history of piracy, interrupted by periods of sullen lawfulness compelled by strong Cronese governments. Xim admired the Corlassi for their bravery and skill as spacers, and former Corlassi buccaneers captained many of his warships. After Xim's empire collapsed, Corlass would continue to be a source of piracy, only sullenly and occasionally accepting lawfulness. It eventually joined the Cronese Mandate after the rise of the Galactic Empire. In Unity times the world would become the site of a Naval Academy which compiled millennia of data to form a rather spectacular curriculum. The Academy accepts those outside the Cluster on a specific basis if they are relocating to the cluster permanently and will, upon graduation, receive a commission in the Unity Navy.

Argai

Location: Cronese Mandate

Type: I

System: Patrolled, Military presence on world

Climate: Chilly; Rocky World

Gravity: Just Above Standard

Species: Human

Population: Human, Mixed

Government: Tionese Unity

Starport(s): One Imperial Cass (Unity)

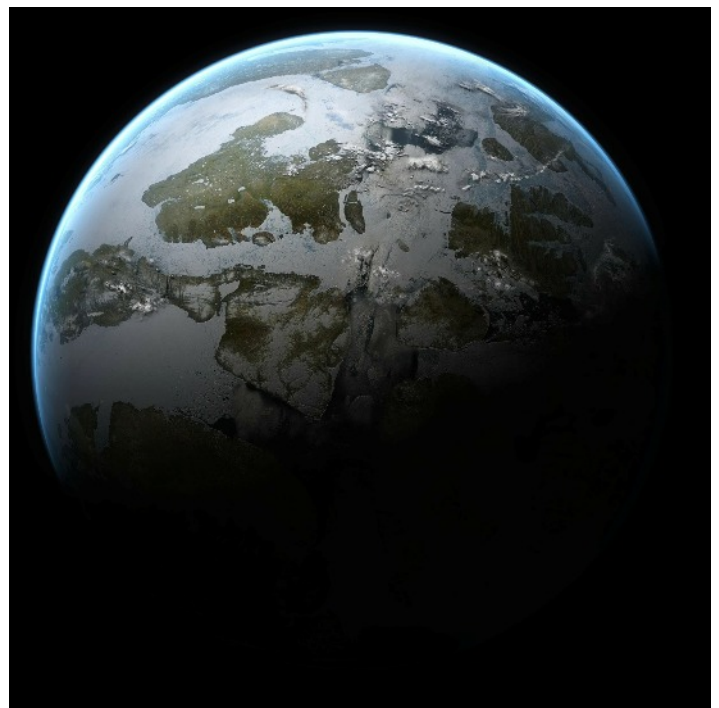
Station(s): Planetary Military Base (Unity)

Tech Level: Standard

Import / Exports: Army Graduates (Unity)

Wage Rate: Below Galactic Standard; Above (Unity)

The home world of Xer and Xim, Argai is the site of the Despot's grandest palace, the ruins of their structures still stand and though weathered by age these structures are still formidable and imposing. In the time of the Unity the Palace has been restored and converted into the Unity War College for ground forces in the Unity proper, a fitting location and a harsh world for training hardened troops. The



location has become a publicized and decorated academy as well as a site that some archeologists converge upon annually to argue about technical inaccuracies of the restoration of the palace.

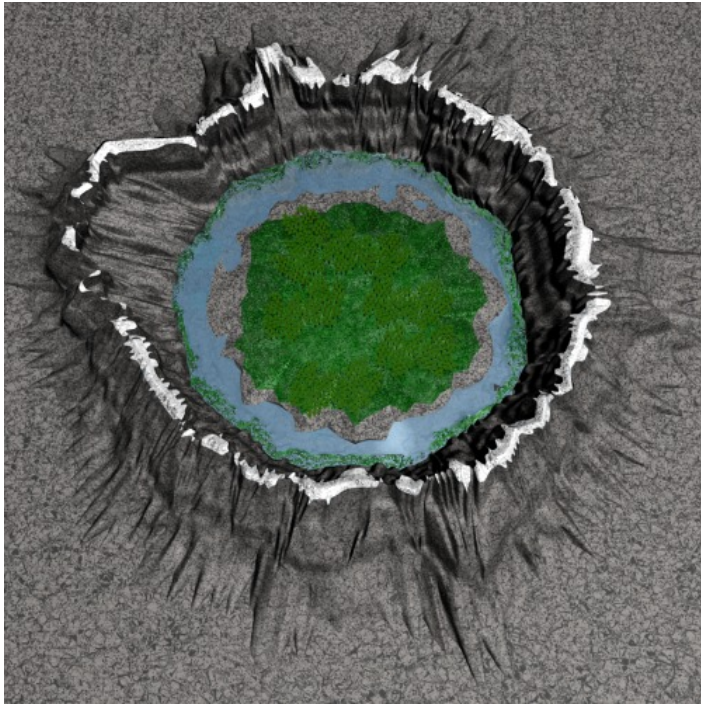
"Despite being the birthplace of a Daritha, Argai has had no golden age. It is largely unchanged from Xer's days, a hard and cold place inhabited by a hard and cold people."

—Bleys Harand, Travels Amid Strange Stars

Notes: Description inaccuracies, the original description refers to eons. Eons refer in science to billions of years, Xer and Xim ruled only 25,000 years ago in the setting, it should have been described as *Millennia*. Altered the "little more than rounded

stones” to ruins. Updated to restored in the time of the Tionese Unity.

Nuswatta



Location: Cronese Mandate
Type: I
System: Patrolled
Climate: Temperate
Gravity: Standard
Species: Human
Population: Human
Government: Tionese Unity
Starport(s): One Imperial Class
Station(s): None
Tech Level: Standard
Import / Exports: None
Wage Rate: Below Galactic Standard; Above (Unity)

Early in its history, Nuswatta was a theocracy ruled from the High Fane of Xo by hierophants, who practiced ritual sacrifice. One of the original member worlds of the Kingdom of Cron, it was violently conquered by Xim the Despot and absorbed into his empire. Xim built the famous Forbidden Gardens of Nuswatta there, a royal retreat later considered one of the Twenty Wonders of the Galaxy.

After the fall of Xim's empire in 25,100 BBY, the hierophants of Xo fled the planet to found a new stronghold where they would await the climactic battle between Humans and Hutts that would usher in the end of time and the Perfection of Xo. The Tionese

never heard from them again. The Forbidden Gardens slowly fell into ruin, and though legally only Cronese could visit them, in practice most Human visitors to the planet could bribe a guide to taken them there.

Nuswatta would eventually join the Galactic Republic. It would continue to thrive as a world, eventually joining the Cronese Mandate after the rise of the Galactic Empire. The planet was notably intolerant to Non-Humans, though despite this Jabba Desilijic Tiure was once able to visit the Forbidden Gardens.

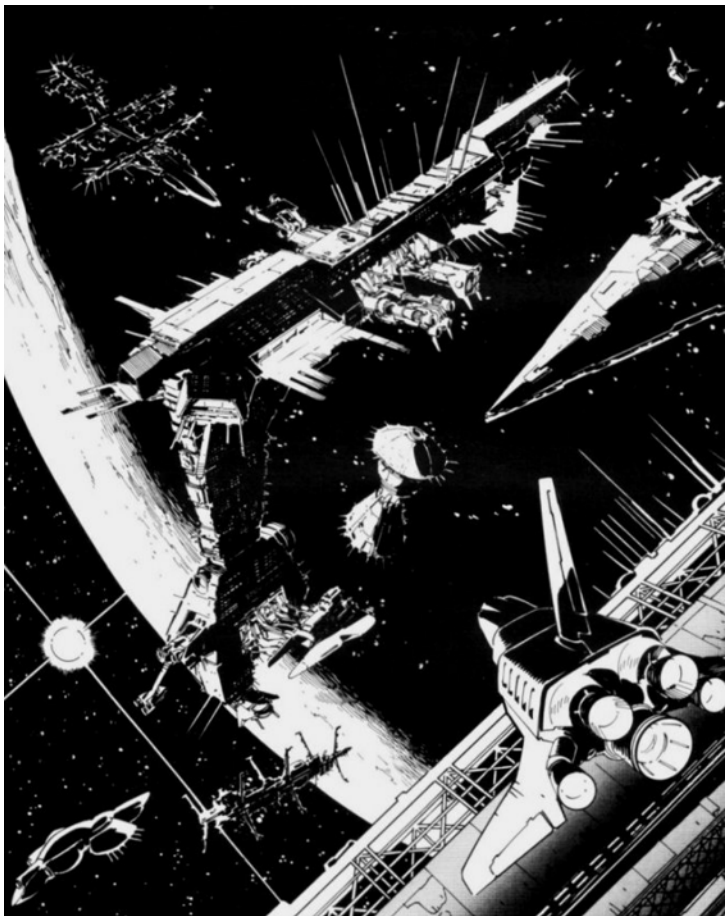
By the time of the Tionese Unity much of the Alien hatred had been “quieted” with tolerance of non-humans climbing somewhat. The gardens have been restored to their former glory and have become the site of an archeological renaissance of sorts in the sector to study the religion of Xo & the Forbidden Gardens. Botanists from across the known galaxy now have an annual conference in the gardens. The restoration efforts were largely conducted by Ithorians & xeno-archaeologists. After seeing their galactic wonder restored to prominence the people of the world notably softened on their stance against non-humans. The gardens have become quite the galactic attraction and the monetary draw is quite excessive now that they have been opened up to the galaxy as a whole. The world has become a tourist attraction with industry catering to that. Aliens are not seen on world often, though they are now, finally, tolerated (*especially because their money is flowing into local businesses*).

The Allied Tion

The Allied Tion has little historical identity, having been carved out of the Tion Hegemony by the Empire. Traditionally, this area was a buffer between the Hegemony and Cron, with Lianna, Barseg, Cadinth and Jaminere jostling for influence. Today the Allied Tion is known for its manufacturing and trade. The Cadinth Run sees a great deal of traffic, though little of that passes beyond Jaminere to the Indrexu Route and the Desevran Trace.

In Unity times the regions have *not been re-unified*, as they are all a part of the Unity with each artificially segmented portion of the Tion Hegemony catering to new pursuits. There has been no need to redefine the regions yet again. They are all receiving equal attention under the leadership of the Tionese Unity.

Lianna



Location: Allied Tion; Perlemain Trade Route, Cadinth Run, Shaltin Tunnels

Type: I

System: Patrolled, Capital Ships present

Climate: Temperate & Dry

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): Three Imperial Class, several others

Station(s): Santhe/Sienar Yards Facility, multiple Golan III Battlestations

Tech Level: Ultra High

Import / Exports: Advanced Starships

Wage Rate: Ultra High; Licensed yards facilities throughout the Tionesse Unity

Lianna is the fourth planet of the Lianna system in the Allied Tion sector of the Outer Rim Territories. The ecumenopolis is the home world of House Santhe and the headquarters of Santhe/Sienar Technologies. Located on the junction of the Perlemian Trade Route, the Cadinth Run and the Shaltin Tunnels, Lianna is one of the busiest ports in the Tion Cluster.

Lianna was conquered by warlords from Tion in the planet's early history, though it later fell under the jurisdiction of the Kingdom of Barseg by the time of the Galactic Republic. It was never, however, a part of Xim's empire, though this claim to independence was mocked by many other Tionesse, as during Xim the Despot's reign Lianna was a bleak agricultural world with a population of only a few thousand.

The Galactic Senate overlooked Lianna, so the planet continued to be ruled as a traditional territory. At approximately 300 BBY, the Senate eventually decided to take control of Lianna from Barseg, though some two hundred years later, Sienar Technologies set up operations on Lianna, after the planet continued to be misused as an industrial center even after the Senate's intervention. Soon after, the company was taken over by Kerred Santhe, who moved his company's headquarters to Lianna.



The City of Lianna

Under the control of Kerred's granddaughter, Valles Santhe, the planet remained independent and proud of its economic power, though it eventually supported the Republic during the Clone Wars, during which the Battle of Lianna was fought. The battle destroyed much of Lianna's urban sprawl. Following the Declaration of a New Order, Lianna became a supporter of the Galactic Empire until Emperor Palpatine's defeat at the Battle of Endor.

At this point, Lady Santhe was in control of Lianna and the Allied Tion, and though the New Republic was respectful enough of her command not to intercede on her rule, surviving Imperial forces launched a series of reprisal attacks on the planet. Fortunately, as Lianna produced many of the Empire's TIE fighters, Santhe was able to hold off the attacks by threatening to cease production. The threat, plus

some well-placed bribes, allowed Lianna to remain neutral by special charter of the Empire.

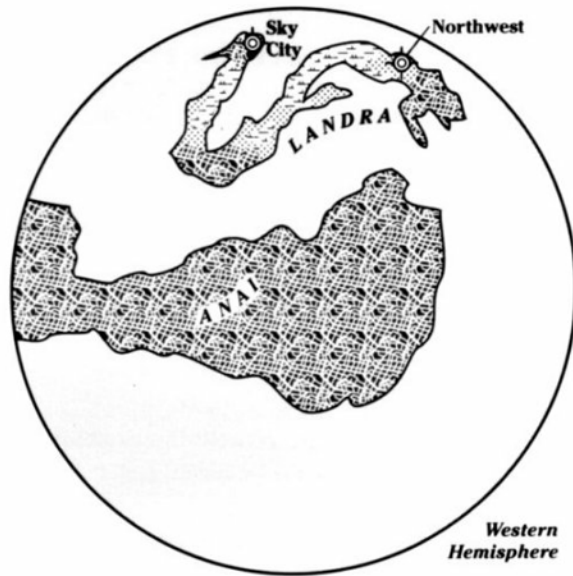
The Firebird Society was also founded on Lianna.

A standard day on Lianna lasts for twenty-two standard hours, and a year encompasses three hundred and seventy local days.

In Unity times the world has joined with the Tionesse Unity for mutual benefit. The Tionesse Unity lends military support and defense of the world, all the while allowing the planet to remain neutral in galactic affairs as the Tionesse Unity is truly independent as it's own galactic power. Lianna provides financial gain and starships to the Unity as well as pretty much anyone across the galaxy that orders from them. It's customers are numerous, however, the Imperial Remnant remains it's largest customer, licensing designs from Sienar Fleet Systems and building them in yards facilities across the known galaxy. Many planetary militias favor the TIE design as it is, typically, a cheap and effective enough snubfighter to fend off pirates.

Santhe/Sienar has been rather litigious after the Emperor's death pressing many a legal suit against Imperial nation states and warlords for illegal reproduction of their designs. Warlord Zsinj is one such individual that eventually capitulated to Santhe/Sienar's demands after they refused to provide him with necessary components for his "unlicensed" TIE Raptor program. The New Republic has been pressed, as well, for their unlicensed reproduction of Sienar's Gravity Well Generators. More specifically the lawsuits targeted SoroSuub Corporation & Corellian Engineering Corporation for their unlicensed designs. Leading further down the rabbit hole, they also have a running legal battle with KDY for including the technology in several Imperial Class Star Destroyers.

Lianna is also the site of a former Imperial Naval Academy that now trains future Tionesse Unity naval officers, as well as, still training "Imperial" Officers for the disparate Imperial factions in the galaxy. The New Republic also accepts graduates of this Naval Academy into it's ranks.



Planet Log Terrain Key

Plains	Barren Rock	Volcano	Water
Desert	Craters	Plateau	Urban/Industrial
Swamp	Hills	Canyon	City
Forest	Mountains	Ice	Spaceport
Jungle/Rain Forest			Site of Interest

The Firebird Society



The Firebird Society is an all-female paramilitary organization that first existed during the Galactic Republic. It continued to exist when the Republic was reorganized into the Galactic Empire, and persisted in the years following the end of that regime. Its goal was to support the female members of the group who felt victimized by misogyny exhibited their male compatriots.

Initially, the Society was strictly a group that consisted of female fighter pilots though its ranks were ultimately open to all branches of military service including the Space Rescue Corps. The only requirement for entry was a distinguished military service. Membership was exclusively female and new recruits were often sought out with entry only being provided by two Firebirds of good standing with one of them producing their signature pin to the new initiate. Part of its membership meant that regional meetings were often conducted where new recruits were sought out and advancements for their fellow sisters were kept an eye on.

In the Imperial Period, the actions of the Firebird Society became much more aggressive and they became dedicated in striking back against their male oppressors that sought to deny them their rightful place in the military hierarchy. As such, this era of Firebirds used any means necessary short of collaborating with Rebels to accomplish their aims which included blackmail as well as vigilante raids. Their meetings were used to impart covert information on military officers or politicians that were believed to be responsible for stalling the careers of promising female officers. Such information was used to either leaking corrupt details about the target

or place blame on them for some failure in order to discredit them.

The Firebird Society's activities were centered around close-combat training, and planning and executing strikes those that stood in the way of female advancement and the enemy of the galactic government. In action, members wore black body gloves with veiled hoods, disguising their identities while making their gender emphatically clear. These form fitting commando jumpsuits were made to intentionally make clear that their actions were conducted by women of high skill.

They showed a marked bias for vibroblades over blasters.

This organization was founded 2000 BBY on the planet Lianna in the Core Worlds where initially it was simply a social club consisting of the top female fighter pilots from the planetary military academy. Each of its members served as wing mates for one another or as a mentor to a newly recruited member into the Society. In time, the organization transcended its Lianna based planetary roots and became a more galactic based organization with chapters opening up throughout space as well as began to encompass all branches of the armed services. Membership into the organization still required certain qualities namely that the initiate be a female of exceptional skill along with dedication to the ideals of the Galactic Republic as well as their fellow sisters in general. This maintenance of the military traditions of the group made them a highly elite core group of soldiers in times of war. In certain theaters of war, their effectiveness was so great that they became a semi official organization and were allowed to wear their Firebird pin on their uniform. One of the notable activities of the group was during the Freedom Nadd Uprising where some of the best officers and pilots that served alongside the Jedi Order were members of the Firebird Society.

It was during the reign of the Galactic Empire that the organization suffer a change. One of the many additions to the new Imperial Military in addition to xenophobia was sexism which meant that there were countless female officers that were passed for promotion simply because they were women. Only the most exceptionally talented or wealthy individuals were able to rise through the ranks while the rest were forced to watch their inferiors who lacked any talent

being promoted simply because they were men. This was seen in both services namely the Imperial Navy and the Imperial Army. At this point in time, a young female officer in the Imperial Army known as Tessala Corvae was a member of the Firebird Society who had been relegated to patrol the Tapani sector and it became clear that she was subject to the sexism present within Emperor Palpatine's New Order. Thus, she sought to change that and she used her connection to the Firebird Society to transform the organization from a simple social networking group into a vigilante organization that sought to promote the rights of their fellow female members by any means necessary short of betraying the Empire to the Rebel Alliance. At its height, it was believed that the group consisted of at least 200 members within its ranks.



General Tessala Corvae

During the Galactic Civil War, they began staging increasingly high-profile strikes against enemies of the Empire that aimed to prove the effectiveness of female warriors to the Army high command, the Imperial leadership, and the galaxy as a whole. Although the Firebird Society's agenda and membership was Empire-wide, Tapani Sector became the center of their activities when Corvae was promoted to Major General assigned to command the 1st Tapani Assault Battlegroup at Tallaan. She found willing recruits among the local noblewomen, raising the group's roster to around a hundred active

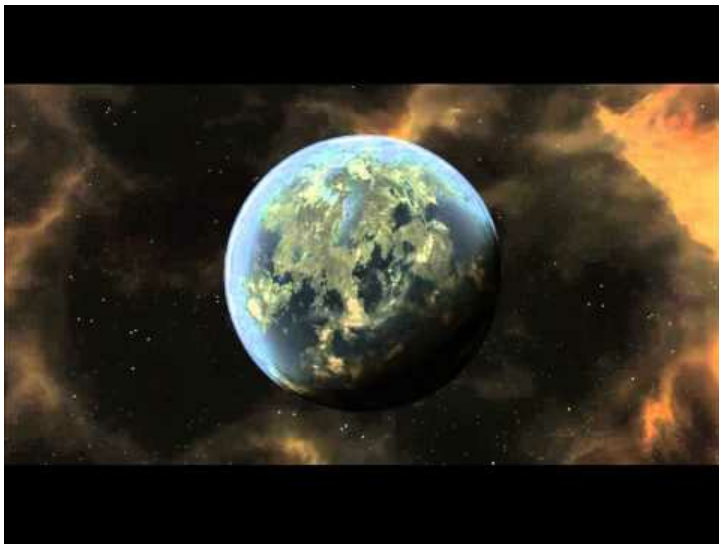
members. Each new recruit was expected to offer a useful gift on joining, small starships and discreet local bases were particularly appreciated and members subsequently paid an annual subscription fee. General Corvae herself used her position as Army commander on Tallaan to arm the sorority with two Lambda-class shuttles, twenty sets of stormtrooper armor, and a small arsenal of infantry weapons.

The effectiveness of Corvae's more militant Firebird's during this era meant that they became a target for both Imperial Intelligence and Alliance Intelligence. While some of its members were captured, their complete loyalty to the Society meant that it remained protected and hidden from harm in these years. During the rise of Ysanne Isard as Director of Imperial Intelligence, Major General Corvae pledged the allegiance of the Firebird Society to her. Isard herself was quite impressed with the track record of the organization and promoted its members to key high level military positions while she kept others to covertly watch for any dissent within the Imperial ranks. This period of aggressive action conducted by the Firebird Society ended upon the death of Major General Corvae though the organization survived in later years.

The Society continued to exist in the years of the Legacy era where they came under the watch list of the Galactic Alliance Guard. While the group no longer practiced their violent vigilantism, the GAG were still wary of a group that owed more loyalty to themselves and not to the Galactic Alliance in general. In this time, the group continued its goal of covertly and aggressively seeking out damaging information against individuals or organizations that stood in the way of a noteworthy female officers advancement simply due to her gender.

In the Tionese Unity the Firebird Society is responsible for much of what they are noted for, making certain that sexism does not exist in the military branches of the Unity Proper. The organization has become an elite contingent of the Tionese Unity comprised of only female members. There are plenty of other “boys clubs” available to men in the sector, it’s only fitting that the women of the Unity had one of their own. Wearing a firebird pin means that you’re not to be trifled with, as the program has been officially expanded here to included special forces & advanced flight training.

Barseg



Location: Allied Tion; Perlemain Trade Route

Type: I

System: Patrolled, Capital Ships present, military presence on world

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human

Government: Tionesse Unity

Starport(s): Two Imperial Class, Several Standard

Station(s): Several Trade Stations

Tech Level: Above Galactic Standard

Import / Exports: Trade Port for the Tion Cluster

Wage Rate: Galactic Standard; Above (Unity)

An ancient world that ruled a small space empire long before the foundation of the Kingdom of Cron on Cadinth, prior to 25,150 BBY. Barseg was the capital world of one of the oldest Tion Cluster states: the Kingdom of Barseg. Barseg later allied with the Kingdoms of Cadinth and Jaminere, creating the Three Allied Kingdoms. Pirate King Xer VIII waged a campaign against the kingdoms between 25,150 BBY and 25,130 BBY, defeating the Kingdom of Barseg at the Battle of Barseg. Barseg and the Three Allied Kingdoms worlds were conquered and absorbed into Xer's Empire, and later into Xim's empire until its collapse in 25,100 BBY. After the Tionesse War, Barseg and the entire Tion Cluster were absorbed in the Galactic Republic, the Kingdom of Barseg surviving.

Barseg enslaved the neighboring world Lorrard for millennia, forcing the Lorradians to live in miserable conditions. The planet was freed when the Republic

subjugated Barseg around 300 BBY, but the planet maintained its economic domination over Lorrard. The Kingdom of Barseg long included Lianna. The Lianna providences of Caldara and Berene led the last great independence war on Lianna against Barseg, which resulted in the annihilation of both provinces. The plight of Lianna was ignored by the Galactic Senate until the Senate itself took control of Lianna from Barseg in 300 BBY.

In the Republic's final years, the Tion Cluster worlds joined the CIS, and were later subjugated by the Galactic Empire that created the Allied Tion sector. The Barsegi were known for their arrogance and pride in their ancient imperial past. The planet was known for its incredibly rigid caste system, and even by the time of the Empire, many on the grim trade world performed the same duties their distant ancestors did.

In Unity times the reformations spanning from the Clone Wars era have had little impact on the overall arrogance of the world's inhabitants. Essentially, they have damned themselves. As they are the least liked and tolerated group of humans in the Tionesse Unity. Receiving a military posting to Barseg is typically the least desired posting in the Unity due to the arrogance of the native population and their insistence on following their archaically rigid caste system, which is something the reforms sought to dissolve. The Unity's reforms, however, have had an effect. Some of the local populace annually abandon's their caste postings and finds a home elsewhere in the Unity and lead more productive lives with less rigidity. Barsegians make apt military officers and troops, due to the rigidity of their upbringing they seem to take well military life. Often softening a bit as they take on defense of the Unity as a whole.

Lorrard

Location: Allied Tion; Perlemain Trade Route

Type: II

System: Patrolled, Capital Ships present

Climate: Temperate; Dirty: Urban

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class, Several Standard

Station(s): A few Trade Stations

Tech Level: Below Galactic Standard; Above (Unity)

Import / Exports: Trade Port; Speeders

Wage Rate: Below Galactic Standard; Above (Unity)

Lorrard is a dirty, urban planet in Allied Tion sector. Prior to 300 BBY it had been dominated by Barseg for millennia, enslaving the Lorradians in harrowing condition and forcing them to work in heavy machinery factories producing tools, speeders, and H-12 copters. The Galactic Republic liberated Lorrard from the Kingdom of Barseg in 300 BBY, but Barseg's economic domination of the planet continued.

The planet is the headquarters of Lorrard Flightworks.

In Unity times the world has escaped the economic domination of Barseg and has finally started to outstrip Barseg's economy standing well on its own industrial might. Though it may take decades, the world will likely completely recover and become the principal trade port in the region. It is also a site of the terraforming process and has an Ithorian Herd ship in orbit working to reverse the Millennia of pollution that lends itself to the grime that is perpetually cast over the urban sprawls of the world.

Spinax



Location: Allied Tion; Cadinth Run

Type: I & II (Polluted Oceans)

System: Well Patrolled

Climate: Oceanic; Just under 100% of the world is covered with water

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class

Station(s): Two Trade Stations

Tech Level: Galactic Standard

Import / Exports: Trade Port for the Tion Cluster

Wage Rate: Below Galactic Standard; Normalized (Unity)

Spinax III is a waterworld in the Spinax system of the Allied Tion sector. It is viewed romantically by many in the Tion Cluster, as it had a famous tradition of leviathan-hunters: for millennia, hunters would take to Spinax's oceans to hunt the planet's immense crustaceans, creatures with minimal but malevolent intelligence and tough, flexible skeletons useful for a range of craft. However, careless undersea mining polluted Spinax's seas, and the last leviathans died centuries before the Battle of Yavin.

In Unity times both the Ithorians and the Lurrians have been invited to the world. The Ithorians work tirelessly to remove the pollution to Spinax's Seas and are seeing a dramatic effect in cleaning up the water supply in just a few short years. The planet having begun the process themselves during the later days of the Clone Wars. The Oceans are now capable of sustaining life. The Lurrians involved was a chance encounter, where they were discovered after substantial research was performed, in the days following the death of the Emperor and the empires subsequent fragmentation (around Zsinj's rise) a contingent of Tionesse traders had discovered the Lurrians and successfully evaded the Imperial blockade of the world (which was dispersing). They set down on the Lurrian's world for repairs and brought some of the incredible bio engineers back with them. In the years since, they have endeavored to reverse the fate of the Leviathans of Spinax III and the first of the beasts has been "resurrected" using an excellent, preserved, genetic sample from an ancient Leviathan bone. The beasts are a less malevolent, however, the world has become somewhat of a tourist attraction in the Unity, as well as, a resurgence to its trade economy and the possibility of restoring the world to a seafood export locale.

Cadinth

Location: Allied Tion; Cadinth Run; Kismaano Bypass

Type: II (Recovering; breath mask not required)

System: Well Patrolled

Climate: Black Sand Deserts, Desert World

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class, some smaller

Station(s): Three Ore Processing Platforms
Tech Level: Galactic Standard
Import / Exports: Trade Port for the Tion Cluster
Wage Rate: Galactic Standard; Above (Unity)

Cadint was one of the original worlds in the Kingdom of Cron, and later Xim's empire. At the time of the Galactic Empire, Cadint was a wealthy port and desert world in the Allied Tion sector. Its natural beauty was destroyed by industrialization, as was that of its neighbor, Lianna, leaving deserts of black sands and howling winds. Scattered in the wastes were the ruins of ancestral civilizations. Its population was concentrated in gloomy, sharp featured cities that self-consciously evoked the distant past.

Prior to 25,150 BBY, Cadint was the capital world of one of the ancient Tion Cluster states: the Kingdom of Cadint. Cadint later allied with the Kingdoms of Jaminere and Barseg, creating the Three Allied Kingdoms. Pirate King Xer VIII waged a campaign against the kingdoms between 25,150 BBY and 25,130 BBY, defeating the Kingdom of Cadint at the Battle of Cadint. Cadint and the Three Allied Kingdoms worlds were conquered and absorbed into Xer's Empire, and later Xim's empire. Thus it became the Third Throne world of Xim.

After the collapse of the empire in 25,100 BBY, the world joined the ancient Kingdom of Cron. After the Tionesse War, Cadint and the entire Tion Cluster joined the Galactic Republic. In the Republic's final years, the Tion Cluster worlds joined the CIS, and were later subjugated by the Galactic Empire.

Saskapeg is the capital city of Cadint and its government, the Cadint Oligarchy. In 22 BBY, when the Galactic Republic was chafing with a militant separatist faction, the Oligarchy took the Republic's side. That changed when a pro-Separatist uprising occurred in Saskapeg, leading to the death of Jedi Knight Bodis-Ker Vitan, the planet's Watchman. The incident prompted the government to withdraw the planet's support of the Republic, with Prime Oligarch Rankwin Fopow later recalling those statements and declaring it was "firmly undecided" between the groups.

In Unity times the world has seen a resurgence of environmental work performed, attempting to reverse the damage done of the world in ages past. The

environmental process of change is a slow one, however. It's estimated that while the breathable atmosphere has been largely repaired, and Breath Masks are no longer a requirement, that the landscape may never reach full restoration. The planetary Oligarchy no longer resides over the world, with it's full integration in to the Tionesse Unity's governmental system. Though at least one museum on the world caters to that history.

The planet's precious ores have restored the world to a modicum of prominence in galactic trade as has the restoration of the Palaces of Xim there, drawing tourists. It is more a site for xeno-archaeologists and those hunting clues about Xim's lost storehouses, however, as some clues that may lead to the re-discovery of another storehouse may have surfaced there. Those interested in the resurgence of the Jedi will typically make a pilgrimage there to visit the exhibit on display about Jedi Knight Bodis-Ker Vitan. Located in the world's historical archives, all of his possessions have been preserved.

Cadint is the home of Timms UniStar Armaments.

Embaril

Location: Allied Tion

Type: I

System: Patrolled, military presence on the worlds

Climate: Three temperate, unspoiled worlds

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class, two standard

Station(s): Two Luxury Resort Stations

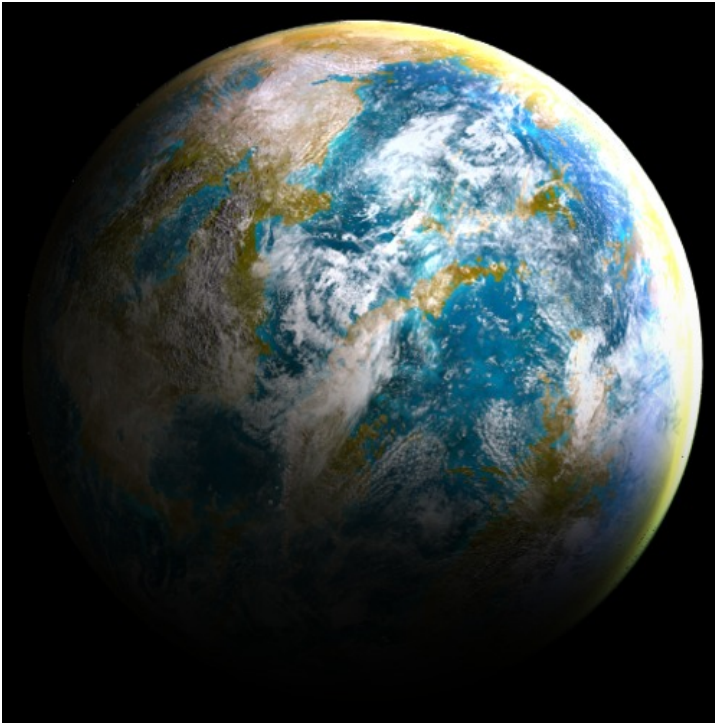
Tech Level: Galactic Standard

Import / Exports: Tourism

Wage Rate: Galactic Standard; Above (Unity)

One of the Tion's least-spoiled worlds, Embaril's green hills and crystalline lakes attract wealthy nobles from throughout the Cluster and even some parts beyond. In Unity times the system has seen a resurgence of tourism and is a favored spot for vacations. It acts as a location for clandestine operations training. The tranquil setting tends to "affect" some soldiers. The operations are conducted in plain sight, using the tourism of the world as the basis for covert evasion. *(As in don't be spotted by the locals, nothing untold happens here. It is a posh posting for special operations units)*

Voss



Location: Allied Tion

Type: I

System: Patrolled, military presence on world

Climate: Three temperate

Gravity: Standard

Species: Voss, Gormak

Population: Human, Voss, Gormak, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class

Station(s): None; Jedi Academy on world

Tech Level: Galactic Standard

Import / Exports: Starship Grade Ores

Wage Rate: Galactic Standard; Above (Unity)

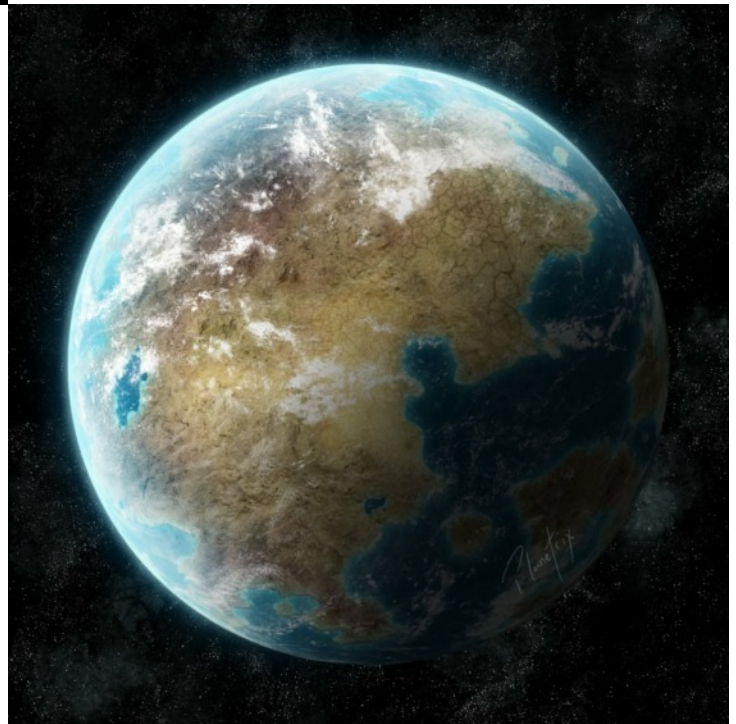
The Empire poured credits into this unremarkable mining world when it created the Allied Tion. Imperial hopes of creating an industrial powerhouse to balance the influence of Lianna soon faded, however, as Voss quickly fell under the sway of corrupt Tionesse clans.

Voss has a long history with the Jedi and the Old Republic. Though much of this history has faded over the Millennia. The Voss and the Gormak have a shared history, they began as the Gormak until the Ancient Sith taught them the use of the Force. The Force rapidly evolved the Gormak into the Voss and many wars ensued between both the Gormak and the hybrid Voss over the Millennia. The two races have

come to know peace, yet their martial traditions have not dulled.

In Unity times, the site is the location of a Jedi Academy as the planet is steeped in the Force. It is the location of a “Grey” Jedi Academy, training Unity protectors. The Grey traditions would take hold during the times of the New Republic and the order would actively seek to prevent both the Light Side and Dark side orders from having a presence in the Tionesse Unity. The Unity is a neutral entity in the Galactic scene and as such the Grey Jedi order is a perfect fit for the region, striking the true balance between the dark and light sides of the Force. The presence of the Academy is known only to a few, as the world is primarily known for its ores for starship construction. *It's the best known secret of the Tionesse Unity.*

Jaminere



Location: Allied Tion; Cadinth Run

Type: I

System: Patrolled, military presence on world, Capital Ships present, snubfighter wing on world

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): Four Imperial Class

Station(s): Naval Battle Station (Originally CIS), multiple Golan I Equavilents

Tech Level: Galactic Standard; High (Unity)

Import / Exports: Military Assets for the Unity

Wage Rate: Galactic Standard; High (Unity)

Jaminere was a planet located in the Tion Cluster of the Outer Rim Territories, along the Cadinth Run. A powerful manufacturing world known for its efficiency, Jaminere was the capital of the Allied Tion sector admired for its rather un-Tionese efficiency.

Prior to 25,150 BBY, Jaminere was the capital world of one of the ancient Tion Cluster states: the Kingdom of Jaminere. Jaminere later allied with the Kingdoms of Cadinth and Barseg, creating the Three Allied Kingdoms. Pirate King Xer VIII waged a campaign against the kingdoms between 25,150 BBY and 25,130 BBY, defeating the Kingdom of Jaminere at the Battle of Jaminere. Jaminere and the Three Allied Kingdoms worlds were conquered and absorbed into Xer's Empire, and later Xim's empire.

After the collapse of the empire in 25,100 BBY, the world became the center of the Jaminere Marches, one of the feuding states that rose in the Tion Cluster from the ashes of Xim the Despot's empire in the century after his death. In the following centuries, Jaminere's rule stretched from Embaril and Desargorr to Amarin and Argai, and its influence endured as late as the era of the Galactic Alliance.

After the Tionese War, Jaminere and the entire Tion Cluster joined the Galactic Republic. In the Republic's final years, the Tion Cluster worlds joined the CIS, and were later subjugated by the Galactic Empire that created the Allied Tion sector. Thus Jaminere was made the sector capital.

In the time of the Unity the world is a key player in refurbishing ancient Xim era warships and even creating some new era craft. It is the site of a once mothballed CIS Naval base as well as a Droid factory on world that was also CIS at one time and now has been retooled to produce (Xim) War Droid MK II's. The planet is a power player in the sector and effectively viewed as the Capital of the Tionese Unity.

Dravione

Location: Allied Tion; Cadinth Run, Desevran Trace

Type: I

System: Patrolled, military presence on world

Climate: Temperate; Light Atmosphere

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionese Unity

Starport(s): One Imperial Class

Station(s): Two Trade Stations

Tech Level: Galactic Standard; High (Unity)

Import / Exports: Trade, tourism, armaments

Wage Rate: Galactic Standard; Above (Unity)

Dravione is a planet located in the Allied Tion sector. One of the first conquests of the Pirate King Xer VIII when he expanded from Argai, its prominence was rapidly eclipsed by nearby Jaminere. By the time of the Galactic Empire, it was a bleak agricultural world notably only for a handful of Xim-era aeries in the planet's mountains that were remarkably well preserved by the thin air.

Bleys Harand visited the planet in the hopes of finding an accurate representation of the face of Xim the Despot and was told of a statue of Xim in the aeries. However, he found the courtyards empty but for a ruined statue that was missing everything above the calves. He recorded his journey in *Travels Amid Strange Stars*.

In Unity times the Aeries have been restored and act as tourist locations. The planet is well placed for trade and as such is making a comeback financially. The notable local industry now caters more to Tionese based and manufactured small arms and some advanced armaments. It is the primary supplier of small arms for the Tionese Unity (Timms).

Corlax

Location: Allied Tion; Desevran Trace

Type: I

System: Patrolled, military presence on world, Capital Ships present, snubfighter wing on world

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human

Government: Tionese Unity

Starport(s): Two Imperial Class

Station(s): Four Golan I Like Defensive Platforms

Tech Level: Galactic Standard; Ultra High (Unity)

Import / Exports: Advanced Armaments, technology

Wage Rate: Galactic Standard; High (Unity)

Corlax 4, or simply Corlax, was a planet located within the Allied Tion sector of the Outer Rim Territories. An unremarkable industrial world, during the Clone Wars almost 300 million Humans inhabited the planet, working mostly as laborers.

Corlax 4 served as a launching pad for Xer VIII's attack against the Livien League, from which he would strike against Amarin. It spent centuries changing hands between Jaminere and Desevro.

The planet had joined the Confederacy of Independent Systems, and it was immediately recognized by its raw materials that the Separatist holdings could use for their war machines. However, this got the attention of the Supreme Chancellor, who ordered Jedi Master Darrus Jeht to eliminate the Separatist facilities there. Jeht was unnerved by the unorthodox nature of this mission, as the order came directly from Chancellor Palpatine himself. He also questioned the need to have to exterminate the population of the planet. For the first time in his life, Darrus Jeht chose to disobey. The planet remained one of the CIS's key sources of war materiel throughout the Clone Wars.

In Unity times the world's long mothballed Clone Wars era munitions plants were re-activated and the planet Corlax 4 is protected by Tionese battle stations Equivalent to Golan I's with Molecularly Bonded Armor recovered from a Xim era Storehouse. The planet works to re-tool Clone Wars era Droids and weaponry commonly used by CIS Capital Ships. Those weapons find new homes on Xim era warships, as well as, more modern ones the Unity is fielding. It was the ideal location for a fast resurgence of an armed Tionese Unity. Without the world their starships would have been lacking essential firepower to hold any galactic power at bay.

Amarin

Location: Allied Tion; Borderland Regions

Type: I

System: Well Patrolled, military on world

Climate: Temperate; Dense Forests

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionese Unity

Starport(s): Two Imperial Class

Station(s): Many food processing stations

Tech Level: High

Import / Exports: Advanced Foodstuffs

Wage Rate: Above Galactic Standard; High (Unity)

Discovered circa 25,127 BBY, Amarin was a member-world of the Kingdom of Cron up until it was absorbed into the empire of Xim the Despot. Amarin became a hunting reserve for Xim's empire.

Following the collapse of the empire in 25,096 BBY, the Cron Kingdom reasserted its control over the area and remained an independent state. Several millennia later, the planet was enveloped in Darth Revan's Sith empire until its fall in 3960 BBY. Remaining separate from the Republic, the world joined the Brotherhood of Darkness during the New Sith Wars; the world was seized from the Sith after their defeat several years before the Ruusan Reformation.

A member state of the Republic for several centuries, the world joined the rest of the sector in becoming member states of the Confederacy of Independent Systems during the Clone Wars. While several battles were fought in the sector, the planet was seized following the end of the war by the Galactic Empire. Seeing the area as a threat, the Emperor divided the area in to three sectors, with Amarin being divided into the Allied Tion sector. Patrolled by the Warlord Zsinj during the Galactic Civil War.

It joined the Tionese Unity neutral government, of which Amarin is still a member and avoided the Yuuzhan Vong War altogether. One of the Unity's busiest agri-worlds, Amarin was a hunting reserve during Xim's time, and tradition has preserved its thick, cool forests ever since, offering a small respite from the wreckage of so much else in the Cluster.

In Unity times it continues to be a bread basket world for the region. Providing much needed foodstuffs for the area and providing relief for other starving sectors in the area. It is known to produce advanced food products that typically are packaged as MRE's (Meals Ready to Eat) for military and relief actions. It's foodstuffs are certified to remain edible for millennia.

Desargorr

Location: Allied Tion

Type: I

System: Patrolled

Climate: Temperate; Pitted and Mountainous

Gravity: Standard; 2 Moons

Species: Human

Population: Human, Mixed

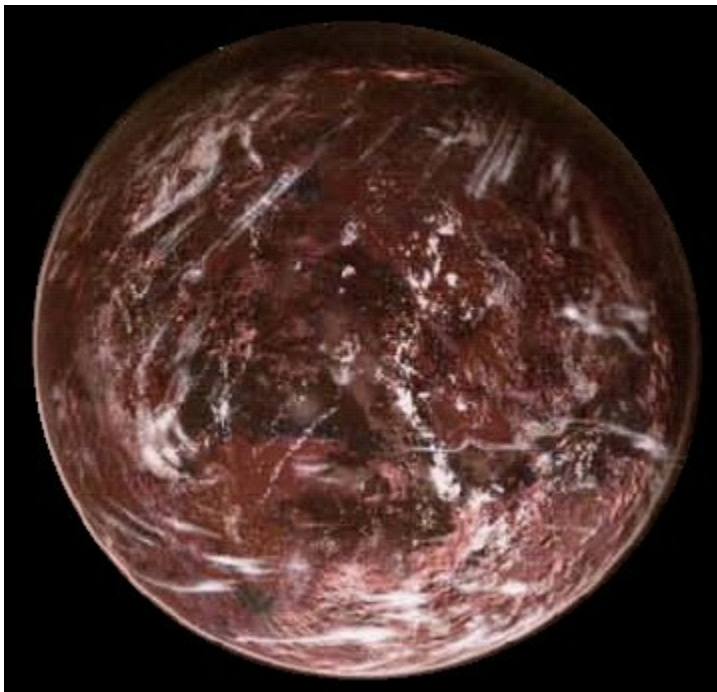
Government: Tionese Unity

Starport(s): Two Imperial Class
Station(s): Many food processing stations
Tech Level: High
Import / Exports: Advanced Foodstuffs
Wage Rate: Above Galactic Standard; High (Unity)
A mountainous world rich in minerals, known for its beautiful mountain ranges. Desargorr is pitted by millennia of ruthless mining, as are the system's numerous moons, asteroids and comets.

The Tion Hegemony

The Hegemony is divided into two quite different regions: the cluster of systems at the head of the Desevran Run, and the string of systems beyond the Indrexu, along the Tion Trade Route in what's known as the Back Spiral. The former rose to prominence as the Livien League; often called the Livien Worlds, they include some of humanity's eldest cultures. The Back Spiral worlds are mostly poor, and have little to do economically or culturally with the Livien Worlds. Though in Unity times much has been done to change the fate of the Black Spiral worlds.

Desevro



Location: Tion Hegemony
Type: II
System: Patrolled, military presence on world
Climate: Subarctic
Gravity: Standard
Species: Human, Saheelindeeli

Population: Human, Saheelindeeli, Mixed
Government: Tionesse Unity
Starport(s): Three Standard Class
Station(s): None
Tech Level: Below Galactic Standard
Import / Exports: Starship Grade Ores, Mil Tech
Wage Rate: Below Galactic Standard; High (Unity)

Before the Galactic Republic was formed, Desevro was the capital of the Livien League before being conquered by Xim the Despot c. 25,130 BBY, and became one of his two capital worlds, along with Argai. In 25,100 BBY, Xim ordered a secret vault built on the Swampland estate of his Desevran chamberlain. Desevro was named as the Fourth Throne of Xim. After Xim's death later in 25,100 BBY, the planet became capital of the Honorable Union of Desevro & Tion, an oligarchy ruled by the Thirty-seven Families, the nobles of Desevro. The Union maintained an intense rivalry with the Kingdom of Cron.

In 24,000 BBY, the Union made war with the young Galactic Republic. This proved its undoing. The Republic dropped volleys of pressure bombs on Desevro, and the Desevrars gave Coruscant the same treatment. After nearly a century of fighting, the Republic won the war by turning the Hutts against the Union, allowing them to invade the Tion Cluster. This led to the Union's end as an independent state, and with its situation desperate, Desevro offered its unconditional surrender to the Republic. It was refused: the Republic opted to sterilize Desevro as an object lesson to the rest of the Tionesse.

The worlds of the Union joined the Republic by 23,900 BBY as a member sector with Tion as the capital; Desevro, however, bitterly refused to follow the crowd and remained proudly independent. As a result, the planet became a political backwater even for the Outer Rim and its cities fell into a precipitous decay. Desevrars, as the native Humans were called, were extremely racist, calling all non-humans Hutts.

During the Cold War, the Sith Empire placed Reaver Station at Desevro, a port for entertainment to be used for leave. During the Clone Wars, Desevro was aligned with the Confederacy of Independent Systems. In Unity times much as been done to combat the racist ideologies of the planetary population. It's a work in progress, as the world

remains one of the Unity's most vocal against anyone that is not human or near human.

The planet is covered by a decaying urban sprawl that is almost impossible to remedy. The only relief coming in the form of demolition crews that blast chunks of the urban decay apart and reconstruct completely new environments. The act of doing this is incredibly tricky, as much like Coruscant, the sprawl is built upon the layers of other decaying societies... There have been a number of setbacks and a few successful constructions. *The secret vault of Xim the Despot has never been discovered on the world.*

Currently the home of Tion Mil/Sci Industries.

Livien

Location: Tion Hegemony

Type: I

System: Patrolled

Climate: Temperate; Agri-world, rolling plains

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): Two Standard Class

Station(s): None

Tech Level: Below Galactic Standard

Import / Exports: Foodstuffs

Wage Rate: Below Galactic Standard; Below (Unity)

The founding world of the ancient Livien League, Livien now barely even has its lost glories to sustain it, having stumbled into a long twilight as a subsistence agricultural world pocked with ruins.

In Unity times the world sees an increased interest in farming and this area is gradually evolved to be used as a backup world for additional food relief in the region. The ruins on the world are also gradually being renovated for tourism as well as being the site of many archeological investigations into the lost store houses of Xim and other eras of human development.

Kanaver

Location: Tion Hegemony; Perlemian Trade Route, Back Spiral worlds & Overic Griplink

Type: I

System: Patrolled, capital ships present

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): Two Imperial Class, several others

Station(s): Five trade ports

Tech Level: Above Galactic Standard

Import / Exports: Trade Port for the Unity

Wage Rate: Above Galactic Standard; High (Unity)

An ancient Livien world, Kanaver has shaken off centuries of torpor to re-engage with the galaxy, becoming a busy port serving the rim ward systems of the Perlemian Trade Route, the Hegemony worlds of the Back Spiral, and the planets of the Mon Cal dominated trade route known as the Overic Griplink.

In the Tionesse Unity the world continues to be an incredibly prominent trade hub. Adding several space based trade ports. The system is bristling with trade at any given point in time. It would appear that the system never sleeps as brisk and almost frantic business operations are always underway.

Folende

Location: Tion Hegemony; Desevran Trace, The Slice

Type: I

System: Patrolled; military on world, Capital ships present, snubfighter wing on world

Climate: Temperate; Agri-world

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class, Two Standard Class

Station(s): Food Processing Stations

Tech Level: High; Ultra High (Unity)

Import / Exports: Foodstuffs?

Wage Rate: Galactic Standard; Ultra High (Unity)

Folende is an agri-world located within the Folende system of the Outer Rim Territories' Tion Hegemony. The Desevran Trace hyperlane linked it to the worlds of Desevro and Omman. For centuries, Folende's agricultural output was moderate, with Omman being considered its competitor.

"Ko Sai, what other cloning projects have your people worked on?"

"A number of armies, as well as civilian workforces, miners for Subterrel, agricultural laborers for Folende, even hazmat workers."

—*Etain Tur-Mukan and Ko Sai*

In the last decades of the Galactic Republic's existence, however, Folende's situation changed. By 21 BBY, the world commissioned the cloners of the distant world of Kamino to create cloned agricultural laborers. Folende then experienced a marked rise in production and became an important provider of staple foods to worlds suffering from poverty on the Far Perlemian hyperspace route. The circumstances under which Folende increased its amount of produce were considered to be mysterious.

In Unity times, unknown to all but upper echelon military commands, the cloning technology has been expanded to military applications. Much of this technology was thought to be lost, however, this world had it in abundance and many of the mothballed facilities were re-tooled for "other" purposes. The world not only produces agricultural workers but livestock, as well, in this fashion and is an incredible resource for all the sectors in the region of much needed food aid. The system is well patrolled and its re purposed military facilities are heavily guarded and obscured from the general operations on the world as a whole.

Omman

Location: Tion Hegemony; Desevran Trace, The Slice

Type: I

System: Patrolled; snubfighter wing on world

Climate: Temperate; Agri-world

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class, Two Standard Class

Station(s): Food Processing Stations

Tech Level: Galactic Standard; Above (Unity)

Import / Exports: Foodstuffs

Wage Rate: Galactic Standard; Above (Unity)

An agricultural competitor of Folende's, Omman became an Imperial garrison after the fall of the Republic, with the Empire using the planet as a base from which it could keep an eye on the Mon Calamari and Rebel rumblings in the restive Back Spiral.

In unity times the Imperial Assets in the system have been seized by the Tionesse Unity. The system has several Imperial garrisons in system and many imperial military assets. The system sees an uplift in more modern forms of production as well as an increase in general profitability. There is one thing the Tionesse don't lack in their rule, it's an over abundance of food. Much of the world's harvest is sold to other sectors in the galaxy for pure profit.

Abraxin



Location: Tion Hegemony; Indrexu Spiral

Type: I

System: Patrolled

Climate: Swamp

Gravity: Standard

Species: Human, Marsh Haunts

Population: Human, Barabel, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class

Station(s): None

Tech Level: Galactic Standard

Import / Exports: Abrax cognac

Wage Rate: Galactic Standard; Slightly Above (Unity)

A misty world tucked into a fold in the Indrexu Spiral, Abraxin has long had a dubious reputation among the Tionese, who as children hear spooky stories of the planet's marsh haunts and then grow up to find Abraxin's soothsayers and poets are witchy, too. The planet is known for spirits of the liquid variety as well. A member state of Xim's empire during the Pre-Republic era, Abraxin later joined the Galactic Republic with the destruction of the empire.

At some point, a group of Barabel made their way to the world and created a small settlement. Circa 67 BBY, the Sith apprentice, Naat Lare, visited Abraxin in order to hunt marsh haunts, as an aspect of his training. As an escapee from the Bedlam Institution for the Criminally Demented, Lare was separately hunted by both Darth Plagueis and by two Jedi, Ni-Cada and Lo Bukk.

During the final days of the Republic, the Jedi Order's Exploration Corps dispatched the Jedi Master Ur-Sema Du and her Padawan Kai Justiss on a mission to Abraxin, where the duo encountered and captured a marsh haunt for study by the Jedi Archives. With the rise of the Confederacy of Independent Systems and the start of the Clone Wars, Abraxin seceded from the Republic.

In Unity times the world is uplifted slightly marketing it's cognac to a wider galactic audience. The world is still used as a training ground for the Grey Jedi Order of the Unity. They annually make a pilgrimage there to hunt Marsh Haunts due to their Force Sensitive nature it is an exercise in sensory receptiveness, patience and control. The Marsh Haunts that are captured are released at the conclusion of the training hunt. The Barabel of the world also have made some notable contributions to the military of the Unity seen in many posts as excellent commanders and troops.

Raxus

Location: Tion Hegemony; Indrexu Spiral

Type: I

System: Patrolled, snubfighter wing on world, military on world, capital ships in orbit

Climate: Temperate, Forests, Hills, Oceans, Plains

Gravity: Standard

Species: Human, Gossams, Leyakian, Siniteen

Population: Human, Gossams, Leyakian, Siniteen

Government: Tionese Unity



Starport(s): Two Imperial Class

Station(s): None

Tech Level: Galactic Standard; High (Unity)

Import / Exports: Electronics, Droids

Wage Rate: Galactic Standard; High (Unity)

"You found Dooku!"

"He'll be on Raxus. I know the day and time."

"His home turf. But if you've found him, we've got to go."

—Quinlan Vos and Asajj Ventress

Raxus is a lush world in the Outer Rim Territories' Tion Hegemony that served as the capital planet of the Confederacy of Independent Systems during the Clone Wars. Renowned for its beauty, Raxus had a temperate climate and was covered with oceans and landmasses. Since the Separatist Senate was headquartered within its capital city of Raxulon, Raxus became home to a number of Confederate senators, including Mina Bonteri of Onderon. Other major Raxian cities included Tamwith Bay, which was located a considerable distance from Raxulon.

Raxus was a contested world throughout the Clone Wars, and its strategic importance led the Separatist navy to blockade it to oversee security for incoming travelers. Nevertheless, Republic Senator Padmé Amidala and Jedi Padawan Ahsoka Tano, seeking to meet with Bonteri, were able to smuggle themselves onto Raxus aboard a transport from a neutral star

system. Count Dooku, the leader of the Confederacy, visited Raxus for various events, and it was during one such award ceremony that Jedi Master Quinlan Vos and bounty hunter Asajj Ventress launched a failed attempt to assassinate him. After the war, Raxus found itself in the crosshairs of the Republic's successor, the Galactic Empire, which committed the

*"It will be. Sumdin is thorough. Transmitting now."
—Asajj Ventress and Quinlan Vos, approaching the Separatist blockade of Raxus*

Two years prior to the outbreak of the Clone Wars, Raxus and its system attained galactic prominence when Count Dooku, a former Jedi Master who had mostly receded from the galactic spotlight, returned to



so-called Antar Atrocity to pressure Raxus and other worlds into surrendering all former Separatists to Imperial custody.

"So, where are we heading?"

"Raxus."

—Ahsoka Tano and Padmé Amidala

A pastoral world, Raxus was known for its beauty. The planet Raxus is situated in the Raxus system, a star system in the Outer Rim sector of space that was known as the Tion Hegemony. A terrestrial world that orbited a sun, Raxus supported a temperate climate and an atmosphere that was breathable to a number of humanoid species, including humans, Gossams, and Siniteen. Its surface is covered by vast oceans and landmasses, which themselves were enveloped by forests, plains, and hills.

Raxus's lushness led it to become known for its beauty. By the time of the Clone Wars, some areas on the world were heavily developed, such as the urban sprawl of its capital city, Raxulon, while regions that were farther from the city center remained more rural.

"Keep your eye on the comm channels."

"On it. I hope Sumdin's clearance code is accurate, or this could get very interesting very quickly."

the public eye by commandeering a HoloNet station in the system. Delivering a fiery rhetoric, he condemned the rampant corruption within the Galactic Republic and established a separatist state known as the Confederacy of Independent Systems, effectively sparking a Separatist Crisis that led a host of worlds, including Raxus, to flock to his new government.

At the start of the Clone Wars, the Confederacy vacated its first capital, Geonosis, and selected Raxus as its capital world. Raxus's capital city, Raxulon, thus became the headquarters of the Separatist Senate, a civilian legislature comprised of delegates from the Confederacy's member worlds. A number of Confederate senators, including Mina Bonteri of Onderon, had spoken for their planets in the Republic Senate and took up residence on Raxus to attend Senate sessions in Raxulon's Separatist Senate Building. Though Dooku mostly remained off-world to direct the Confederacy's war effort, he presided over Senate sessions via hologram and returned to Raxus for important events.

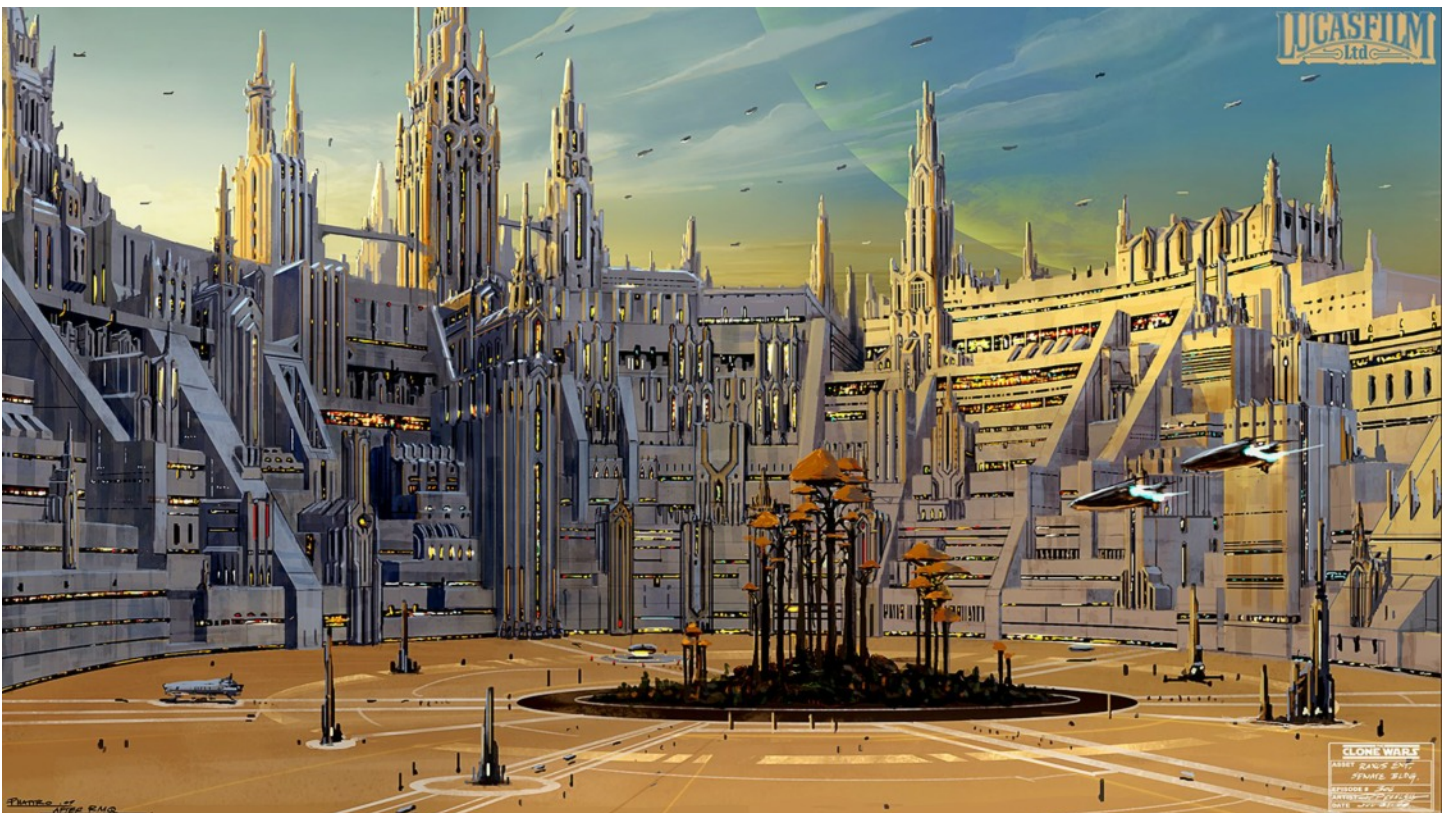
Due to its strategic importance, a sizable armada of warships from the Separatist navy blockaded Raxus for most of the war, restricting incoming access based on a system of clearance codes. At one point, the

blockade included a Providence-class dreadnought, a Recusant-class Commerce Guild destroyer, three Munificent-class star frigates, and a trio of Droid Control Ships.

At least a year into the war, Republic Senator Padmé Amidala journeyed to Raxus with Jedi Padawan Ahsoka Tano to meet with Bonteri, who had mentored Amidala in the realm of politics, in the hopes of bringing about a peaceful end to the conflict. Circumventing the Republic Senate's law against communication with the Separatists, Amidala and Tano reached Raxus aboard a transport from a neutral system. Once they had arrived at a spaceport in Raxulon, Bonteri helped them evade the spaceport's B1 battle Droid security and brought them to her palatial estate, located away from the city center. After agreeing with Amidala on the necessity of restoring diplomatic channels between the Republic and the Confederacy, Bonteri invited Amidala and Tano to a following Senate session in Raxulon, where Bonteri convinced her fellow delegates to open negotiations with the Republic's Supreme Chancellor, Sheev Palpatine. Their objective completed, Amidala and Tano set off to return to the Republic capital of Coruscant, and Bonteri and her son, Lux, saw them off from the Raxulon spaceport. However, Dooku thwarted Bonteri's peace initiative by having General Grievous execute a bombing on Coruscant, ensuring

that the Republic Senate rejected the offer for negotiations, and the Sith Lord thereafter had Bonteri murdered.

Toward the end of the conflict's third year, the Confederacy selected Dooku as the recipient of the Raxian Humanitarian Award and subsequently organized a high-class gala on Raxus in his honor. By that time, the Jedi High Council had targeted Dooku for assassination and had assigned the task to Jedi Master Quinlan Vos, who, on the Council's orders, enlisted the aid of Dooku's jilted apprentice turned bounty hunter, Asajj Ventress, for his mission. Upon learning of the award ceremony from the informant Sumdin, Ventress voyaged to Raxus with Vos aboard her starship, the *Banshee*, to fulfill their objective. After bypassing the Confederacy's orbital blockade and purchasing proper attire in the Raxian city of Tamwith Bay, Ventress and Vos proceeded to Raxulon and, using passes that Sumdin had provided, infiltrated the plaza square that was hosting the gathering. They waited until after Dooku had given his acceptance speech for the award to engage the count in a vicious Lightsaber duel. Yet, thanks in part to support from General Grievous, Dooku defeated his assailants, capturing Vos and forcing Ventress to flee from Raxus.



"My lord, Military Intelligence was in the process of conducting an inventory of caches of armaments, vehicles, and supplies that had been left abandoned during the war on a host of contested worlds, from Raxus all the way to Utapau."

—Imperial Security Bureau case officer Stellan, to Palpatine



After over three years of open hostilities, the Clone Wars came to an end. The successive deaths of Dooku and Grievous, coupled with the execution of the Separatist Council and the deactivation of the Separatist Droid Army, cemented the Confederacy's defeat. The Republic, meanwhile, was reshaped into the first Galactic Empire under the newly christened Emperor Palpatine.

Raxus, which still housed a host of ex-Separatists, thus became a target of the fledgling Empire, as did other former Confederate worlds like Kooriva and Murkhana. Such was the case that a year into the Empire's reign, Moff Wilhuff Tarkin was dispatched to make an example of Antar 4, a moon that had been allied to the Confederacy for the duration of the Clone Wars. Adhering to his orders, Tarkin made no effort

to differentiate Antar 4's Separatists from Imperial loyal intelligence agents and resistance fighters who were awaiting exfiltration. His forces subjugated the moon, subjecting its entire populace to swaths of arrests and massacres. The Antar Atrocity, as the media termed the event, served to compel Raxus and other worlds to surrender all former Separatists to Imperial custody, or else suffer a similar demise to that of Antar 4.

Over the next four years, the Empire acquired possession of the discarded matériel on Raxus, along with similar caches that had been found on an array of other contested worlds, including Utapau. Imperial Intelligence consequently compiled an inventory of all the items obtained from the stockpiles.

"Ahsoka, this is Mina Bonteri. She was my mentor when I was growing up on Naboo."

"You're a Separatist?"



"Well, of course, my dear. What were you expecting? Now, come, I have a transport waiting."

—Padmé Amidala introduces Ahsoka Tano to Mina Bonteri on Raxus



As the capital world of the Confederacy, Raxus hosted a range of species, among them humans, Gossams, and Siniteen. The planet was also home to an array of Separatist senators, including Mina Bonteri of Onderon, who moved there with her family in order to represent Onderon in the Separatist Senate. Numerous travelers of various backgrounds visited Raxus, though they had to provide the appropriate clearance code in order for the Confederate orbital blockade to grant them access to the world. Security patrols of battle Droids required further identification from visitors once they arrived at one of the spaceports on the surface.

"We need to make a quick stop in Tamwith Bay."

"Tamwith Bay? I thought Dooku's party was being held in Raxulon."

"It is. We have to purchase clothing first. Tamwith Bay is still a major city, but it's quite a distance from Raxulon. There will be less security."

—Asajj Ventress and Quinlan Vos

Regarded for its beauty, Raxulon served as the capital city of Raxus. Located on one of the world's landmasses, Raxulon was built around a city center whose tall buildings dwarfed the surrounding urban sprawl. One of the central structures is the Separatist Senate Building, which is situated at the edge of a circular courtyard amidst the spires of neighboring

establishments. A network of streets branch out from the city center, and some of them terminate at the outskirts of the city, which remain less developed with their hills, plains, and forests. The Bonteri family estate was situated away from the city center amidst the surrounding hills.

Local air traffic within Raxulon is busy but not overly congested, with numerous air speeders, shuttles, and transports traveling cross-city on a daily basis. As far as spaceports, Raxulon boasts a main port in addition to an array of local landing platforms that were not used as frequently, though the local docks were serviced by Droids that supplied fuel, cleaning, and other amenities to incoming starships. Asajj Ventress and Quinlan Vos used one such landing pad when they landed in Raxulon aboard the *Banshee*. The spaceport where Padmé Amidala and Ahsoka Tano arrived aboard a Gozanti-class cruiser was protected by security squads of B1 battle droids that requested arriving travelers to provide proper identification.

One of Raxus's major cities, Tamwith Bay was located a fair distance away from Raxulon and had less security than the capital. Among the establishments within Tamwith Bay was a clothing store that featured upscale attire. Ventress and Vos visited the store to acquire suitable outfits for the



expensive Raxian Humanitarian Award ceremony in Raxulon.

In Unity times Raxus has been scoured for additional war material from the Clone Wars Era. Here the Unity found several storehouses that the Empire overlooked. Essentially, the Empire only took what was nakedly visible to the eye. Dooku was a cunning adversary and had built extensive underground bunkers and stored more than 200,000 Battle Droids of various models in these bunkers along with Droid support air speeders, transports and ground siege units (Droid Walker scale vehicles). The world is the sight of another Droid factory that has been retooled to create (Xim) War Droid Mark II's. The planet is also a large contributor to electronics throughout the Unity resultant from the advanced Droid manufacturing facilities.

Tion

Location: Tion Hegemony; Tion Trade Route

Type: I

System: Patrolled; Military presence on world

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class

Station(s): One Trade Station

Tech Level: Galactic Standard; Above (Unity)

Import / Exports: Standard Trade Goods

Wage Rate: Galactic Standard; Above (Unity)

Tion, sometimes referred as Tion Proper, is a planet located within the Tion Hegemony of the Outer Rim Territories, considered as the original center of the Hegemony. The world that gave the Cluster its name was one of its minor planets. Tion was largely covered by a world-spanning ocean and orbited two brilliant cyan stars. The planet was also orbited by three industrialized moons with one of them hosting a spaceport.

One of the worlds of the Kingdom of Cron, it was absorbed into Xim's empire. After the fall of the empire in 25,100 BBY, it would eventually join the Galactic Republic. After the empire collapsed, it would continue to thrive as a world of the Honorable Union of Desevro & Tion, eventually being part of the Tion Hegemony when the Tion Cluster joined the Republic. In the Republic's final years, the Tion

Cluster worlds joined the CIS and were later members of the Galactic Empire.

In Unity times the world has been somewhat uplifted. Increasing it's general productivity.

Argoon

Location: Tion Hegemony; Tion Trade Route

Type: I

System: Patrolled; Military presence on world, Snubfighter wing on world, capital ship(s) present

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): Two Imperial Class

Station(s): None

Tech Level: Galactic Standard; Above (Unity)

Import / Exports: Imperial Grade war materials

Wage Rate: Galactic Standard; Above (Unity)

A motley manufacturing world, Argoon is typical of the Back Spiral in having long looked to the more prosperous worlds of the Keldrath and Pakuuni sectors rather than to the Livien Worlds. It is the site of an Imperial manufacturing facility abandoned after numerous Rebel attacks. In Unity times the factory has been pulled out of mothballs and has resumed construction of Imperial War Material. Those goods are sold directly to the Imperial Remnant at bargain prices, the production is managed by a large contingent of Clone Wars era Droids.

Rudrig

Location: Tion Hegemony; Tion Trade Route

Type: I

System: Well Patrolled

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class

Station(s): None

Tech Level: Galactic Standard; Above (Unity)

Import / Exports: None; Students

Wage Rate: Galactic Standard; Above (Unity)

This lush planet has long been the home of the University of Rudrig, which draws promising students from worlds as distant as Arda and Centares. Most of

its departments are no longer considered lazy and reactionary, others offer a rare chance to consider the future without being oppressed by the Tion's past. In Unity times the university has been well funded and expanded becoming more prominent than ever.

Clariv

Location: Tion Hegemony; Tion Trade Route

Type: I

System: Well Patrolled; Capital ships present

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class

Station(s): Several Golan I Battle Stations

Tech Level: Galactic Standard; High (Unity)

Import / Exports: Unity Starships, general starships

Wage Rate: Galactic Standard; High (Unity)

A busy shipyard, Clariv conducts much of its business for Keldrath and Pakuuni interests. It was the target of brutal Imperial subjugation shortly before the Battle of Yavin for what were (correctly) perceived as Rebel sympathies.

Eredenn

Location: Tion Hegemony; Tion Trade Route

Type: I

System: Well Patrolled; Capital ships present

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class

Station(s): Four Golan I Battle Stations

Tech Level: Galactic Standard; High (Unity)

Import / Exports: Retooled Decimator Project

Wage Rate: Galactic Standard; High (Unity)

One of the original member-worlds of the Kingdom of Cron, it was absorbed into Xim's empire, serving as a member-world until the empire's collapse in 25,100 BBY. Its inhospitable frozen wastes gave rise to fertile land in the warm seasons, though its most remote regions saw no light for half of the year. Three moons orbit Eredenn IV, though none are habitable.

Eredenn was also a secret Galactic Republic weapons testing site. The planet was used to field-test their secret weapons, the Decimators. In 22 BBY, the planet was conquered by the Separatist General Sev'rance Tann, who defeated the local Republic Commander Kraen Weest and stole the Decimators tested there.

In Unity times the Decimator project would be completely retooled. It attracted many scientists and engineers for making the craft more mobile as well as modern. The system is well guarded due to this. Older model Decimator tanks were immediately reproduced and sold across the galaxy for immediate financial gain. Lorrada Flightworks facility on world.

Kaon

Location: Tion Hegemony

Type: I

System: Well Patrolled, Capital Ship in Orbit

Climate: Rainforest, Jungle

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): None

Tech Level: Below Galactic Standard; Standard (Unity)

Import / Exports: Light & Grey Jedi

Wage Rate: Below Galactic Standard; Standard (Unity)

During the Cold War, Kaon, along with other Tion Hegemony worlds, was the site of a rakghoul plague outbreak that infected and killed many military factions and civilians. This hard-to-reach, little-remarked Back Spiral world became a secret base during the Clone Wars, and was rumored to be a headquarters for Count Dooku.

In Unity times Dooku's castle was unlocked and explored. Many artifacts from the Jedi Order on Coruscant were discovered there. It has become a second Jedi Academy due to the world's inaccessibility and ability to be self-sufficient. This Academy however is more flexible in terms of its curriculum. Whereas most academies that spring up across the galaxy, essentially, install loyalty onto themselves this academy has no such requirement. The Light and Grey Jedi graduates are free to forge their own paths in the galaxy. However, Grey Jedi are

always offered a posting in the Unity proper should they desire to become actively employed immediately upon graduation.

Stalimur

Location: Tion Hegemony; Tion Trade Route

Type: I

System: Well Patrolled; Capital ship(s) present

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class

Station(s): One Trade Station

Tech Level: Low; Galactic Standard (Unity)

Import / Exports: Foodstuffs

Wage Rate: Well Below Galactic Standard; Galactic Standard (Unity)

Stalimur is a stormy planet of windswept moors in the Tion Cluster. It sits on the Tion Trade Route in the Back Spiral beyond the Indrexu Nebula, and like many Back Spiral worlds, it was fairly poor and undeveloped until Unity times.

Stalimur and the Back Spiral worlds were conquered by Xer VIII prior to 25,130 BBY and became part of the Kingdom of Cron, which in 25,126 BBY became the Empire of Xim the Despot until its collapse in 25,100 BBY at the Third Battle of Vontor. After the rise of the Galactic Empire, Stalimur and the rest of the Back Spiral worlds were joined with the Livien Worlds to form the Tion Hegemony sector. Stalimur's farmers are known for surliness and dourness. Pirates have a long history of operating from the system's asteroid belts, and are considered to be especially vicious.

Like many planets in the cluster, the Stalimurans observe a winter holiday in memory of the Devouring, the destruction of much of Xim's empire by the Hutts after his defeat at Vontor: pious males light candles and spend the night in silent confession at shrines built for the occasion, atoning for the sins of the previous year.

In Unity times the system has been uplifted, restoring profitability and introducing modern technology to the their farming processes as well as to the society. The system is well patrolled due to pirate activity in the system and the pirates are actively hunted.

Orion

Location: Tion Hegemony

Type: I

System: Patrolled

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Sub Standard Class

Station(s): None

Tech Level: Galactic Standard

Import / Exports: Manufactured Goods

Wage Rate: Galactic Standard

Orion IV is a run-of-the-mill manufacturing world that tipped into near-open rebellion shortly before the Battle of Yavin and was crushed by the Empire.

Brigia

Location: Tion Hegemony; Pakuuni Drift, Tion Trade Route

Type: I

System: Not Patrolled; Well Patrolled (Unity)

Climate: Temperate

Gravity: Standard

Species: Brigian, Human (immigrated)

Population: Brigian, Human (small); Mixed (Unity)

Government: Brigian; Tionesse Unity (Vong Era)

Starport(s): None; Standard Class (Unity)

Station(s): None; Two Trade Stations (Unity)

Tech Level: Low; Galactic Standard (Unity)

Import / Exports: None; Local Curiosities (Unity)

Wage Rate: Low; Galactic Standard (Unity)

Brigia was a blue planet that was inhabited by tall, purple-skinned humanoids: the Brigians. It was a poor and retrogressive world, economically dominated by the Pakuuni. However, the planet's rulers refused any external assistance.

One of the member-worlds of the Kingdom of Cron, it was absorbed into Xim's empire. After the empire collapsed, it would continue to thrive as a world of the Honorable Union of Desevro & Tion, eventually being part of the Tion Hegemony when the Tion Cluster joined the Republic. In the Republic's final years, the Tion Cluster worlds joined the CIS and were later members of the Galactic Empire. About two years before the Battle of Yavin, a small group of colonists (mostly human) left Brigia and founded New

Brigia, a chromite-mining operation located just within the borders of the Koornacht Cluster.

Han Solo and Chewbacca were hired by the University of Rudrig to deliver the necessary teaching supplies to Brigia, but the Brigian government attempted to intervene.

Early in the Galactic Civil War, Brigia was once home to the main Rebel base after Chrellis. The planet was abandoned by the Rebellion when they suspected (correctly) that the Empire was going to attack it. This was based on information gathered about Operation Strike Fear.

The evacuation was done with the assistance of Red Squadron and Gold Squadron. All equipment and personnel were loaded aboard all available transports, like the frigate Fugazi and corvette Sonnel etc. Important persons boarded the shuttle group Arroyo while the wounded from the evacuation operation were transferred to frigate Redemption.

During the Yuuzhan Vong War, the Yuuzhan Vong attempted to invade Brigia. The native Brigians resisted at first, though they were eventually forced to go underground and begin a guerrilla war. The desperate Brigians pleaded with the Unity for help and they assisted them, the Yuuzhan Vong were defeated by a Tionesse Unity fleet group and Grey Jedi swarmed the Vong positions on the ground slaughtering the Vong wholesale by using Sith techniques that they were all instructed in.

The planet was late to join the Tionesse Unity. It was not until after they received aid from the Unity against the Vong that the system joined the Unity.

Caluula

Location: Tion Hegemony; Tion Trade Route, Lesser Cronese Arc

Type: I

System: Patrolled; Capital Ships in system (during the Yuuzhan Vong Wars); Military on word

Climate: Temperate; Rugged Mountains

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): Caluula Station

Tech Level: Galactic Standard

Import / Exports: Trade Goods

Wage Rate: Galactic Standard; Above (Unity)

Caluula was a planet that made up part of the Kingdom of Cron and later Xim's empire during the Pre-Republic era. After the empire's collapse, Caluula became part of the Tion Hegemony. Near the end of the Yuuzhan Vong War, the Yuuzhan Vong attempted to conquer the planet. The Tionesse Unity forces intervened and crushed the Vong fleet and obliterated their ground forces with War Droid Mark II's. The planet was the site of a battle between the Yuuzhan Vong and the Galactic Alliance working in conjunction with the Tionesse Unity Forces.

"Caluula? In the Tion Hegemony? Could you have picked a more out-of-the-way planet?"

—*Leia Organa Solo, to Han Solo*

The planet is known for its rare winged-star insects.

"Didn't we save your papa's shebs at Caluula Station? Ask him if he remembers the funny folks in armor who were killing the vongese for him. It might jog his memory. And tell him Carid sends his best."

—*Baltan Carid, speaking to Jaina Solo*

Points of Interest:

Caluula Station was a space station known for as a haven for spacers in need of spare parts and environmental scientists who come to study the world it orbits.

Caluula Station came under heavy Yuuzhan Vong assault after the disastrous Operation Trinity. Because the nearby HoloNet relay stations were destroyed by the mabugat kan, the station was unable to raise New Republic reinforcements, however, there were Unity warships in system and they contacted the New Republic using one of their cruisers that had a Clone Wars Era Holonet projection system on board.

Han Solo's arrival following his failed rescue mission to Selvaris brought further Yuuzhan Vong attention to the station. They employed a ychna to draw out Solo, which subsequently destroyed the station. Prior to its final moments, Commander Garray, the station's commanding officer, evacuated most of the facility staff to the surface of Caluula where they prepared to defend against the Yuuzhan Vong invasion. The Station was later rebuilt after the Vong were pushed out of the system.

Caluula City is the capital city of the planet Caluula. It was surrounded by rough mountains on three sides. It is rather low-tech; its streets were largely unpaved and it had a single star port that was made out of stone structures. After the Battle of Caluula, the Yuuzhan Vong were strung up on it's mountain sides and left to rot.

Saheelindeel

Location: Tion Hegemony; Lesser Cronese Arc

Type: I

System: Well Patrolled

Climate: Temperate; Rolling Fields

Gravity: Standard

Species: Saheelindeel

Population: Human, Saheelindeel, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): One Trade Station

Tech Level: Low; Galactic Standard (Unity)

Import / Exports: Laborers and Foodstuffs

Wage Rate: Below Galactic Standard; Standard (Unity)

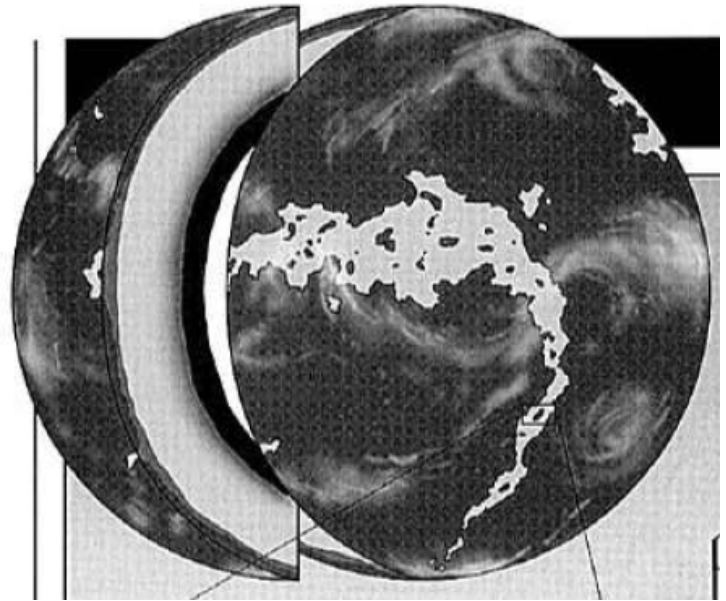
Saheelindeel is an agricultural world that's located in the Tion Hegemony, within the Outer Rim of the galaxy. It is a backwater world inhabited by the Saheelindeeli, a species of intelligent, green-furred primates.

The high festival on Saheelindeel was a time for tribal hunting rituals and harvest ceremonies, and recently began to incorporate farm machinery exhibits, shock-ball matches, and air shows in an attempt to become more technologically sophisticated. The Saheelindeeli, led by a matriarch, have an affinity for grandiose actions.

Above the planet, it was the place of one of many listening posts installed by the Galactic Empire in order to detect Rebel Alliance presence after the evacuation of Yavin 4. Although the post was far from Alliance territory, they were destroyed in order to divert the Empire from the actual location.

The system joined the Unity for an uplift and protection. They sent many of their laborers off world to the Unity as repayment. Additionally, the Unity constructed a trade station in their system and expanded their star ports.

Dellalt



Location: Tion Hegemony; Giblim Route

Type: I

System: Patrolled; War Droids on planet

Climate: Oceanic

Gravity: Just Above Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): One Trade Station

Tech Level: Below Standard; Above Galactic Standard (Unity)

Import / Exports: Seafood; Droids

Wage Rate: Galactic Standard; Above (Unity)

Its surface is mostly covered in water, but there are three continents. The planet's years are equal to about 1.5 standard years. The gravity is slightly stronger than standard, and the days were shorter than standard. The planet is also home to the Dellaltians, huge, sentient, lake dwelling reptiles. For a fee, they will ferry people and cargo across their lakes on rafts. Dellalt has two moons whose light reflected on its watery surface.

The southernmost continent was the site of Xim the Despot's vast treasure vaults, which were surrounded by an advanced city. According to legend, the treasure ship Queen of Ranroon, having escaped the Third Battle of Vontor, never arrived at Dellalt, and the vaults remained empty. However, the treasure was hidden in a different set of vaults, directly below the dummy vaults. When Xim died around 25,100

BBY, his empire crumbled, and the city regressed considerably. Defense installations, monorails, and even the water and sewage treatment plant all crumbled into ruin. (Restored in Unity Times)

In the mountain to the east of the town, the inbred descendants of Xim's forces knew the truth about the treasure. Known as the Survivors, they maintained a thousand of Xim's still formidable war Droids. In 2 BBY, the Survivors used these Droids against a group of off world invaders who started a illegal mining camp nearby.

During the Clone Wars, Dellalt was allied with the Confederacy of Independent Systems. Later during the Outer Rim Sieges of 19 BBY, a number of Jedi and clone troopers were deployed here in a confrontation against the Separatists. When Order 66 was issued, at least ten Jedi including Siadem Forte and Klossi Anno fought off their former legions to escape in a SX troop shuttle. Four Jedi were killed and several wounded in the stand-off and an attack by a Republic light cruiser and several flights of ARC-170 snubfighters.

In 1 BBY, Han Solo and Chewbacca discovered the mythical treasure of Xim the Despot.

Dallalt is home to Guardian Corps Technologies.

By the time of the Battle of Yavin, the Galactic Empire used Dellalt as a staging point for supplies and equipment. In 0 BBY, a ship from an Imperial convoy passing through the Dellalt system, named the Bixby defected to the Rebel Alliance. Its crew informed the Alliance of Operation Strike Fear, a major Imperial fleet operation intending to deliver critical blows to the Rebels by destroying their planetary presences and bludgeoning the Rebel fleet into destruction.

In 25 ABY, the Yuuzhan Vong attempted to establish an outpost on the planet during their attempt to invade the Tion Hegemony, which failed utterly when they faced hordes of Battle Droids, which eviscerated their ground forces.

Notes: What's not noted here is that all the war material was functional in Xim's Vaults. Much of it being sold off to collectors, museums, and holo vid companies; for historic recreations, and more. The War Droids were also functional and still lethal in

their capabilities, albeit sporting archaic weaponry. Though their systems were so old as to not be capable of being updated or ported to newer technologies (until the discovery of one of Xim's storehouses which had an advanced production line). Though their armaments are capable of being upgraded (and were after that discovery). Many (tens of thousands) of the Droids were sequestered away to aid in a last ditch defense of the world. Not to mention placed in key areas, deactivated, as "monuments" to their lost legacy (they are silent sentinels that can be reactivated for defense). They were reactivated and used to slaughter the Yuuzhan Vong wholesale.

In the time of the Unity the system is a shining example of the Xim era, a tourist location and has been restored to it's former glory. While the planet ships exotic and common seafood off world for profit, reaching worlds across the known galaxy.

Indrexu Sector

The worlds of the Far Perlemian Trade Route were of little interest to the Republic during its final years, and slavers, pirates and Separatists often had free reign there. The Indrexu sector, a name that recalled the Indrexu Confederation which held sway here eons ago, was carved out of the Hegemony in an effort to keep the restive Indrexu worlds from making common cause with their Livien neighbors. In Unity times the sector has been uplifted.

Ank Ki'Shor

Location: Indrexu Sector; Perlemian Trade Route

Type: I

System: Well Patrolled; military on world

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): Two Trade Stations

Tech Level: Galactic Standard; High (Unity)

Import / Exports: Trade hub, produces high tech goods

Wage Rate: Galactic Standard; High (Unity)

A manufacturing world willing to do business with almost anybody. Discovered during the expansion of Xim's empire circa 25,000 BBY, Ank Ki'Shor was

gathered into the Indrexu Confederation nearly a century after Xim's death. It was eventually part of the Tion Hegemony when the Tion Cluster joined the Republic.

In the Republic's final years, the Tion Cluster worlds joined the Confederacy of Independent Systems and were later members of the Galactic Empire. Ank Ki'Shor and the Indrexu sector were carved out of the Hegemony by the Empire.

Ank Ki'Shor became a key supplier to the Rebel Alliance in its formative years. Annexed by the Galactic Empire, Imperial forces stormed the sector, sending the Imperial Navy to invade the worlds of the Indrexu. As the siege began, members of the Rebel Alliance rushed to Ank Ki'Shor in Y-wing starfighters and managed to defend countless thousands of citizens from being killed by bombing raids.

While the invasion was unsuccessful, the Empire continued to loom over the world, even after Emperor Palpatine's death. As Warlord Zsinj's Empire spread, Ank Ki'Shor was engulfed in the Imperial feuding.

In Unity times the sector has been restored as a trade hub and has resumed supplying the New Republic and many other sectors of space with its goods and services.

Janodral Mizar

Location: Indrexu Sector; Perlemian Trade Route

Type: I

System: Well Patrolled; military on world

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): Rest and Refit Station

Tech Level: Galactic Standard; Above (Unity)

Import / Exports: Trade hub, popular port of call

Wage Rate: Galactic Standard; Above (Unity)

Circa 25,126 BBY, the planet was absorbed into Xim's empire as he expanded his borders from the Kingdom of Cron.

In the vicinity of the planet smuggler Han Solo once fought a group of Zygerrian slavers. After defeating them he gave their ship to the slaves. Among slaves

was Rebel Alliance historian Arhul Hextrophon and his family. Jandoral Mizar had a law that stated that pirate or slaver victims split the profit if the pirates were captured or killed.

This riotous trade world has long burst at the seams with scouts, freebooters and star hoppers. Mizarians have little patience for their gloomy Tionesse kin, and reflexively lash out at anybody who tries to impose order on them.

In Unity times the system is incredibly resistant against the Tionesse Unity's "leash", even though it has benefited the system immensely. They are frequently outspoken about the Unity's laws. Thus there is a military presence on world to keep the peace (all Unity worlds have some, even when not listed, with the vast majority being comprised of Para-Military forces like security and police).

Estaria

Location: Indrexu Sector; Perlemian Trade Route, Tion Trade Route

Type: I

System: Well Patrolled; military on world; Capital Ships present

Climate: Arid

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class, several minor

Station(s): Two Trade Stations

Tech Level: Galactic Standard; Above (Unity)

Import / Exports: Standard Trade Goods

Wage Rate: Galactic Standard; Above (Unity)

Estaria is a planet that was located within the Estaria system, a part of the Outer Rim Territories' Indrexu sector. A part of the Historical Greater Tion region, Estaria is connected by the Perlemian Trade Route hyperlane to the planets Ank Ki'Shor and Makem Te, while the Tion Trade Route linked it to the world of Endregaad. Estaria serves as the capital of the Indrexu sector and is a spaceport that serviced the many starships traveling between the Tion Cluster and the worlds of the Far Perlemian region. The Human Tionesse people consider Estaria to be only moderately corrupt.

In Unity times the corruption has largely been extinguished. The system is seeing a financial up lift.

Most of its products are unremarkable and generally touted as “generic” knock offs.

Endregaad

Location: Indrexu Sector

Type: I

System: Lightly Patrolled

Climate: Arid

Gravity: Standard

Species: Oasis Mother, Human (immigrated)

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class, some smaller

Station(s): None

Tech Level: Below Galactic Standard; Standard (Unity)

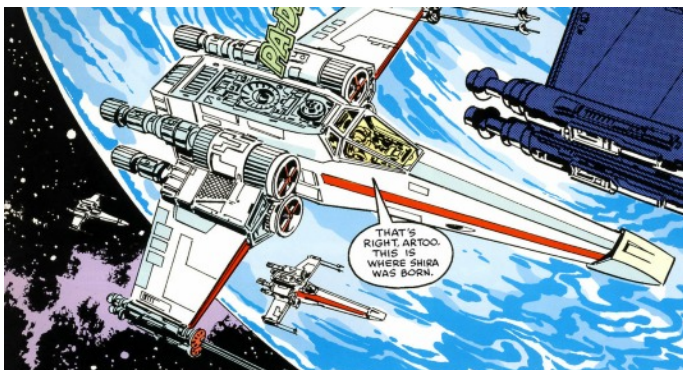
Import / Exports: Geode Crystals

Wage Rate: Below Galactic Standard; Above (Unity)

Endregaad, a world near the Indrexu Spiral, is the Oasis Mother home world, a sentient plant. It was once a member-world of Xim's Empire. Once a swampy, wet world, its seas evaporated, making it into an arid, dusty world of valleys, plateaus, mesas, and colorful rock formations of red sandstone and blue granite. It is plagued by windstorms and sandstorms. Geodes were mined for their crystals.

At some point, the Galactic Empire subjugated the planet. A plague sparked by the spice Tempest struck Endregaad in 19 ABY, and the world was quarantined by the Corporate Sector Authority. Later to be broken by the Tionesse Unity, in a violent confrontation in space. The Unity immediately moved relief efforts to the world and was able to restore the ecosystem, as well as, save its inhabitants. In Unity Times the world has seen many restoration projects to bring back some of its seas. Many Artificial formations now exist. As a result the Oasis Mother sentient life forms were encountered and uplifted, being welcomed into the Unity as the original sentient species of the world.

Shalyvane



Location: Indrexu Sector

Type: I

System: Patrolled

Climate: Arid

Gravity: Standard

Species: Em'liy

Population: Em'liy, Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class

Station(s): None

Tech Level: Below Galactic Standard; Standard (Unity)

Import / Exports: None

Wage Rate: Below Galactic Standard; Standard (Unity)

Shalyvane is a planet in the Outer Rim Territories. It was conquered by the Galactic Empire, which drove the native Em'liy out of their capital, Chinshassa. Not discovered in the time of Xim, the world was actually discovered by the Galactic Empire.

Shira Brie, when she infiltrated the Rebel Alliance, claimed she was a native of Chinshassa, and that its Human population had been wiped out by the "barbarian" Em'liy. When the Em'liy told the truth of their history to Luke Skywalker, Luke found a holographic message left in Chinshassa by Darth Vader, which revealed Shira as the double-agent she was.

In Unity times it's only natural that the world became a part of the unity due to its proximity and a part of the same sector hosting other Unity systems. It has been uplifted and the Em'liy have been restored to control of the world.

Points of Interest:

Circle of Kavaan

The Circle of Kavaan was the name of a religious cairn located on the outskirts of Chinshassa, the capital city of the planet Shalyvane. The circle was a sacred place of worship for the indigenous species known as the Em'liy and named for their god Kavaan.

At some point during the Galactic Civil War, the Empire discovered that Rebel Alliance forces had been setting up small outposts in Chinshassa. Emperor Palpatine ordered a squad of TIE bombers to raze the city and eradicate the Rebel influence. Many of the sacred stones at the Circle of Kavaan were laid waste

and the site fell into ruin. The Em'liy people, their spirit broken, reverted to a state of barbarism and became a wandering tribe of nomadic warriors. The Emperor's propaganda machine projected a false story claiming that the site had been destroyed due to a colony of Human barbarians. Future generations of Em'liy warriors took this story as the truth and viciously guarded the ruins from all Human contact.

Three years after the Battle of Yavin, members of the flight group known as Rogue Squadron landed on Shalyvane and visited the ruins. Pilot Shira Brie told Luke Skywalker the false story of the cairn's destruction claiming that when she was a young girl in Chinshassa, savage Em'liy marauders raided the site and slaughtered her family. After telling her tale, a tribe of Em'liy discovered the Rogues near the circle ruins and attacked them. The Rebels took cover behind the stones and fought back blasting at every warrior they could find. Shira Brie managed to get to her fighter and rained blaster fire down upon the Em'liy, dispelling their forces.

A few days later, Luke Skywalker returned to Shalyvane and met an old Em'liy named G'hinji Dros. G'hinji told Luke the true story of the Circle of Kavaan's history and Luke discovered that Shira Brie was actually an Imperial agent.

Shira Brie maintained a special holoprojector buried beneath the stone ruins of the Circle of Kavaan. It could only be activated by physical contact with Human blood. By pretending to partake in a blood-letting ritual at the circle, Shira was able to send coded communications to her true master, Darth Vader. Luke later sliced open his own palm and used his blood to activate the holoprojector.

Keldrath Sector

This sector was also carved out of the Hegemony in an effort to create a buffer, in this case between the Pakuuni domination of their sector and the Tionesese. The effort was ill-researched and backfired, that part of the Hegemony had always gravitated to Pakuuni anyway, and the new sector immediately fell under its neighbor's sway. In Unity times the Pakuuni sway no longer holds, the sector is now an effective part of the Tionesese Unity and a large contributor to the Unity as a result.

Gbu

Location: Keldrath Sector; Pakuuni Drift

Type: III

System: Patrolled; snubfighter wing on moon

Climate: Temperate; High Pressure Environment

Gravity: Standard

Species: Veubgri

Population: Veubgri

Government: Tionesese Unity

Starport(s): One Standard Class on a moon

Station(s): None

Tech Level: Below Galactic Standard; Standard (Unity)

Import / Exports: Labor

Wage Rate: Below Galactic Standard; Standard (Unity)

Gbu is a planet in the Outer Rim Territories, located in the Tion Cluster's Keldrath sector. It is in relative proximity to Crseih Station and Mon Calamari. Gbu's high-gravity atmosphere makes Gbu uninhabitable to any species un adapted to such an environment. The planet is home to the Veubgri, an insectoid species species prized as valuable laborers able to work in highly pressurized atmospheres.

Discovered during the expansion of Xim's empire circa 25,100 BBY, Gbu was gathered into the Keldrath Alignment nearly a century after Xim's death. It was eventually part of the Tion Hegemony when the Tion Cluster joined the Republic.

In the Republic's final years, the Tion Cluster worlds joined the CIS and were later members of the Galactic Empire. Gbu and the Keldrath sector were carved out of the Hegemony by the Empire.

In 14 ABY, Gbu was visited by New Republic Chief of State Leia Organa Solo, shortly before her children were captured on Munto Codru by agents of Hethrir. During the visit to Gbu, the New Republic delegation was forced to meet with their Veubgri counterparts on a satellite due to the intense high gravity pressure.

In Unity times the world joined the Tionesese Unity for protection and to lend their laborers for specialized duty, as well as, an economic & technological uplift.

Mullan

Location: Keldrath Sector; Pakuuni Drift

Type: I

System: Patrolled; snubfighter wing on world,
Capital ship in system, military on world

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class

Station(s): One Trade Station

Tech Level: Galactic Standard; Above (Unity)

Import / Exports: Wines & Foodstuffs

Wage Rate: Galactic Standard; Above (Unity)

History seems to have skipped Mullan, which has long been known for its placid people and steady flow of good, simple wines and hearty foodstuffs.

Discovered during the expansion of Xim's empire circa 25,100 BBY, Mullan was gathered into the Keldrath Alignment nearly a century after Xim's death. It was eventually part of the Tion Hegemony when the Tion Cluster joined the Republic.

In the Republic's final years, the Tion Cluster worlds joined the CIS and were later members of the Galactic Empire. Mullan and the Keldrath sector were carved out of the Hegemony by the Empire and Mullan was made the capital of the new sector.

In Unity times it remains the capital of the Keldrath Sector. The system has received an up lift in trade as well as a designated stronghold upgrade as well.

The Thanium Worlds

These far-flung worlds were remade by Xim's forces during the Expansionist Period and formed the industrial engine of his empire. They once stretched to the edges of the Radama Void, including worlds later known as part of the Sith Empire and the Gordian Reach. The rim ward portions of the Thanium Worlds were known in Xim's time as the Far Indrexu. While the Thanium Worlds survive as the name of a modern sector, the millennia have remade these planets so utterly that they bear few traces of Xim's rule. In Unity times most of the systems in this sector have had many of their Xim era accomplishments restored, in line with the other

planets in the rest of the Unity. Researchers & treasure hunters spend their time here looking for clues about Xim's Store Houses.

Thanium

Location: Thanium Worlds

Type: I

System: Patrolled; snubfighter wing on world

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class

Station(s): None

Tech Level: Galactic Standard; Above (Unity)

Import / Exports: Commercial Goods

Wage Rate: Galactic Standard; Above (Unity)

Once an industrial world synonymous with military might and capable of striking fear in Xim's enemies, the Fifth Throne remains a commercial world but one distinguishable from its neighbors only because of its name.

Tharkos

Location: Thanium Worlds

Type: I

System: Patrolled; snubfighter wing on world

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): None

Tech Level: Galactic Standard; Above (Unity)

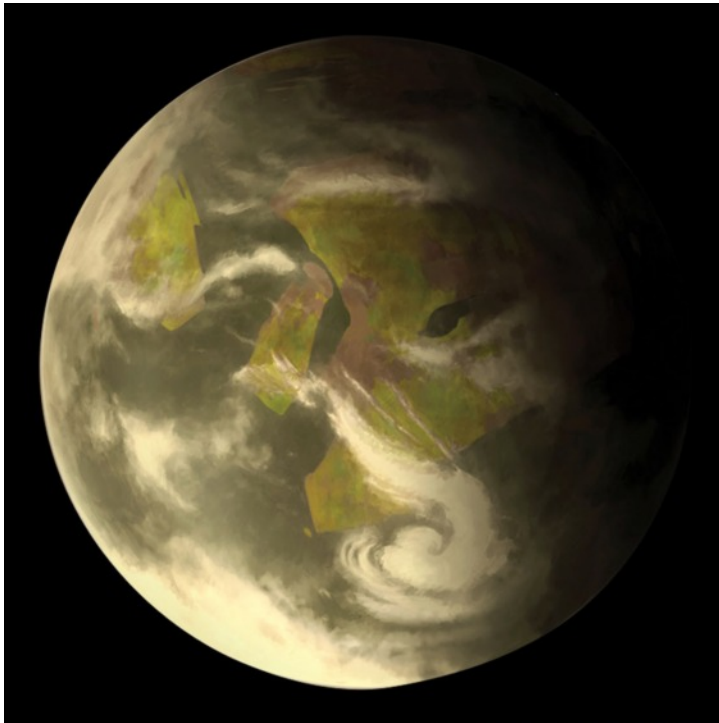
Import / Exports: Millennium Astro Engineering

Wage Rate: Galactic Standard; Above (Unity)

Tharkos was a planet located in the Tharkos system of the Outer Rim Territories. It was the headquarters of Millennium Astro-Engineering. Millions of its people died in the Stenax Massacres invasion of 5 ABY.

After the Stenax Massacres Tharkos joined the Unity for defense and offered Millennium Astro Engineering's services to Unity efforts. The Unity has toiled to undo the damage caused by the Stennax and has uplifted the system.

Felucia



Location: Thanium Worlds

Type: I

System: Patrolled; snubfighter wing on world, Capital Ships present, military on world

Climate: Temperate

Gravity: Standard

Species: Felucians

Population: Felucians, Human, Mixed

Government: Tionesse Unity

Starport(s): One Imperial Class

Station(s): Orbital Nysillin refinement plant

Tech Level: Below Galactic Standard; High (Unity)

Import / Exports: Healing Plant Nysillin

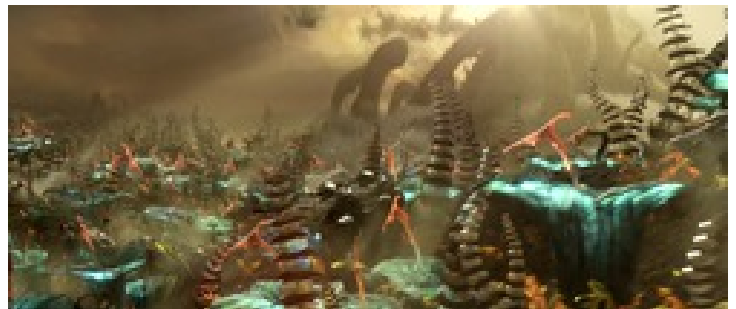
Wage Rate: Below Galactic Standard; High (Unity)

Felucia is a colorful, humid jungle planet located in the Felucia system of the galaxy's Outer Rim Territories. Located near the Perlemian Trade Route, its important strategic location made it a major battleground throughout the Clone Wars. It is a remote world in the Felucia system, overrun with thick, colorful, and humid jungle, which is punctuated with small farming villages populated by the planet's native Felucians. Several non-sentient species also inhabited the world, including Gelagrubs, jungle rancors, and tee-muss. Despite its perceived insignificance, its important location and resources (which included the healing plant nysillin) led to several conflicts both in orbit and on the surface.

Being a key planet for control of the Perlemian Trade Route, Felucia was the location of several battles between the Galactic Republic and Confederacy of Independent Systems during the Clone Wars. In 21 BBY, the first battle on the planet saw the Republic forces, led by Jedi Obi-Wan Kenobi, Anakin Skywalker, Ahsoka Tano, Plo Koon, dislodged by a Separatist onslaught via blockade. Shortly thereafter, Separatist forces destroyed the Republic medical station present in orbit, deploying a Vulture droid deployment station to safeguard their hold on the system.

Around this time, a nysillin farming community was terrorized by Hondo Ohnaka's Florrum-based pirate gang, who stole the settlers' crop harvest. In order to protect themselves, the farmers hired a group of bounty hunters which consisted of Sugi, Embo, Seripas and Rumi Paramita. This group later grew to include stranded Jedi Obi-Wan Kenobi, Anakin Skywalker and Ahsoka Tano. With their assistance, the farmers were able to fend off the pirate band.

In 20 BBY, elements of the 104th Battalion, led by Generals Koon and Skywalker and Commander Tano fought to take a Separatist outpost on the planet; the assault ended in success as the Separatist presence was eliminated, however it also resulted in Ahsoka Tano's kidnapping by rogue Trandoshan hunters. Later, during the Outer Rim Sieges of 19 BBY, yet another battle was fought on the planet; this time Jedi Master Aayla Secura, Commander Bly, and their 327th Star Corps were sent to the planet to engage the droid army. However, prior to the commencement of hostilities, Secura was executed by her clones after the execution of Order 66.



"Felucia, then, in reprisal for the way the Republic left it."

"Of no significance."

—Wilhuff Tarkin and Darth Vader discussing targets along the Perlemian Trade Route

After the end of the Clone Wars and the defeat of the Separatists, Felucia fell under the control of Emperor Palpatine's new Galactic Empire. During this period, the Imperial Military maintained a large garrison in the Felucia system. However, the planet was considered to be devastated after the large fighting that occurred during the Clone Wars. Because of this, Moff Wilhuff Tarkin suggested it as a possible target for Berch Teller's insurgents, as a reprisal of sorts for the way the Republic left the planet; however, this possibility was dismissed by Darth Vader, and the rebels would attack Lucazec instead.

Around 10 BBY, Lando Calrissian pulled off a hair-raising smuggling run on the planet which helped pay off his debts with Dryden Vos of Crimson Dawn and afterwards was enjoying downtime at the Lodge on Vandor when he was approached by Tobias Beckett and his gang to transport them to Kessel. In Unity times the world has become an important production center for its *natural healing plants*. They are used to displace the necessity for Bacta in the Tionesse Unity, eliminating the dependence on the often expensive healing fluid. The Unity provides reconstruction aid to the world as well.

It is the home of Athakam MedTech.

Mossak

Location: Thanium Worlds

Type: I

System: Patrolled; snubfighter wing on world

Climate: Temperate

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): None

Tech Level: Below Galactic Standard; Standard (Unity)

Import / Exports: None

Wage Rate: Below Galactic Standard; Standard (Unity)

*"You'll be safe from Imperial reach on Mossak."
—Filli Bitters*

Mossak is a planet in the Outer Rim Territories, located near the end of the Perlemian Trade Route and at the start of the Tingel Arm. It was located near Felucia and Galidraan. It was part of Xim's empire.

The Planet joined the Unity in it's earliest days as it was out of the way of most traffic and not under Imperial scrutiny. A provisional set of governments were tested here for the future Tionesse Unity, all conducted away from the prying eyes of the greater galaxy as a whole. It became a safe port of call for many in the galaxy fleeing Imperial tyranny. Now, it is simply a self sufficient world that provides manpower to the Unity.

Galidraan



Location: Thanium Worlds

Type: I

System: Patrolled; snubfighter wing on world

Climate: Temperate, cold; Forests, Mountains

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): None

Tech Level: Below Galactic Standard; Standard (Unity)

Import / Exports: None

Wage Rate: Below Galactic Standard; Standard (Unity)

Galidraan is a planet of snow-capped mountains and large pine forests, and was controlled by a planetary governor, who resided in an opulent castle in the midst of a forest.

Galidraan was absorbed into Xim's empire as he expanded his borders from the Kingdom of Cron circa 25,126 BBY. After the fall of the empire in 25,100 BBY, it would eventually join the Galactic Republic.

After centuries of Republic rule, Galidraan was the site of a battle between the Jedi Order and the True Mandalorians. Jedi Master Dooku, Padawan Komari Vosa, and an entire task force of Jedi later discovered they had been tricked into slaughtering the True Mandalorians by the governor, who had falsified the atrocities they had committed. From this battle, only two Mandalorians, Jango Fett, and Silas, survived. Fett returned to the planet two years later to reclaim his armor. After the Declaration of a New Order, Galidraan was soon absorbed into the Galactic Empire.

Another Unity planet largely untouched by the ravages of time. It is fully self sufficient and provides manpower to the Unity.

Draukyze

Location: Thanium Worlds

Type: I

System: Patrolled; snubfighter wing on world

Climate: Temperate, cold; Forests, Mountains

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): None

Tech Level: Below Galactic Standard; Standard (Unity)

Import / Exports: None

Wage Rate: Below Galactic Standard; Standard (Unity)

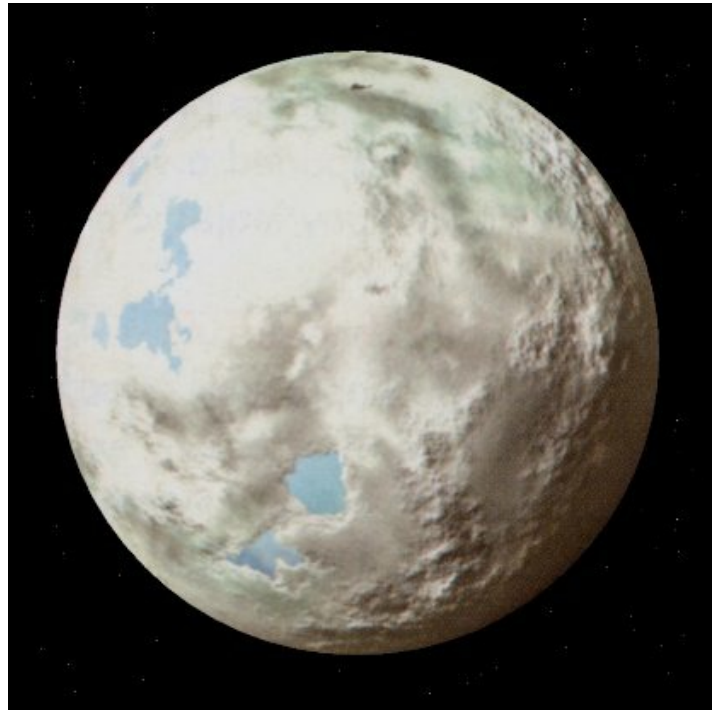
The planet was absorbed into Xim's empire as he expanded his borders from the Kingdom of Cron.

Draukyze is a Tionesse Unity member world hit by a single Star Destroyer in a hit and fade attack early in the Thrawn crisis, months before the anyone discovered the existence of the Grand Admiral. The attack was a thing of rumor among smugglers, and was reported to Talon Karrde and Mara Jade by their copilot, Lachton, who was present at a similar attack at Bpfassh.

The world joined the Tionesse Unity shortly after Thrawn's raiding of the world, un happy with the political wrangling involved attempting to gain relief forces from the New Republic. The Unity responded immediately, deploying a full wing of fighters on the

planet and working to repair and uplift the local economy.

Rhen Var



Location: Thanium Worlds

Type: I

System: Patrolled; snubfighter wing on world, capital ship in system (masked).

Climate: Frozen; Once Fertile (being restored)

Gravity: Standard

Species: Human

Population: Human, Mixed

Government: Tionesse Unity

Starport(s): One Standard Class

Station(s): Mirror System

Tech Level: Below Galactic Standard (Unity)

Import / Exports: None

Wage Rate: Below Galactic Standard (Unity)

"This place reminds me of you, Ulic. Isolated... frozen... crumbling."

—Nomi Sunrider regarding Ulic Qel-Droma

Rhen Var is a planet situated near the Tion Cluster in the Outer Rim Territories and one of the former Thanium Worlds. Throughout the history of the Galactic Republic, Rhen Var was covered in ice, rendering it almost uninhabitable. Remains of an ancient civilization and old Jedi artifacts were found beneath the ice on the planet, remnants of a former population.

Rhen Var was once a fertile paradise filled with vegetation and wild life. Thousands of years before the Clone Wars, an atmospheric cataclysm turned it into an icy hibernal surface. Since then, it had been a frigid world of frozen tundra and snow swept mountains.

The planet, located in the Outer Rim's Thanium system, orbited the star Tor, had a day of 18 standard hours and the year was 563 standard days. The planet was at galactic coordinates R-6.



After the Great Sith War in 3986 BBY, former Jedi Ulic Qel-Droma sought refuge on Rhen Var, and there trained Vima Sunrider. He ultimately found peace in the snowy wastes, and was redeemed and then was later murdered by Hoggon. During his stay he found a cave where the rare Solari crystal grew, of which was located near where he taught Sunrider.

Later, Jedi Grand Master Satele Shan and a large Republic army battled Darth Mekhis and a force of Sith during the last months of the Great Galactic War.

Prior to the Clone Wars, the Republic set up a small supply base and listening post on Rhen Var. At the start of the Clone Wars in 22 BBY, the Confederacy of Independent Systems seized Rhen Var with an army so large that the Republic base had to evacuate the planet. Obi-Wan Kenobi informed the Jedi High Council about the seizure of the planet. The Separatists' motives in taking the world were unclear until Kenobi and Anakin Skywalker discovered Count Dooku uncovering the Force Harvester on Raxus Prime. The answers to its power would be located in

the tomb of Ulic Qel-Droma on Rhen Var. After the liberation of Alaris Prime, the Republic retook Rhen Var in the Second Battle of Rhen Var. During the battle, Anakin learned from Qel-Droma's Force ghost how to defeat the Force Harvester which would power the Dark Reaper located on the ancient Sith world of Thule.

Later, around the time of the Battle of Yavin, Rebel Alliance troops attacked and secured an Imperial listening post. The Galactic Empire soon struck back and eliminated the Rebels. They soon abandoned the listening post and the last presence of civilized life was removed from Rhen Var.

In Unity times the world is undergoing a climate shift thanks in part to the mirror system reflecting light from nearby stars onto the surface of the world. There are two terraforming engines on the planet working to alter the climate shifts as well. The system has long been abandoned and it is the third location of a Jedi Academy in the Tionese Unity. Generally speaking it is unknown to all save for the highest military commanders of the unity. The system's significance was discovered in a holo recording from Jedi Master Ben Kenobi that was discovered in a castle of Count Dooku's that was discovered by one of the other Jedi Academies in the Unity Sector.

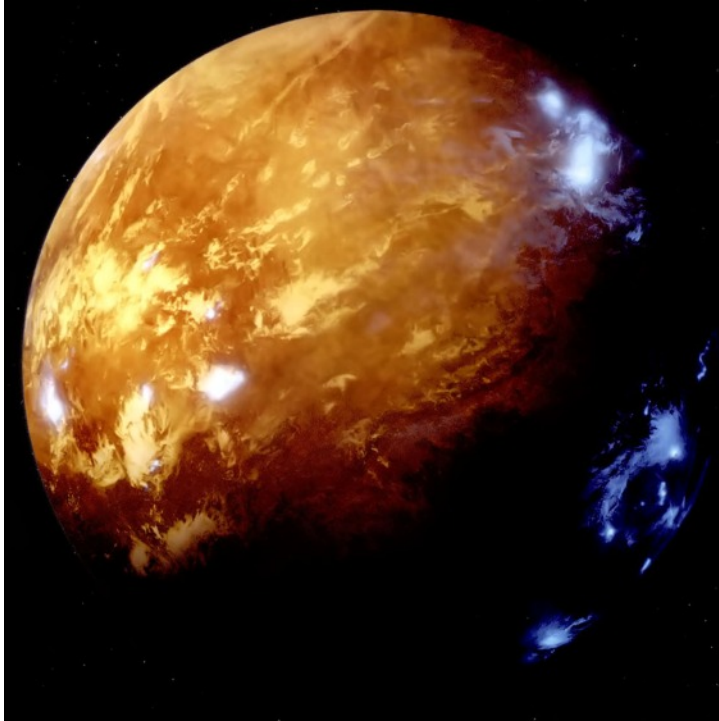
The Yuuzhan Vong would come to take the world and encounter a sensor & hull plating masked Tionese Warship clad in Molecular Armor that cut apart many of their ships prior to their response. Their remaining forces were fully engaged by the wing of fighters from the world itself. The tale of their end



Thanium Worlds Extension

Two additional systems were absorbed into the Thanium Worlds by the Unity. Ossus the ancient Jedi strong hold and Murkhana.

Idux (Ossus)



Location: Thanium Worlds Extension
Type: I, II & III (Not all areas are toxic)
System: Patrolled; snubfighter wing on world, capital ship(s) in system (masked)
Climate: Toxic; Once Fertile (being restored)
Gravity: Standard
Species: Ysanna (Near Human)
Population: Ysanna, Small Mixed Contingent; Later in the Unity a larger, more permanent population and off world visitors.
Government: Tionesse Unity
Starport(s): One Standard Class
Station(s): None; Eventually Terraformers & 4 Golan III stations
Tech Level: Above Galactic Standard (Unity)
Import / Exports: Jedi & Jedi Knowledge
Wage Rate: Above Galactic Standard (Unity)

"It's so peaceful here... the Force permeates everything."

—Nomi Sunrider

Ossus, originally called Idux whilst under the control of Xim's empire, was the third planet in the Adega

system in the Auril sector. Known to the galaxy since before 25,000 BBY, when the Jedi expanded there from the planet Tython and established a Jedi Academy, Ossus would become a popular world of the Galactic Republic. This world would also become a place of great importance to the Jedi, as the site where they stored the sum of their knowledge, though such attentions came at a price. When the Jedi Knight Exar Kun turned to the dark side and became the Dark Lord of the Sith, catapulting the galaxy into the Great Sith War, he attacked Ossus, desiring Sith secrets hidden by the Jedi. During the events this action incited, the Cron Cluster was detonated, spreading a shockwave around the galaxy. Originally a rich, lush world, Ossus was ravaged into an arid and toxic planet when the wave struck the planet.

Certain individuals survived the blast, including several Jedi. Over the passing generations, these people would become more feral, forgetting their heritage and the Force while regarding their abilities from it as magical. They became the Ysanna, Ossus's only native sentience. They, along with the planet, lived in peace with the rest of the galaxy through the Clone Wars between the Republic and Confederacy of Independent Systems, when Ossus primarily became a planet of archaeological importance to the Jedi. Once the Galactic Empire rose to replace the Republic, such studies into the past of the Jedi were halted, however.

After the eventual fall of that government as well, and the rise of the New Republic, Ossus saw major use during a time of war, for the first time since the Sith War of 3996 BBY, during the Yuuzhan Vong War of 25 ABY. It was studied by the Yuuzhan Vong, extra-galactic invaders who wished to conquer the galaxy, while they searched for a way to gain the upper hand against their primary enemies, the Jedi and New Republic, who in turn used it as a rally point for assaults against the Vong. Ossus regained its standing with the Jedi, revived as the New Jedi Order, following the war. Jedi Grand Master Luke Skywalker reopened the Academy there and made it the headquarters of their organization, though he later returned that distinction to the Jedi Temple on the galactic capital of Coruscant.

Authors Notes:

I'm effectively erasing some of the noted future for the world. I cannot stand how there is always this need to destroy entire planets in the Star Wars universe. Wether or not it's a plague, a super laser, the Sun

Crusher (system killer), the Galaxy Gun, Forced Vong Forming/Raping of a planet, a Sith meddled with super virus that was supposed to heal the world... Jesus Fing Christ... This is the Unity's history moving forward, use it, don't use it, up to you.

The Unity acquired the world of Ossus during its expansion. After some initial forays onto the world they discovered the near human Ysanna and appealed to them about the birthright the system held in significance to the Tionese Unity. The struck a bargain with the natives, they would begin efforts to clear the toxicity on the planet and leave the natives largely alone. Merely maintaining forces there for the system's protection. The system would become a major pilgrimage site to the Jedi of the Unity and would eventually be opened up as a neutral place of research for all Jedi in the galaxy. As with the universal acceptance the Tionese Unity has to all species, all they request is that any visitors respect the laws and traditions of the Tionese Unity.

The Ysanna would be granted all rights and benefits that the Jedi of the Tionese Unity have as an additional measure. With many of them taking up the mantle of becoming Jedi themselves for the Unity and even leaving the Cluster to explore the greater galaxy as well.

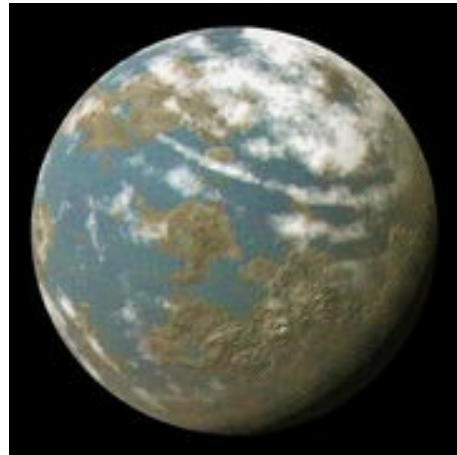
The reconstruction efforts and terraforming would eventually involve an Ithorian herdship in orbit as well as several orbital stations for research and decontamination processing that dipped in and out of the upper atmosphere of the world. Four terraforming engines would be placed on the planet over time to continue to extract toxins in the atmosphere. The planet is a welcome site for biologists across the galaxy to come to the aid of the Tionese and work together in the cleanup efforts.

The world was renamed to its traditional name during the time of Xim and gradually moves forward toward a brighter future.

When the Yuuzhan Vong attempt to invade the system in order to study the Jedi they are violently repulsed. At that time there are no less than four Golan III Battle Stations around the world proper and the Unity fields a Sector Fleet in the area. The Golan III's were donated to the Tionese for the protection of the world so that it could be a place of peace and study for all. The Golans are operated by individuals from across the galaxy that donate time and their services for free.

The Vong faced a force of resolute individuals at the battle that were there of their own volition and with determination to keep the planet free and available to all (except the Vong).

Before the Cataclysm & What it might look like in the future



Ossus orbits the two stars of the Adeg system, Adeg Prime and Adeg Besh. Unlike the other five planets in the system, which circled the center of mass of the two binaries, Ossus orbited both its suns in a figure-eight trajectory. Two moons in turn orbited it: Mim, a rocky, low-gravity satellite with no atmosphere, and Nerit, a temperate terrestrial world with high gravity and a population of Neti expatriates.

Ossus was originally a rugged, lush world with two-thirds of its surface covered in water and an abundance of flora and fauna. In 3996 BBY it was transformed with the destruction of the Cron Cluster into a desolate, irradiated desert world. Chemical and electrical storms swept the land, and little life remained on the surface. Over 4,000 years later, the damage done to the planet seemed to have been reversed. In the time of the Galactic Alliance, some portions of the planet were once again lush with vegetation and inhabited by wildlife. Within a century after this, the destruction done to Ossus was fully reversed with the terraforming technology of the Tionese Unity & the Ithorians, who caused the planet to once again teem with life.

Before the Cron supernova, Ossus had a population in the hundreds of millions, inhabiting cities across the globe. The principle city was that of Knossa, whose spaceport was the main thoroughfare for arriving and leaving Ossus. The Cron incident destroyed most of the buildings in these cities.

Though a world of peace, Ossus was not a defenseless planet. Scattered ground emplacements protected it from aerial attack. During the various wars with the Sith, Ossus was used as a staging ground for Jedi and Republic forces. The planet also maintained a well equipped military fleet for defense. Law enforcement consisted of Jedi Guardians who maintained security in the cities.

Ossus had been lush with life before the Cron disaster, but after those events, little of it remained. One of the surviving animals was a hardy quadruped species that the locals used as mounts. By 40 ABY, however, plant and animal life burgeoned again. The region around the Jedi Academy was verdant, with small plots of foliage interspersed among stretches of turf making up the Academy's campus, and kingwood trees covering the lower slopes of the nearby mountains. Bambwood was also found on this world.

The forests were also abundant with animal life. Gokobs, a species of friendly hairless rodents that sprayed a stinking cloud when frightened, spent much of their time scavenging off food scraps from the Jedi academy kitchens. Large brightly-colored tree frogs with sticky tongues also inhabited the treetops, and low-flying academy X-wings could find themselves with several frogs stuck to their undersides, a hazard to flight.

Murkhana

Location: Thanium Worlds Extension

Type: II

System: Patrolled; snubfighter wing on world

Climate: Toxic; Once Fertile (being restored)

Gravity: Standard

Species: Human, Koorivar, Aqualish, Gossams, Sugis, Gran, and Chagrians

Population: Human, Koorivar, Aqualish, Gossams, Sugis, Gran, and Chagrians

Government: Tionese Unity

Starport(s): One Imperial Class

Station(s): None

Tech Level: Galactic Standard (Unity)

Import / Exports: Jedi

Wage Rate: Galactic Standard (Unity)

"Atmosphere is a mess, but breathable. Background radiation is at tolerable levels. Sir, you might want to consider wearing a transpirator."

—An Imperial comm officer during Tarkin's visit to Murkhana

The planet Murkhana was a major Separatist bastion during the Clone Wars. Much of the planet's environment was destroyed by Republic orbital bombardment during the Clone Wars. By the Imperial Era, Murkhana was an impoverished, polluted world crippled by Imperial sanctions and a ruined environment. The planet was also a crime haven that was dominated by smugglers and crime lords such as the Sugi Faazah. In 14 BBY, the insurgent leader Berch Teller stole Moff Wilhuff Tarkin's corvette Carrion Spike while the latter and Darth Vader were investigating a communications cache in Murkhana City.



*"We should put this place out of its misery."
"Too magnanimous. Though it may come to that."
—Darth Vader and Moff Tarkin discussing Murkhana*

Prior to the Clone Wars Murkhana was a world noted for its spectacular natural beauty, particularly its coral reefs. As a result of years of orbital bombardment and beam weapon assaults during the Clone Wars, Murkhana's ecosystem collapsed and the planet became a toxic mess. Another legacy of the Clone Wars was acid rain which damaged the planet's infrastructure and bleached the landscape. While Murkhana's atmosphere was polluted and smelled like rancid cheese, it was still breathable though people were encouraged to wear breath masks.

Murkhana had oceans, coral reefs, black beaches, and sheltered coves which once drew tourists from across the Tion Hegemony. As a result of the Clone Wars, the planet's coral reefs were destroyed and its black beaches were reduced to vast expanses of quick sand. The planet's sheltered coves degenerated into stagnant shallows that were inhabited by gelatinous sea creatures that had risen to the evolutionary fore following the extinction of the planet's fish.

Murkhana is inhabited by several different species including Koorivar, Aqualish, Gossams, Sugis, Gran, and Chagrians.

One of Murkhana's major centers is Murkhana City, which has graceful, spiraling structures. The city hosts numerous structures including Argente Tower, a former Corporate Alliance landing field, and an abandoned Corporate Alliance med center. Due to the Clone Wars, much of Murkhana City lay in ruins and was littered with wrecked Separatist and Republic war droids, walkers, tanks, and starships. Due to sanctions, the local government had been unable to rebuild the economy and Murkhana City's substantially reduced population came to rely upon the black market for the most basic of goods.

Murkhana City's streets are inhabited by famished animals, smugglers, and hoodlums. Due to the wartime pollution, many children are born with hideous birth defects. Many of the city's shops are closed with cantinas being some of the few functioning businesses. The Galactic Empire also maintained a compound in Murkhana City that included the residence of the Imperial ambassador. Due to the dangerous crime levels and hostility

towards the Empire, the ambassador rarely ventured outside the Imperial compound without wearing storm trooper armor.

Prior to the Clone Wars, Murkhana's coral reefs and black beaches were popular with tourists from throughout the Tion Hegemony. The planet's population sided with the Confederacy of Independent Systems during the Clone Wars and its main center Murkhana City hosted a Corporate Alliance presence. During the war, the planet was used by Count Dooku to broadcast Separatist propaganda shadow feeds on the HoloNet, prompting a series of Republic attacks led by Captain Wilhuff Tarkin which foiled Dooku's intentions.

*"Permission to exterminate, sir."
"We haven't come all this way to instigate a riot."
—Stormtrooper and Lord Vader responding to angry civilian hurling an object at their gunship*

Following the end of the Clone Wars, Murkhana was occupied by Imperial forces including the Twelfth Army. Immediately after the war, the planet was also the site of one of Darth Vader's very first missions for the Empire during which he affected the execution of, at the very least, a Black Sun racketeer. This enabled the Sugi crime lord Faazah to dominate the criminal underworld in Murkhana City.

Due to Imperial sanctions, the planet's local government was unable to rebuild the economy. The Imperial ambassador to Murkhana regarded her posting as a hellish assignment due to the antipathy of the local population. She was blamed for every Imperial tax increase and every minor change to the legal system. The strong level of anti-Imperial sentiment manifested in the defacement of military recruitment posters and graffiti of hand-scrawled insults attacking the Emperor. Smugglers were respected by the local population since they were the only ones providing basic goods albeit at exorbitant rates. Crime lords also exerted influence by protecting the local population from thieves and murderers.

In 14 BBY, the now-Moff Tarkin and Darth Vader visited Murkhana City to investigate the appearance of a communications cache at the former Corporate Alliance medcenter, which fueled rumors of a plot to disrupt the HoloNet. The communications cache had supposedly been discovered by the Koorivar Imperial

asset Bracchia and his Imperial Security Bureau case officer Stellan. However, the cache had been deliberately planted by Vice Admiral Dodd Rancit, a rival of Tarkin and the Director of the Naval Intelligence Agency.

Rancit was secretly conspiring with the disaffected former Republic Intelligence officer Berch Teller, who had become the leader of an insurgent group opposed to the Empire. While Vader and Tarkin were inspecting the communications cache, Teller and his followers stole Tarkin's stealth corvette Carrion Spike, which they used to launch a series of hit and run raids against the Empire. After commandeering Faazah's starship Parsec Predator, Tarkin and Vader pursued Teller and his followers offworld. Working together, Tarkin and Vader uncovered Rancit's treachery and snuffed out Teller's insurgency.

Immediately following the death of the Emperor the system began to rebuild, doing anything it could to stay afloat. However, after decades of neglect and sanctions the task was almost insurmountable. The planet was contacted by the Tionese Unity in its formative years who lent whatever aid it could. This would come to be the birthplace of the Tionese Unity's para-military division and a police academy would grow from one of the world's now abandoned universities. The Unity funneled candidates to the world and deployed them en-masse to clean up the streets and restore order. In the nine years it took Warlord Zsinj to be defeated the Unity police force took shape on the world, employing tens of thousands of officers to the planet.

With the passage of Zsinj and the reclaimed independence of the sector, the Tionese Unity was finally born. Relocating their blooded officers across their own territories. At this point the Unity stepped in full force with terraforming engines to clean the pollution from the world. It would be a long process, however, one for which the planet's inhabitants would be grateful for every day moving forward. Medical relief teams moved in to work with the local populace and fight the birth defects of the planet as well.

Once again, the unity gained war material. There were droves upon droves of separatist vehicles, Droids and weaponry secured in dozens of bunkers scattered across the world that had been obscured from by the bombardment of the planet and its subsequent atmospheric decline. The Unity immediately put

these to use in Sector defense as well as defense of this system.

Trade Routes of the Tion Cluster

Tion Trade Route

The Tion Trade Route is a hyperspace trade route that snaked along the Indrexu Spiral in the Outer Rim Territories. It winds irregularly along the Spiral, starting from the Perlemian sector capital of Estaria, passing through the Tion Hegemony, and ending near the southern border of Keldrath sector.

Systems Included: *Estaria, Endregaad, Raxus Prime, Tion, Argoon, Rudrig, Clariv, Eredeem, Stalimur, Brigia, Caluula, Dellalt*

Perlemian Trade Route

The route begins with Coruscant and ends past Quermia.

Systems Included: *Coruscant, Alsakan, Anaxes, Brentaal IV, Yabol Opa, Castell, Vurdon Ka, Chazwa, Tirahnn, Taanab, Gizer, Lantillies, Roche, Abhean, The Wheel, Centares, Columex, Felucia, Lianna, Desevro, Makem Te, Quermia.*

Indrexu Route

The Indrexu Route is a hyperspace trade route in the Tion Cluster. Starting at Dravione and ending at Derellium.

Systems Included: *Dravione, Argai, Corlass, Panna, Derellium*

Cadinth Run

The Cadinth Run was located within the Tion Cluster. It ran through Cadinth, and navigational beacons were set up along it by Xer VIII. Starting Lianna and ending at Dravione.

Systems Included: *Lianna, Spinax III, Cadinth Embaril, Voss, Jaminere, Dravione*

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. It's endpoint is Lianna.

Systems Included: *Ulicia, Atchorb, D'ian, Etti IV, Ession, Kalla VII, Pondut Station, Oslumpex V, Zygerria, Tervissis, Syngia, Lianna*

Lesser Chronese Arc

The Lesser Cronese Arc is a hyperspace trade route in the Tion Cluster. Starting point Derellium and ending at Caluula.

Included Systems: *Derellium, Eibon, Algor, Saheelindeel, Caluula*

Greater Chronese Arc

The Greater Cronese Arc is a hyperspace trade route in the Tion Cluster. Startpoint is Arcan IV and ending at Derellium.

Included Systems: *Arcan IV, Janilis VII, Chandaar, Oor VII, Barancar, Soruus, Pasmin, Arramanx, Duinarbulon, Derellium*

Pakuni Drift

Start point is at Pakuni and it ends at Brigia.

Included Systems: *Pakuuni, Gbu, Mullan, Brigia*

Rudrig-Gbu Way

The route begins at Rudrig and ends at Gbu.

Included Systems: *Rudrig & Gbu*

Kismaano Bypass

Another trade route in the Tion Cluster. It begins at Cadinth and ends at Arramanx.

Included Systems: *Cadinth, Kismaano, Gadon, Arramanx*

Desevran Trace

The Desevran Trace ran from Desevro on the Perlemian Trade Route via Folende to Omman. From there it exited the Tion Hegemony into the Allied Tion sector, where it ran from Amarin to Corlax 4 before terminating at Dravione. The Tion Hegemony worlds at the head of the Trace around the Perlemian were known as the Livien Worlds, for their association with the ancient Livien League. Owing to their location they were moderately wealthy, which stood in sharp contrast to the Back Spiral worlds of the Tion Hegemony, which are separated from major trade routes by the Indrexu Spiral and were considerably poorer, having little to do economically with the Livien Worlds.

Included Systems: *Desevro, Folende, Omman, Amarin, Corlax 4, Dravione*

Tion Cluster

designed by Modli



3

Organizations In the Unity Sector



GenoHaradan

We are shadow, darkness and night. We are less than a whisper or a thought.

—Hulas

The GenoHaradan is a secret bounty hunter guild that manipulates galactic political events through assassination.

Few among the galaxy have ever heard of the GenoHaradan. They never see us, never know we are there. They do not even know we exist.

—Hulas

Xim the Despot created the GenoHaradan as a sort of secret police, using them to eliminate his most powerful enemies and rivals. Even with its agents under his complete control, however, Xim was defeated after a mere 30 years at the Third Battle of Vontor during the Xim Wars. It was believed that the GenoHaradan died with him, and this is the point at which common knowledge of the ancient guild ends.

In actuality, the GenoHaradan merely disappeared from the public eye and reshaped its existence. Without a governing body to defer to, the Guildmasters hired their agents to the highest bidders, becoming a powerful assassination tool for the wealthy and ambitious. Centuries passed, and the GenoHaradan slowly reshaped further. Its leadership realized that some individuals and governments were more beneficial to the guild than others, and it gradually learned to discriminate between those it sold its services to. The guild was evolving a sense of self interest and becoming an influential faction in its own right. To balance the power of this new identity, it was decided to divide leadership among four Overseers instead of a single Guild master.

The foremost of those the GenoHaradan saw as beneficial was the Galactic Republic since the end of the Tionese War in which Tion presumably became the capital. The Republic's democratic system of succession presented the GenoHaradan a stable entity with which to work, and its democratic system of representation presented them a wealth of corruptible bureaucrats. In time, the GenoHaradan would work almost exclusively for the Republic, operating in the shadows and quietly doing the government's dirty work, even without the government's knowledge,

profiting from the secret relationship all the while. It was a perfect symbiosis. The Galactic Republic would grow to become the foremost power of the galaxy, and those few who knew of the GenoHaradan would attribute this growth almost exclusively to the guild's involvement.

Secrecy is the GenoHaradan's prime concern; its power derived from shaping events through peripheral actions. As such, its bounty hunters, while perceiving themselves as more skilled than their contemporaries, strove to remain in obscurity and never attained the fame of hunters such as Calo Nord. A GenoHaradan agent's objective was not only to eliminate the target, but to eliminate the target in such a way that it would seem the agent had no involvement whatsoever in the death or disappearance. Since this left agents with no ability to produce proof of their success, other agents would be assigned to monitor them and report results to superiors.

To most, the guild was entirely unknown, and any who attempted to betray the group's existence would have generally been derided as a crackpot conspiracy theorist. The idea that the Republic had only survived so long because of a secret society keeping it alive sounded fantastical, and the GenoHaradan relied on this doubt to maintain its anonymity. Still, a handful of government leaders and perceptive Jedi did learn of the GenoHaradan, and this was how the guild found bounties, when it wasn't determining its own targets.

Whenever the GenoHaradan transformed into a faction with its own interests, the power of its Guild master increased; guild leadership was becoming much more than a simple go-between for elite bounty hunters and rich customers. The GenoHaradan governing system was therefore reformed: it became led by a cabal of four Overseers. Like anything else in the GenoHaradan, the Overseer system relied on secrecy. The four Overseers would consult with each other on all guild business, but they did so through agents and messengers so as to protect each Overseers' identity. In this way, the individual ambitions of all four Overseers would serve to balance each other out, theoretically resulting in the overall best interest of the GenoHaradan. The method for choosing and replacing an Overseer is a complicated process that requires ensuring each candidate's anonymity; other than this, details of the process are unknown.

In 3641 BBY, the GenoHaradan attempted to capture the Grand Champion of the Great Hunt, who was falsely labeled the Republic's Most Wanted, capturing Torian Cadera to lure their prey into a trap on Hoth. Despite also being outnumbered, the bounty hunter swiftly managed to kill the entire squad of GenoHaradan.

In the later stages of the Galactic War, the GenoHaradan tipped off Supreme Chancellor Leontyne Saresh regarding the Hutt Cartel recruiting dangerous mercenaries on Darvannis. Saresh would later contract the GenoHaradan to assassinate Sith Empress Darth Acina and The Outlander as part of an attempted coup to take over The Alliance, only for the two to survive.

The GenoHaradan continued to exist at least until the final decades of the Galactic Republic.

Tac-Spec Corporation, a Droid manufacturer that operated into the last few centuries of the Old Republic, claimed to have originated as a GenoHaradan front-company. Their exclusive automata for the Republic's aristocracy, such as the FIII Footman droid, would have been ideal agents for the organization's policy of subtly influencing Galactic politics.

It is widely assumed that the GenoHaradan are extinguished from the galaxy, seeing as they have never made a public appearance for hundreds of years. Perhaps they have been here this entire time. It is an organization that has built wealth and influence over *twenty five millennia*... They are alive and well, though their priorities have evolved over the past couple centuries. Once they discovered that the Tion Unity was in it's formative stages, near the end of the Clone Wars, the GenoHaradan have endeavored to keep that secret.

Clearly, no group in the Empire had ever successfully hidden its intentions and agenda for very long. The Tionesse Unity is one such political agenda that carried with it ever constant threat of collapse if discovered by the Empire. Thus, the GenoHaradan have been working behind the scenes using all the tools of their trade to keep the Unity a secret until such a time as it could successfully rise.

While the Unity built trade agreements and instituted social reforms, outreach programs and other

operations designed to draw the Tion Cluster together, the GenoHaradan were threatening bureaucrats, killing others, assassinating Imperial Troops, hunting ISB agents and executing them and the list goes on.

Some might say that the GenoHaradan have sympathies for the Tion Cluster and that they have fallen back upon the hopes to see another Xim rise there. This bears only a half truth, they do have sympathies to the Tion Cluster of worlds. Most of them originated from those worlds. However, they do not await another Despotic ruler. In fact, they thrive in "effective democracy" that the Unity Stands for. Not to mention the Unity is neutral, and thus their organization will always have a safe haven to operate from. The Unity bring stability and peace to the region, the GenoHaradan maintain that peace and stability in coordination with other elements of the government.

The society was known to the initial "visionary" of the Tion Unity, and then passed to the next visionary upon their death. It is a closely held and guarded secret and the Unity actively employs the GenoHaradan as a covert force to keep the peace and weed out corruption in the Unity government. Moving forward after the Unity's official founding little changes, save for the fact that Unit officials are not assassinated (typically), they are humiliated or forced to resign. This has been so profitable for the GenoHaradan that they have very seldom left the Unity proper. Thought they do, occasionally, pursue targets of opportunity outside the Unity's boundaries.

In later years the GenoHaradan would go on to recruit a number of Grey Jedi into their ranks and it is rumored that the Guild Master is a Grey Jedi. The principles of flexibility in the Grey Jedi code allow for them to be incredibly versatile assets in maintaining their organization. It is the first time that Force Sensitive's have been a part of the organization and likely a directive from the Grand Master.



Rakatan Refuge

Fitting that they were once called the “Builders”, for they shall be instrumental in building the foundations of my budding kingdom’s technological superiority. We have successfully merged their hyperdrives with our technology, this is all I require, for now.

—Xer

The Rakatan Refuge is located in a largely “depleted” mining range in the Dellalt wastes. This heavily mined mountain range became the home of the last Rakatan survivors to flee destruction. The mountains would act as natural cover and sensor impairment the the small, yet growing, colony within it’s corridors.

My father wasted far too much time creating their new home, now at the fore of my Kingdom I have ensured my fleets will endure for eons. I can hardly imagine what untold wonders could have been achieved in the time of my father had he tapped what their engineers, the few Rakatan engineers that remain were only adept at manipulation of metals...

—Xim

Xer was a shrewd ruler and tactician. While he possessed some advanced notions of engineering, he lacked in certain key areas. It is not known, by historians or anyone other than one or two now deceased Rakata, how he came to form the pact with the Rakatan scientists. Perhaps, the deal was too good pass up for the fleeing and dying species as they were. An offer of refuge, of support and of complete and unmolested sanctuary. These scientists would help Xer merge Rakatan hyperdirve technology with Xer’s own primitive FTL and would give him a tactical edge in his conquests. The technology would elevate Xer’s ships by at least two factors over that of anyone else in the Tionesse Cluster (Class 20 to Class 18). This allowed Xer to perform “Lightning Strikes” against his adversaries. The technology also included advanced principles in navigation and aid in the construction of his Hyperspace Beacon network. For their generosity the Rakata survivors were provided with resources, and all the equipment and slaves necessary to create their refuge inside the mountain range in the Dellalt wastes.

What Xer started was passed onto his son Xim, who upon learning of their existence pressed them for knowledge on how to better his war machine. At this

point, however, the Rakata had become depleted. Many among their number had succumbed to the genetic plague that they had been infected with. Many of their most prominent engineers and scientists had already died. Those that remained would help Xim create the Molecularly Bonded Armor technology employed on all of his starships and many of his structures as well as crafting personal armor and a handful of war Droids so equipped.

At this point we lose sight of the Rakatan Refuge. Left largely to it’s own devices. These Rakata would combat their plague with everything they had and they possessed both the time and resources that Xer and Xim funneled to them. At some point, prior to the last few Rakata’s health completely failing they discovered how to keep their plague at bay. While the Rakata from their home world would degenerate into more primitive savages, these Tionesse Rakata would not lose their full identity. They countered the debilitating effects of the plague and were able to preserve the scientific core of what they had arrived in the Tionesse Cluster with.

This knowledge paled in comparison to the vast knowledge of the entire race, however, they devoted themselves to some day defeating the genetic plague utterly. For just over 25 Millennia they have endeavored to reverse it’s effects. A small core of the population would emerge as engineers, while the vast majority would continue to perfect their Genetic sciences and eventually discovered cellular Immortality for their species. Their birth rates are incredibly low, many not surviving the birth or pregnancy. However, roughly every century one additional Rakata is added to the fold.

They remained in solitude and self indulged scientific study until one of the lost vaults of Xim was re-discovered and it led the Unity to their doorstep. After Millennia of isolation the few hundred Rakata found themselves presented with the ability to form a new pact with the current government of the sector. One which they embraced, working from the shadows. The deal uplifts both the surviving Rakata as well as the Tionesse Unity. Their existence is a closely guarded secret and only known to those in the upper echelon of the government.

The Rakatan Refuge becomes incredibly important in the development of an enhanced medical system that does not rely on upon Bacta Tanks for advanced

medical treatment. The Rakatan survivors had created an advanced form of Kolto that was neither expensive to create, not difficult to store and field. Functionally working in almost the exact same fashion as Bacta (if not better) the Unity was no longer dependent upon Bacta shipments for any facet of their society. This brought about a revitalization of many worlds and aided in establishing a medical outreach program that directly worked to counter many of the poorer and maligned worlds and sickly citizens of the Unity.

Furthermore the Unity employs a form of Terraforming “Engine” that the Rakata had used to sustain their way of life in the Mountain range for 25 Millennia. These terraforming engines can be found on every system where the Unity endeavors to erase the scars of the past and uplift former “Thrones” of Xim and Xer to their previous splendor.

Rakata can be encountered outside their Mountain Range on rare occasions. At least one is suspected to be a member of the GenoHaradan. Another is a high level operative and field agent for the Unity proper. However, they have never been seen in the open in public and the Unity does not want the masses (or the Galaxy) to know of their existence out of fear that the horrors of the past might show up at their door. Not to mention the kind of unneeded attention that scholars, scientists and treasure hunters that would follow. The Unity already has enough of those to deal with in external influences attempting to discover Xim’s lost vaults.

Few know that the Rakatan Refuge’s citizenry are actually voting members of the Unity’s Nobility. Here we are referring to the Refuge’s citizenry as not being merely Rakata. The original slave races presented to the Rakata by Xer and Xim live and thrive in the same artificial environs in and under the mountain range. No longer slaves, for many millennia, they work in harmony with the Rakata that dwell there. The estimated population of former slave races numbers just under 1 million individuals that have enjoyed a life of relative luxury and enlightenment totally separated from warfare and strife.

Prior to and after the re-discovery of the Rakatan Refuge the region had been considered dangerous, unstable and even haunted. As no explorers or those curious enough to investigate the seemingly depleted mountain range, have ever returned. These

individuals were captured, and held in peaceful captivity. Not allowed to return to their former lives they found a place in the Rakatan Refuge’s society. Those unwilling to accept this course of action, conveniently had a change of heart likely due to some incredibly advanced brain manipulation that was non lethal, yet removed their desire to leave.



Unity Protectors



The initiated Jedi order in the Tionese Unity are referred to as Unity Protectors or simply “Protector”. The order is effectively unbiased in the use of the Force, per se. Gray Jedi can dance on the dangerous line of using Dark and Light side techniques and are taught to balance the two. There is always a path toward redemption for Gray Jedi after employing their fearsome Sith techniques in battle.

The Gray order is instilled with one, primary, focus. Protecting the Unity and it’s citizenry at all costs. They are damn near fearless in battle and when afraid, they double down as even more fearsome opponents. The Unity Protectors answer directly to the ruling heads of the Tionese Unity, however, unlike commanders in the military they do not have to outright agree with directives. If a Unity Protector sees that there is more potential for harming the Unity or its Citizenry then they can simply refuse to follow those orders. In military operations Unity Protectors

will tend to defer to command rank officers understanding that their knowledge of a battlefield is likely much greater than their own. They can and will obey orders from a commanding military individual of the lowest officer rank or greater. However, as with their ability to ignore bureaucratic orders so too can they refuse to comply here. In certain circumstances they may even be able to thwart a commander’s plans through official channels. They must explain their actions and involve the bureaucracy or a master in this delicate proceeding.

They are tasked much as the Jedi Order of old was. To root out corruption, and they have that authority provided they have sufficient evidence to back up their claims. They strive to protect the innocent and fight for the defense of the Tionese Unity. Typically, they are treated with high regard and respect their effective equivalency is that of a Military Officer and a High Level Politician. Always employed in matters of state as well as military operations they have become an ever increasingly common sight in the Unity.

One would believe that the order of the Unity Protectors is vast. They have three Academies in the Tionese Unity, however, the attendance at these academies is not high. Many pretenders seek out the order for a shot at being a Jedi and many are turned away. However, after the founding of their order they have managed to also attract more than a few Sub Class Jedi and bolstered their ranks in that fashion. Should someone with Force Sensitivity not turn out to be “Traditional Jedi” material they are not pushed away, they are simply aided in discovering what their potential area of Force expertise lies in. As such, there are a number of Quixotic Jedi working for the Unity as Protectors. Other Sub Class Jedi are incredibly rare, but do exist within the Unity.

One of the more flexible academies in the Tionese Unity will also graduate Light Side Jedi. These Traditional practitioners have a choice, they can leave the Academy and enter the greater galactic whole or they can choose to remain and become protectors themselves. Typically, they number only a few within the Unity. However, those few that do remain are unerringly loyal and never assigned to an operation that requires a questionable set of mission parameters if it can be helped. The Gray Jedi are always available to help any Light Side Jedi that stray too far off their path, or in very rare circumstances, end them.

Number of active Jedi in the Unity

Academy Enrollment: roughly 30 candidates in any given year, roughly 10 per academy. It's not a hard limit, but it's an average.

Active Gray Protectors: 2 Immediately after the Death of the Emperor.

7 ABY: 7

10 ABY: 12

13 ABY: 17

Every three years add 5 to this number.

Active Light Protectors: 1 Immediately after the Death of the Emperor.

7 ABY: 2

10 ABY: 3

13 ABY: 4

Every three years add 1 to this number.

Quixotic Jedi: 2 Immediately after the Death of the Emperor.

7 ABY: 4

10 ABY: 12

13 ABY: 19

Every three years moving forward add 3 to this number.

Chaos Knights: 2 Immediately after the Death of the Emperor. 2 added every 3 years.

Pattern Knights: 1 Immediately after the Death of the Emperor. 1 added every 5 years

Limited Force Users: 5 beginning in the early formative days of the Tionese Unity. About 1 per year afterward until the death of the Emperor and enrollment actually spiked for those with some potential but not enough (couldn't make the cut to be a full Jedi but they actually picked up force skills).

Current Numbers:

4 ABY: 20

7 ABY: 30

10 ABY: 45

13 ABY: 50

+/- 5 to this number every three years moving forward.

Limited Force users have become an integral part of the Gray Protectors as they are unaffected by Dark Side usage and can be rather brutal combatants in the field.

Ysanna Jedi

Current Numbers:

9 ABY: 1 Quixotic, 2 Raw Jedi, 10 Limited Force Users

+/- 1 to Quixotic, 1-2 to Raw, 3-4 to Limited every three years moving forward.

Ysanna Academy enrollment is in addition to the other 10 per 3 year academy average. They are always welcome if they choose to defend the Tionese Unity.

(These numbers include attrition)

Additional Notes:

NPC Jedi Generation

Three Years at one of the Academies yields an Elite Jedi Path that has completed the first tier of their Elite Path only.

Traditional Jedi (Light & Grey) begin with Heroic Stats (18D), 10D of Skills, 25 Skill Slots, 4 Force Points & 10 Character Points, Force Sensitivity is Free + the first tier of their Elite path.

Subclass Jedi begin with Sub Heroic Stats (16D), 12D of Skills, 25 Skill Slots, 2 Force / Edge Points, 10 Character Points & +1D to Force Potential (*Limited Jedi gain Force Attribute instead of Potential*).

Ysanna Subclass Jedi begin with Sub Heroic Stats (15D), 12D of Skills, 20 Skill Slots, 3 Force / Edge Points & 5 Character Points & gain Force Sensitivity AND +1D to Force Ability / +2D to Force Potential. (*Limited Jedi Gain Force Attribute instead of Potential and likely Max out immediately, refund any overage of points in character points to be spent anywhere on the character*)

Player characters are limited and enhanced by the power of their gaming level. If the overall skill pool is lower than what is listed here, use these values. If the skill pool is greater, enhance these values.

The Firebird Society

Annual enrollment in the Firebird Society for women in the Tionesse Unity is generally rather low. It is an elite order and the women chosen to be in it are chosen quite sparingly.

4 ABY: 2

6 ABY: 5

8 ABY: 7

10 ABY: 9

Assume that, moving forward, between 1-2 individuals are chosen for the society each year.

Lord or Lady of the Tionesse Unity

Every 5 years there is an election for the Lord or Lady that will lead the Unity into the future. This office allows re-election, and it is done by popular vote. With House "Nobility" having more clout in the voting process than standard citizenry, however, they can easily be eclipsed by the Unity's Citizenry should the majority of the population vote.

The office of Lordship / Ladyship of the Unity allows for up to six terms in any given run. It's unlikely that any, single, individual will hold the title of Lord/Lady for more than two terms however. In times of war, the election can be suspended, however, the process immediately resumes after wartime.

The only member of this body to have multiple consecutive terms was Lady Valles Santhe, who used her incredible wealth and influence to bring the prospect of the Tionesse Unity into the hearts and minds of the Nobles of the region. She is, perhaps, credited with the reason why the Unity now exists. It was the deep seated hatred of the Galactic Empire that drove her to begin the long process of uniting the disparate rulers of the Tionesse Cluster under a single guiding vision. She remains a well respected figure in the Tionesse Unity and is often referred to as the Architect of the Tionesse Unity.

30-0 BBY: Lady Valles Santhe

0-10 ABY: Lord Terrence Cron

10 ABY: Lady Alyssa Tion

15 ABY: Lady Jenessa Raxus

20-30 ABY: Lord Garric Temple (the first non Noble to hold the title)

Tionesse League

The Tionesse League is a dissident group of disgruntled, human centric, individuals. Their enrollment is generally coming from only 2-3 planets in the Unity. While they are "small" in regards to total Unity population, they tend to be an annoyance. The annoyance can range from political ugliness to outright violence. It's believed (by the League) that at least a thousand of their group's more radical members have been assassinated by the directives of a Lord or Lady of the Unity over the years.

Current Enrollment: 2.2 Million

Annual Enrollment +/- 1-10 Thousand

The Survivors

A Xim era radical group that awaits the rebirth of Xim the Despot. They await the reincarnation of their Lord and Savior Xim. Their group is very small, but incredibly radicalized and violent. Stemming from the actual group of survivors that delivered Xim's treasure to Dellalt. They have claimed what the Unity sees as legitimate rights to over a thousand Xim Era War Droids, seeing as they maintained them the entire time. It was essential that the Unity involve some of their "engineers" in the restoration of other War Droids recovered from Xim's Storehouses, and they were also instrumental in integrating new technology with the archaic during the development of the War Droid Mark II. As payment, they claimed 20,000 Additional Xim Era War Droids, and tens of thousands of Beam Tubes.

They are considered to be a highly radicalized paramilitary group based on Dellalt. However, their enrollment has grown and they can be found in small pockets on a number of worlds.

Current Enrollment, Dellalt: 15,000 Armed Nuts
War Droid Contingent, Dellalt: 19,000 Droids

Elsewhere in the sector across all worlds: 5-10,000
War Droid Contingent: 2,000 spread across other planets.

Moving against them would infuriate many citizens of the Unity. Thus they are tolerated and largely left alone. The Unity Military is of the mind that in the event of any planetary siege... Those nuts would be an incredibly effective deterrent to holding any planet without dealing with them first. This has actually proven true on more than one occasion when external invaders set foot on Unity soil.

4

Non Player Characters



Han Solo



Smuggler

DEXTERITY 3D+1

Gunplay 6D+2: *Blaster Pistol* 9D, *Blaster Rifle* 7D+2, Unarmed Combat 8D+2, Dodge 8D, Thrown Weapons 4D+1, Melee Combat 6D, Theft 4D+2, vehicle blasters 5D+2

KNOWLEDGE 2D

Appraisal 4D, Bureaucracy 5D, Business 4D: Smuggling 5D, Intimidation 5D+1, Languages 4D+2, Scholar 3D: *Alien Species* 5D+1, *Cultures* 4D+1, *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+2, Climbing/Jumping 5D+2, Lifting/Carrying 4D+1, Endurance 6D+2

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: 5

Character Points: 25

Move: 10

Species: Corellian (Human)

Advantages: Fast Reactions, Toughness 2, Luck 3

Disadvantages: Imperial Record, Bounty 2

Equipment: Blastech DL-44 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 theory Han Solo has a place in this setting, after all, he had a hand in the discovery of Xim's true Vault on Dellalt. If you choose to include him, I would simply credit him with that discovery and the treasure that he mistook for "junk" would be the first archaeological find that launched the elevation of the Tionese Unity into prominence. However, it's quite easy to simply have the players discover Xim's vaults under the false ones instead. I have tweaked him slightly from the stats presented in the Corporate Sector guide.

After discovering that Xim's vault was filled with "junk" Solo would have little interest in remaining in the Tionese Cluster. He and Chewie would likely move on almost immediately in search of their next big score.

Chewbacca



Repulsorlift Repair 5D+2, Security 5D+2, Starship Repair 4D+2: YT-1300 transports 9D+2

Special Abilities:

Berserker Rage: Chewbacca gains +2D to Strength when brawling in berserker rage.

Climbing Claws: +2D to climbing.

Edge Points: 4

Legend Points: 2

Character Points: 23

Move: 13

Species: Wookiee

Advantages:

Toughness 1

Disadvantages:

Equipment: Bowcaster (6D), ammo bandolier, Droid tool kit, starship tool kit, waist pouch, 250 Credits

Once again I included Chewie because he and Solo are inseparable. Should you wish to include him, I have slightly tweaked his stats as well.

Wookiee Smuggler

DEXTERITY 2D+2

Gunplay 5D+1: Bowcaster 8D+1, Unarmed Combat 9D+2, Dodge 6D, Melee Combat 8D+2,

Thrown Weapons 5D

KNOWLEDGE 2D

Appraisal 5D, 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+1, Willpower 9D+1

MECHANICAL 3D

Beast Riding 4D, Navigation 8D+1, sensors 4D+2, 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+2, Sneak 3D+1

STRENGTH 5D

Athletics 6D+1, Climbing/jumping 5D+1, Lifting/Carrying 8D, Endurance 9D+2

TECHNICAL 3D+1

General Maintenance/Repair 5D: *Bowcaster Repair* 7D, *Computer Program/Repair* 7D, *Demolition* 5D, *Droid Program/Repair* 6D+1, *First Aid* 4D,

Gallandro



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: 7

Legend Points: 2

Character Points: 15

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

Gallandro followed Han Solo to the Tionese Cluster going after the lost treasure of Xim as well. According to the books this is where his story ends. Near the entrance to the true vault of Xim, Gallandro duelled with Han Solo. Both moved to quick-draw, and Gallandro shot Han something like three times before Han even managed to get his gun halfway out of it's holster. He stepped over Han Solo's now incapacitated body and entered the vault... Only to be vaporized by the archaic trap that protected the entry way. I always felt that this was a pretty terrible way for the confident gunman to meet his end. He was a lot more perceptive than Han was, and honed combat skills should have prevented this error. I believe his error was due to his superiority complex. What I think is that, perhaps, this trap incapacitated him due to his arrogance; Solo and Chewie then stepped over him, and dismissed the treasures of Xim for junk (mistakenly) and then left. Gallandro, then crawled into the vault and recognized it for what it was and contacted the local government. I could see this experience as giving him purpose, discovering the treasure actually filling the void in his life to discover something new. With the vault's discovery now crediting Gallandro, rather than Han and Chewie, with the elevation of the Tionese Unity. Here, he could become a high level operative in the service of something at the formative stages of it's development. Perhaps the exact change of pace and challenge he had been searching for.

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+2, 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,

Lady Valles Santhe



"Gentlebeings, I'm certain we can find a way to do business."

—Lady Valles

Santhe/Sienar Majority Shareholder “Architect of the Tionese Unity”

DEXTERITY 3D

Dodge 4D, Gunplay 4D: *Pistol* 5D: *Holdout Blaster* 7D, Unarmed Combat 5D, Martial Arts AP: Martial Arts Mastery, Melee Combat 4D

KNOWLEDGE 4D

Art 8D, Bureaucracy 10D: *Lianna* 11D, *Tionese Unity* 13D, Business 10D: *Santhe/Sienar* 15D, Appraisal 12D, Survival 5D, Scholar 9D: *Cultures* 11D+2, *Mathematics* 9D, *Planetary Systems* 9D, Streetwise 6D+2, Tactics 6D, Willpower 11D

MECHANICAL 3D

Beast Riding 5D, Communications 6D, Repulsorlift Operation 6D+1, Starship Piloting 9D, Starship Gunnery 5D, Starship Shields 5D, Sensors 5D+2, Zero G Operations AP, Power Suit Operations 4D+2, Navigation 7D+1, Capital Ship Piloting AP, Capital Ship Gunnery AP, Capital Ship Shields AP

PERCEPTION 4D

Bargain 10D, Command 11D: *Santhe/Sienar* 13D, *Tionese Unity* 15D, Con 11D+2, Investigation 6D, Persuasion 10D+1: *Seduction* 12D, Interrogation 5D, Sneak 6D+1

STRENGTH 2D

Athletics 4D, Endurance 5D, Climbing/Jumping 4D

TECHNICAL 3D

Computer Program/Repair 7D, Security 6D, First Aid 5D, Starship Repair 6D+2, General Maintenance & Repair 7D+1, Scientific Application 9D

Edge Points: 3

Character Points: 15

Move: 10

Species: Human

Advantages: Artistic Ability, Attractive, Authority 2D, Capitol 5D, Concentration, Education

Disadvantages: None

Equipment: Unlimited Wealth, Re-Engineered Caelli-Merced Holdout Blaster Pistol (5D+2), Quick Draw holster (+3D Quick Draw), private (scaled up, 2 levels) Vindicator Light Cruiser, Encrypted Military Comlink

Lady Valles Santhe was the head of the Santhe family during the Galactic Civil War and as such controlled the Santhe Corporation and its subsidiaries Santhe/Sienar Technologies and Santhe Security.

Valles was the granddaughter of the Lianna industrialist Kerred Santhe, who acquired a controlling share in Sienar Technologies and its subsidiary Republic Sienar Systems circa 30 BBY. Sienar Technologies was renamed Santhe/Sienar Technologies and Republic Sienar Systems eventually became Sienar Fleet Systems, manufacturer of the TIE Series of Imperial fighters.

Lady Santhe is a small woman with black hair and flashing dark eyes whose presence commanded an unmistakable air of authority. She is an arrogant woman who was used to almost unlimited wealth and power. Her companies' factories employed a large percentage of the population of Lianna. She openly supported the Galactic Empire but in reality she was a firm believer in Lianna independence and did not particularly care for the Empire or the Rebel Alliance.

When Santhe/Sienar Technologies received an Imperial defense contract (Codename NOVA) to develop an improvement of the Energy Emittance Baffler, a key component of a cloaking device, the Imperial Advisor Lord Rodin Hlian Verpalion was assigned to oversee the project. Valles treated Lord Verpalion with caution but secretly hated him. She manipulated his visits carefully so as to ensure good reports to Emperor Palpatine.

Following the Emperor's death she was able to attain a degree of independence for her homeworld, despite the pro-Imperial attempts of Lord Verpalion. When the CEO of Santhe/Sienar Technologies, Raith Sienar, was assassinated Lady Santhe took direct control of the company. She created Sienar Army Systems which manufactured the Century tank and other ground vehicles for the Empire under the Reborn Emperor. However, she also used the weapons as a threat to prevent an Imperial occupation of Lianna by Moff Gronn.

Lady Valles Santhe is the actual visionary behind the Tionese Unity. The tendrils of her plan to re-unite the Tionese Cluster stretch back to thirty years prior to the Battle of Yavin. Possessing unlimited wealth and influence allowed her to broker deals with Nobles of the Tionese sector. She would lay the foundations for a truly neutral government in the hopes that one day the grip of larger governing entities would fail. A true visionary, in many ways on par with the likes of even Palpatine himself. Her initial purpose for the Unity's existence was based more out of a selfish desire for Lianna not to be in a position where it had to answer to either the Galactic Republic or the Galactic Empire that followed. This doesn't make her fond of the Rebels either, as she cared little for them or their re-establishment of another galactic government in the form of the New Republic.

Over three decades of planning, quietly funding reforms and building good will with government officials of the Tionese sector she softened a bit in her views. With her guidance the Unity took shape and purpose. She has had an instrumental effect on almost every aspect of the Tionese Unity's emergence. Even down to details like the foundation of the Jedi Academies that would enrich the defenses and sovereignty of the fledgling unity. It didn't matter who was in power, she always found a way to manipulate them in a fashion that they never truly saw the entire realm of Xim's former empire unifying at some point.

After three decades of formative work she stepped down from a direct guidance of the Unity's development and turned the reigns over to Lord Terrence Cron. Cron was possibly a protégé of her's in a sense. Carrying forward all of her mandates and brokering the same sorts of deals that she had been working on for thirty years. Perhaps, it was simply the fact that her reforms and decades of hard work

were undeniably brilliant and Cron could not refuse to enforce and continue to evolve them as she had envisioned.

Lady Valles may have stepped down from active guidance, however, she was never truly unavailable to any of the rulers of the Unity. Always making herself available to step in and settle disputes, broker new deals and aid in sound advice on how the Unity could move forward. Her initiatives continued to thrive under each person that took the reigns of the Unity.

While the region claimed it's independence after the death of the Emperor, Santhe/Sienar would continue to provide war materials for the Empire, the Emperor Reborn, the New Republic, anyone that had the money to purchase their products just as any corporation serving under one of the great governing entities always had. However, the difference here was that the realm didn't answer to any of them, not any more. Of course, there would always be the pressures of external threats to the realm, however, as the Unity gained momentum and identity those threats became an ever shrinking threat. The Unity's military grew and the possibility of another entity successfully invading became ever more difficult.

Lord Terrence Cron



Lord of the Tionese Unity “First Lord” 0-10 ABY

DEXTERITY 3D

Dodge 4D+2, Gunplay 5D: *Beam Tube Pistol* 6D, Unarmed Combat 4D, Melee Combat 6D

KNOWLEDGE 4D

Art 5D, Bureaucracy 8D: *Tionese Unity* 10D, Business 7D, Appraisal 9D, Survival 4D+1, Scholar 8D: *Cultures* 9D+2, *Planetary Systems* 9D, Streetwise 4D+2, Tactics 8D, Willpower 9D

MECHANICAL 3D

Beast Riding 7D, Communications 4D, Repulsorlift Operation 6D+2, Starship Piloting 7D, Starship Gunnery 6D, Starship Shields 6D+1, Sensors 5D+1, Zero G Operations AP, Navigation 5D+1

PERCEPTION 3D

Bargain 8D, Command 9D+2: *Tionese Unity* 13D, Con 7D+2, Investigation 9D, Persuasion 9D+2: Interrogation 8D, Sneak 3D+1

STRENGTH 2D+2

Athletics 5D, Endurance 4D, Climbing/Jumping 4D+1

TECHNICAL 2D

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

Edge Points: 2

Character Points: 11

Move: 10

Species: Human

Advantages: Authority 2D, Capitol 3D, Education, Reputation 2

Disadvantages: Old

Equipment: Wealthy, Beam Tube Pistol (4D Static), Encrypted Military Comlink

Lord Terrence Cron is a direct descendant of the Kingdom of Cron. His lineage placed him in the first position to assume leadership of their ancestral holdings in the Tionese Cluster. He had a long standing relationship with Lady Valles Santhe. This relationship was one of teacher and student. In the end, it would be Lady Valles that would outstrip her former mentor.

While Lord Cron was 3rd in line for the ancestral throne in his earlier years. He was quite the scholar and had been well traveled as many other nobles that don't have a seat at the royal table tend to explore the galaxy out of sheer boredom. He was contracted by the Santhe family to tutor Lady Valles and the two became quite close over the years. They maintained this connection and relationship.

When it came time for Terrence to take the helm of the ancestral throne he did so immediately. This insulated him from the wilder days of his youth and here he stagnated. That is until Lady Valles approached him with a proposition. It was a grand plan for the Tionese Sector to gain it's independence. To become a truly neutral entity. Initially, this all seemed like a fantasy spun by his former student. However, she did not relent and eventually he realized he had become stagnant and was no longer as versed in the intrigues as Valles was. Over time she won him over and he bought into her grander visions of the future and actively began to work with her behind the scenes to create the formative structures, business agreements and re-vitalization of the Tionese culture.

Often referred to as the “First Lord” of the Unity, Lord Terrence Cron, truly was the first elected member of the ruling council. He would go on to lead the Unity for two terms after lady Valles turned her attention toward her own business enterprises.

Lady Alyssa Tion



Lady of the Tionese Unity “Firebrand” 10-15 ABY

DEXTERITY 3D+1

Dodge 7D+2, Gunplay 7D, Unarmed Combat 8D, Melee Combat 4D

KNOWLEDGE 3D

Art 4D, Bureaucracy 6D: *Tionese Unity* 9D, Business 5D+2, Appraisal 7D+1, Survival 6D+2, Scholar 6D: *Cultures* 7D+2, *Planetary Systems* 11D, Streetwise 8D+1, Tactics 8D: *Snubfighters* 10D, Willpower 6D+2

MECHANICAL 3D+2

Communications 5D+1, Repulsorlift Operation 7D+2, Starship Piloting 9D, Starship Gunnery 9D, Starship Shields 6D+2, Sensors 7D, Zero G Operations AP, Navigation 8D+1

PERCEPTION 2D+2

Bargain 6D+1, Command 5D+2: *Tionese Unity* 10D+1, Con 11D, Investigation 6D, Persuasion 10D: *Seduction* 14D, Interrogation 4D, Sneak 8D+2

STRENGTH 2D+1

Athletics 7D, Endurance 8D, Climbing/Jumping 9D+1

TECHNICAL 3D

Computer Program/Repair 7D, Security 9D, First Aid 6D+2, Starship Repair 8D+2, General Maintenance & Repair 9D+2

Edge Points: 5

Character Points: 2

Move: 12

Species: Human

Advantages: Authority 2D, Capitol 2D, Education, Reputation 1, Fast Reactions

Disadvantages: Old

Equipment: Well off financially, Blastech Heavy Blaster DL-6H (5D), Encrypted Military Comlink, Tionese Strike Class Snubfighter (with Molecularly Bonded Armor)

Lady Alyssa Tion was a curious choice to lead the Unity after Lord Terrence Cron's two terms. She had won most of her popularity during some of the campaigns to reclaim ancestral Tionese Cluster holdings. Always's leading from the front of any assault and it gained her incredible popularity with the Unity Military. She was a well respected General and never backed down from a fight. She served in the front lines due to the fact that she was 5th in line for assuming ancestral leadership in her family's holdings.

Definitely, a bit more brash than the previous two builders of the Unity. She spearheaded the modernization and militarization of the Unity during her single five year term. Always in the middle of any conflict and always leading the attack to defend, or rather, circumvent a larger conflict. While the Unity did prosper under her leadership, much of the infrastructure growth of the Unity was left up to the political body as a whole. Her sole focus was militaristic. She was a member of the prestigious Firebird Society as well.

Her popularity would wane with the commoners with each passing year. However, this is not the reason why she never ran for a second term. A rogue Imperial Warlord wandered into Unity space hell bent on carving out a new home for himself. One of his star destroyers was equipped with a Crystal Phase shifter that would essentially turn any vessel it hit into glass. Here, she spear headed the defense force that interdicted the Imperial Warlord's task force and bravely gave her life to destroy the Imperial Star Destroyer that mounted the experimental Imperial Super Weapon. In the end, she was well regarded as a hero of the Unity and posthumously honored as such.

Lady Jenessa Raxus



STRENGTH 3D

Athletics 8D, Endurance 9D, Climbing/Jumping 11D+1

TECHNICAL 2D

Computer Program/Repair 5D, Security 9D, First Aid 6D+2, Starship Repair 8D+2, General Maintenance & Repair 9D+2

Force Points: 8

Dark Side Points: 3

Character Points: 26

Move: 18

Species: Human

Advantages: Authority 2D, Capitol 2D, Education, Reputation 2, Fast Reactions, Hyper Movement 2

Disadvantages:

Equipment: Well off financially, Blastech Heavy Blaster DL-44 (5D), Lightsaber, Encrypted Military Comlink

Lady Jenessa Raxus is another example of a noble with no throne to vie for in her ancestral holdings. Seventh in line for the throne she entered the Grey Jedi Academy and became a Protector of the Unity. Rising swiftly through the ranks she was prominently featured as the “Poster Child” of what it was to be a Unity Protector. The enrollment for the academies in the sector would swell with people hoping they had what it took to be a Jedi and a Protector.

Lady of the Tionese Unity “Sovereign Protector” 15-20 ABY

DEXTERITY 4D

Dodge 8D+2, Gunplay 6D, Unarmed Combat 8D, AP Martial Arts: Jedi Martial Arts (Intermediate), Melee Combat 9D, AP Lightsaber, 4D Acrobatics AS

KNOWLEDGE 2D+2

Art 5D, Bureaucracy 7D: *Tionese Unity* 10D, Business 4D+2, Appraisal 5D+1, Survival 8D+2, Scholar 7D: *Cultures* 8D+2, *Planetary Systems* 12D, Streetwise 9D+1, Tactics 6D: *Small Unit* 8D, Willpower 9D+2

MECHANICAL 2D+2

Communications 4D, Repulsorlift Operation 5D+1, Starship Piloting 6D, Starship Gunnery 5D, Starship Shields 4D+2, Sensors 8D, Zero G Operations AP, Navigation 5D+1

PERCEPTION 3D+2

Bargain 8D+1, Command 7D+2: *Tionese Unity* 11D+2, Con 6D, Investigation 6D, Persuasion 8D, Interrogation 7D, Sneak 9D+2

After only a few years of service she ran for the station of Lady of the Unity, immediately after the death of Alyssa Tion. Her reforms and policies won her immense support among the commoners of the Unity as she sought to undo the over militarization that Lady Alyssa Tion had instituted. Placing her focus on the development of the Unity’s citizenry while curbing excesses that had been pushing the Unity toward an overbearing Military entity. She would restore the balance of power in the government and usher in a five year period of relative peace.

Perhaps too peaceful in the end. She was slow to send in the military in almost all escalations of conflict, sending instead only Jedi to deal with the issues. The military during her reign waned and reached its lowest point of enrollment since the Unity’s foundation. This period also saw the highest death toll among Jedi in the Unity in its history. While widely regarded as the Sovereign Protector of the Unity, she had single handedly weakened the Unity’s greatest asset. Stepping down, she re-entered the service of the Unity as a Protector and faded into obscurity as just another nameless Protector.

Lord Garric Temple



Lord of the Tionese Unity “Unifier” 20-30 ABY

DEXTERITY 3D

Dodge 6D+2, Gunplay 9D, Unarmed Combat 5D

KNOWLEDGE 3D

Art 7D, Bureaucracy 12D: *Tionese Unity* 15D, Business 8D+2, Appraisal 9D+1, Survival 5D+2, Scholar 9D+1: *Cultures* 10D+2, *Planetary Systems* 11D, Streetwise 7D+1, Tactics 10D, Willpower 9D+1

MECHANICAL 3D

Communications 6D, Repulsorlift Operation 9D+1, Starship Piloting 7D, Starship Gunnery 6D, Starship Shields 5D+2, Sensors 11D, Zero G Operations AP, Navigation 8D+2

PERCEPTION 3D

Bargain 13D+2, Command 12D+2: *Tionese Unity* 14D+1, Investigation 9D, Persuasion 14D

STRENGTH 3D

Athletics 9D, Endurance 12D, Climbing/Jumping 6D+1, Punching Bag/Tank AP

TECHNICAL 3D

Computer Program/Repair 6D, Droid Program/Repair 8D, Security 11D, First Aid 9D+2, Starship Repair 4D+2, General Maintenance & Repair 11D+1, 3D Medicine AS, 4D Engineering AS: *Civil Engineering* 8D

Edge Points: 5

Legend Points: 3

Character Points: 39

Move: 11

Species: Human

Advantages: Authority 2D, Education, Reputation 3

Disadvantages: Employed 2, Dependents 3

Equipment: Heavy Beam Tube Pistol (6D)

Lord Garric Temple was no noble. He was simply a citizen of the Unity that had a clear purpose and vision for the future of what the Unity had to become in order to survive. He rose through the ranks of political circles due to his charisma and the fact that he had worked in almost every industry that the Tionese Cluster had to offer. Thus, he could easily identify with citizens from almost every walk of life. He grew up poor and worked every day to provide for his family. A man of the people, just like anyone else and he proved that the common citizenry could rise to the occasion just like he had.

His two terms in leadership of the Unity would redefine what it was to live in Unity itself. While Ancestral titles and the trappings of ages long gone still held a certain reverence for the Tionese people during and after his terms, there would not be another Lord of the Tionese Unity that was of Noble birth for almost two decades.

Under his leadership the Unity weathered the Yuuzhan Vong invasions with calm determination. It was discovered in engagements with them that their “Archaic” Beam Tube technology ignored Vong Barrier Technology to a degree. Void generators were not capable of absorbing the Beam Tube’s sustained energy beam. Rendering the “Black Hole” shield technology no better than standard shields. Each and every time the Vong assaulted the Unity they were repulsed if not utterly destroyed. Any Yuuzhan Vong that did make planet fall (and tens of thousands did) were wholesale slaughtered by the hordes of Battle Droid Mark I and II’s the Unity had seeded on all of their worlds.

The Unity became a refuge for the oppressed, and a stable region to recover in for almost ever other Galactic Entities' militaries that moved through the region. As Temple offered sanctuary to those in need. The Unity would expand it’s borders significantly during this time, re-acquiring all regions that had once been a part of Xim’s realm. National identity swelled with pride and the Unity almost broke with tradition to give him a third term. However, Temple stepped down saying it was time for new blood to lead the Unity into the future, the Unity’s laws needed to be respected.

5

Sentient Species of the Tion Cluster



Aqualish

"An Aqualish merchant? Shouldn't you be roughing up some Bith for credits?"

"Not all Aqualish are like that; besides, Bith are hard to come by."

—Meetra Surik and Margara address Aqualish stereotypes in the galaxy

The Aqualish are tusked bipeds from the planet Ando whose appearance combined aspects of arachnids and pinniped aquatic mammals. Aqualish have a reputation for being nasty, crude and aggressive, and generally pursued off-world careers as mercenaries, bounty hunters, and pirates.

Race: Aqualish

Encounter Frequency: Uncommon

Height: 1.7-2.0 meters tall

Features:

Adaptable: Once off world they found they were rather proficient at adapting to a number of skill sets. They have an ability to easily find aquatic food, being natural "fishermen" if you will. They also possess enhanced skills with Swimming and Athletics. *Free starting Athletics, Search, Unarmed Combat & Gunplay Skills.* (20)

Advantages:

Adaptable: Resourceful (10) +2D to Starting Skills / Advantages

Observant 3 (15)

Disadvantages:

Quirk: Brutish & Aggressive (2); (-10)

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 Aquala hate their Quara relatives. Because of this, the latter subspecies were considered pariahs on

Ando, which had a lower population of Aqualish than the galaxy itself. All three Aqualish subspecies speak mutually intelligible dialects of the same language. The Aqualish culture revolves around aggression and toughness, with diplomacy being one of their weakest attributes.

The Aqualish people are made up of three distinct races which included the Aquala, the Ulaq and the Quara. Their baseline genetic structure is the same and their appearances did not vary so drastically as to characterize them as different species. The Aqualish have some arachnid genetic material in their distant past, as demonstrative in their relationship with the Harch species. These species are well known for their hair-trigger tempers that flare without reason. Anthropologists believe that the streak of rage can be dated back to the species' earliest evolutions.

Languages: Aquala, Basic (understand, not speak)



Barsegian

The Barsegians are the original native population of Barseg prior to human colonization. Effectively human in most aspects, the native population fought the Human colonists on many occasions for control of Barseg before capitulating to their rule. They eventually fell into line with their ruthless business counterparts and lost much of their previous identity.

Race: Barsegian (Near Human)
Encounter Frequency: Uncommon
Height: 1.6-2.25 meters tall

Features:

Adaptable: Barsegians are nearly indistinguishable from Humans save for a lack of hair on their bodies, their heads, however have a full mane. They've had to learn how to adapt and survive over the millennia. Eventually, being no less ruthless than the Humans of Barseg. Free starting Bargain, Persuasion, Business & Appraisal Skills. (20)

Advantages:

Favor 1 (5)
Fellowship Member 1 (5)
Contacts 1 (5)

Adaptable: Resourceful (5) +1D to Starting Skills / Advantages

Disadvantages:

Quirk 1 (-5) Ruthless Business Dealings

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 Barsegians, essentially, lost the entirety of their cultural identity to the humans that conquered their world of Barseg. While their culture might have been seen as something prior to humans from the core arriving on sleeper ships, it wasn't enough to really matter in the end. Ultimately, the Barsegians became

like their human counterparts from the Core. They, all of them, had become Barsegian.

The Humans of the planet have the exact same characteristics as a result.

All members of Barseg have some level of influence, over someone on their world or another in the galaxy. Thus they all begin with connections to some organization, someone owes them a favor and they are all members of one of many factions of business related enterprise on their world.

Languages: Basic



Brigian

The Brigians are a humanoid species native to the planet of Brigia, in the Tion Hegemony. They are thin and tall with purple skin and red eyes. The planet also has a sensitive ecosystem, requiring all incoming ships to undergo a phase-one decontamination before landing.

Race: Brigian

Encounter Frequency: Rare

Height: 1.8-2.7 meters tall

Features:

Adaptable: Brigians are functionally as flexible as base line humans are at adapting to the greater galaxy. Free starting Persuasion & Business Skills. (10)

Advantages:

Adaptable: Resourceful (20) +1D to Starting Skills / Advantages

Pluck & Tuck (5): The Brigians are adept at palming objects and hiding them within the folds of their skin.

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D

Reproduction: Human

Cultural Detail:

During the Yuuzhan Vong War, the Yuuzhan Vong invaded Brigia. The native Brigians resisted at first, though they were eventually forced to go underground and begin a guerrilla war. The desperate Brigians pleaded with the Corporate Sector Authority for help, but the business minded organization ignored them. Ultimately, the surviving Brigians were saved by intervention of the Tionese Unity.

The Brigians are a sentient, humanoid species that have a tall, reedy & gawkish anatomy. Brigian shoulders are narrow, extending toward two, thin arms, each with a long, slender hand. These hands exuded greasy secretions. Most members of the species had skinny posteriors, and their legs and feet were too narrow to fit into standard-sized combat

boots. Brigian ankles are slender and strangely boned. There was some variation in body size; for example, Inspector Keek was broadly built for his species, and possessed considerable strength. The Brigians have elongated skulls, small, bud-like noses, and eyes that protruded from their skull. These have tiny, red pupils. The Brigians have purple skin pigmentation, which varies in darkness between individuals. Brigian anatomy also included lateral folds, which could be used to conceal small items such as weapons or pouches.

Languages: Brigian, Basic



Chagrins

Chagrins were an amphibious species of tall, horned humanoids with blue skin. They were distinguished by two fleshy head tentacles protruding from the back side of their skull, wrapping down over their shoulders and ending in brownish-tipped horns. They also sported another pair of horns, standing straight above their heads. Chagrins also had very long black forked tongues they would sometimes flicker in a gesture of authority.

Race: Chagrin (Near Human)

Encounter Frequency: Uncommon (Common in CSA)

Height: 1.7-2.7 meters tall

Features:

Haggling comes almost as naturally as the finer elements of education to them. With a keen eye for detail they are excellent at seeing the value in things. Free starting Appraisal, Bargain, General Maintenance & Repair: *Basket Weaving & Scholar Skills*. (20)

Advantages:

Skill Mastery: Bargain & Appraisal (10)

Expert: Bargain, Persuasion (5)

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 Chagrins as a species are natural negotiators. Their entire culture is based around haggling with one another over... anything. They have quite naturally found their place in the galactic society as lawyers, politicians and even the occasional hostage negotiator. Other than that their societal norms aren't all that noteworthy. Their society evolved from master basket weavers and they would all congregate annually to attempt to haggle one another to death... Almost literally. Their entire purpose, prior to Xim's encounter with them revolved around creating the most magnificent basket. Their entire society was based around the "glorious basket". Everything from

basket hilts on their swords to basket chariots and basket elevator mechanisms... Need I continue?

The Chagrian Mas Amedda served as the Vice Chair of the Galactic Senate under both Supreme Chancellor Finis Valorum and his successor Sheev Palpatine, only to become his Grand Vizier following the inception of the Galactic Empire.

Languages: Chagrin, Basic



Dellatian

The Swimming People of Dellalt, also known as Swimmers or Dellaltians, were sentient, lake-dwelling sauropteroids indigenous to Dellalt. They are large, with small heads on top of long, muscular necks, four flippers for movement in water, and heavy, short tails. Their hides vary from light gray to green and black.

The Swimmers had blowholes on the tops of their heads instead of nostrils, and their eyes are protected by a nictitating membrane. Their mouths are filled with sharp, pointed teeth, which they used to catch fish and for defense.

Race: Dellatian

Encounter Frequency: Rare (Common on Dellalt)

Height: 12.5 Meters on average (Speeder Scale)

Features:

Even though their bodies don't look amazingly muscular, they have incredible prowess in Athletics and possess excellent Strength and natural agility. They are shrewd hagglers as well. Athletics: *Swimming*, Bargain & Unarmed Combat Skills (15)

Advantages:

Athlete 3 (15)

Hyper Movement 1 (5)

Move: 13/15

(35 Total Points)

Attribute Maximums:

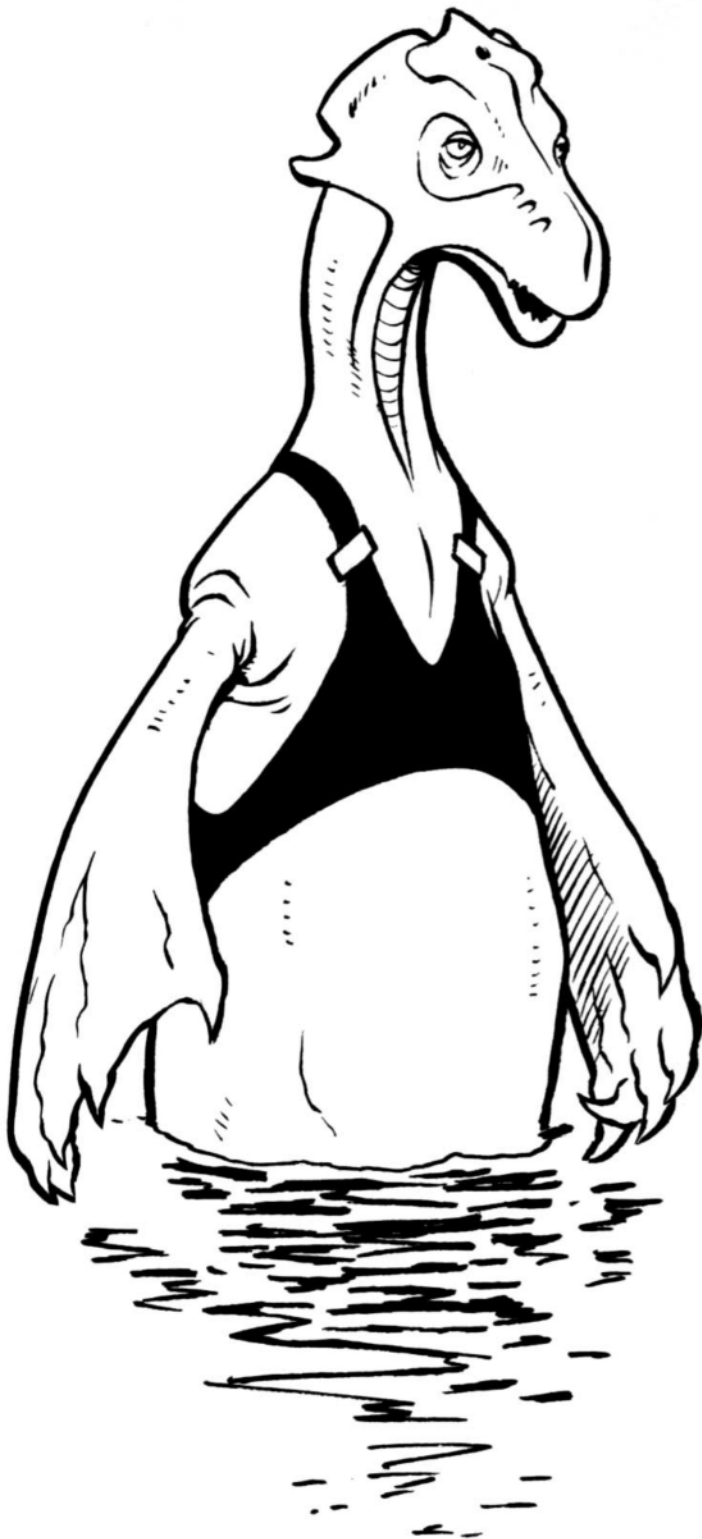
DEX 5D, KNO 4D, MEC 3D, PER 4D, STR 5D, TEC 3D

Reproduction: Aquatic Mammal

Cultural Detail:

As a species, the Swimmers are territorial and have a set of laws to govern their lives. For a fee, they will ferry people and cargo across their lakes on rafts. Swimmers speak an accented form of Galactic Basic, using their mouths to form the words.

Languages: Basic



Em'liy

The Em'liy are a species of humanoids native to the planet Shalyvane. Originally a proud society of warriors, their civilization was devastated by the Galactic Empire's forces. This forced them to become a nomadic society, both on their home world and in other star systems.

Race: Em'liy (Near Human)

Encounter Frequency: Uncommon (Common in CSA)

Height: 1.9-2.4 meters on average

Features:

Adaptable: The Em'liy simply had no choice but to adapt after the Empire crushed their culture. It was adapt or die for them. Gunplay, Survival & Willpower skills. (15)

Advantages:

Adaptable: (20) +4D to Starting Skills / Advantages

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D+1, KNO 3D+2, MEC 3D+2, PER 4D+1, STR 4D+1, TEC 3D+2

Reproduction: Human

Cultural Detail:

The Em'liy once had a relatively sophisticated society, though they were apparently not star faring . This changed after the Galactic Empire's forces, under the direction of Darth Vader, attacked Shalyvane. The attack left their capital city, Chinshassa, in ruins. After this attack, the region around the capital was ruled by nomadic tribes, armed with a mixture of primitive weapons and blasters.

After the Rebel forces learned the truth of the matter, the Em'liy came into contact with the rest of the galaxy. Some Em'liy began to rebuild their capital city, while others continued their nomadic lifestyle by traveling from system to system.

Em'liy are quite religious, with the Circle of Kavaan

in Chinshassa a particularly holy place for them. After the Empire's desecration of the Circle, the Em'liy tribes were quite hostile to off worlders,

though Luke Skywalker was able to get access to the Circle by proving his "gods" (i.e. The Force) were strong with him.

The Em'liy divided themselves into four castes: the Argwin, Damilini, Criclamon, and Dojufi (named for four of their gods). The large Em'liy pantheon of gods and goddesses also included Dra'jhok, Dra'vil, Felid Slin, Courtra'paeas, Eeh'cra Niw'dug, and Kavaan.

Languages: Em'liy, Basic



Felucian

"We are farmers, not warriors."

—Casiss

Felucia was a remote world in the Felucia system, overrun with thick, colorful, and humid jungle, which was punctuated with small farming villages populated by the planet's native Felucians. Several non-sentient species also inhabited the world, including Gelagrubs, jungle rancors, and tee-muss. Despite its perceived insignificance, its important location and resources (which included the healing plant nysillin) led to several conflicts both in orbit and on the surface.

Race: Felucian

Encounter Frequency: Rare

Height: 1.4-2.1 meters tall

Features:

The Felucians are spectacular farmers, nothing more and nothing less. Free starting General Maintenance & Repair, Scholar: *Botany*, Technology: *Farming Equipment Skills*. (15)

Advantages:

Skill Mastery: Scholar & General Maintenance & Repair: Farming Equipment (Botany & Farming Equipment specializations; the -1DR also applies to the technology specialization of this only) 2 (10)

Steel Will 2 (10): The Felucians are amazingly resilient mentally. They are at peace with themselves and as a result not much phases them.

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 5D, TEC 4D

Reproduction: Human

Cultural Detail:

Natural farmers who at one point in time actually explored the stars. They didn't discover anything they couldn't have in their peaceful lives on their own world. They found what everyone else did, conflict,

strife and the unyielding necessity to always look for more, for something else, and reach for things that were unnecessary. Eventually they returned home to their simple lives and just enjoyed what they had.

After the end of the Clone Wars and the defeat of the Separatists, Felucia fell under the control of Emperor Palpatine's new Galactic Empire. During this period, the Imperial Military maintained a large garrison in the Felucia system. However, the planet was considered to be devastated after the large fighting that occurred during the Clone Wars. Because of this, Moff Wilhuff Tarkin suggested it as a possible target for Berch Teller's insurgents, as a reprisal of sorts for the way the Republic left the planet; however, this possibility was dismissed by Darth Vader, and the rebels would attack Lucazec instead.

The world, while having a healing plant was considered devastated and insignificant by the empire and was actually allowed to recover naturally from the devastation the Clone Wars had caused.

Languages: Felucian, Basic



Gadon

They are near humans from Gadon 3 in the Cronese Mandate.

Race: Gadon (Near Human)

Encounter Frequency: Uncommon (Common in CSA)

Height: 1.8-2.5 meters tall

Features:

The Gadon are tough, millennia of mining bred into the species have made them stronger than your standard human by almost 25%. Free starting General Maintenance & Repair, Endurance & Willpower skills. (15)

Advantages:

*Enhanced Attribute: Strength 3 (15) (+1D to Starting Strength Attribute & Attribute Maximum)**

Toughness 1: The Gadon are tough, rugged and durable near humans (5)

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 5D*, TEC 4D

Reproduction: Human

Cultural Detail:

The native population of Gadon 3 are all close human relatives. Effectively almost indistinguishable, however, Xim's forces subjugated them nonetheless. This remained true with few exceptions over the millennia. While some rose above their mining origins to become higher level individuals in the government, there were never enough to force change for their people.

Those of their kind that escape their lives of toil on Gadon 3 tend to survive damn near anywhere and in any profession. To them, anything and anywhere is better than life in a mining society.

Languages: Gadon, Basic



Gormak

The Gormak are sentient humanoids native to the planet Voss, a world in the Voss system of the Allied Tion sector in the Outer Rim Territories. They are the more populous of their home world's two native sentient species and they are extremely hostile toward the other, a species known as the Voss, as well as the off-worlders, whom they viewed as allies of the Voss.

Race: Gormak

Encounter Frequency: Ultra rare (Common on Voss)

Height: 1.6-2.3 meters tall

Features:

Capable and stagnant describes the Gormak race.

Free starting General Maintenance & Repair, Gunplay, Dodge, Unarmed Combat, Melee Combat, Repulsorlift Repair & Ground/Water Vehicle Operation skills. (35)

Advantages:

None

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D+2, KNO 2D, MEC 4D, PER 4D+2, STR 4D+2, TEC 4D

Reproduction: Human

Cultural Detail:

An aggressive species, the Gormak hold an innate love of warfare and competition, and are extremely hostile toward the other natives of their planet, the Voss species. The Gormak hold a cultural belief that in order for them to prosper, the Voss, whom they view as an unnatural plague on the planet; must be destroyed. To achieve that goal, Gormak warriors repeatedly assaulted the Voss capital city of Voss-Ka over the course of centuries; however, despite their far greater numbers, they were never successful as their warlike nature has kept them from uniting against their enemy. Despite their incredible affinity for technology, the Gormak remain a pre-space flight culture confined to their home world, which causes them to be viewed as a backward species despite being perfectly capable of repairing, modifying and improving tech created by more advanced cultures.

The Gormak population numbers in millions and their society is tribal in structure, with Gormak spread throughout the wilderness of Voss in numerous nomadic clans numbering roughly a hundred individuals each. Within each tribe the position of responsibility to maximize the value of all salvaged equipment was held by a Shaman with a particularly strong affinity for technology, to whom the other Gormak looked for guidance not just in matters of technology, but in their daily lives.

Languages: Gormak, Basic



Gossams

Gossams are a small saurian species native to the planet Castell in the Colonies region of the galaxy, with colonies on the Outer Rim worlds of Felucia and Saleucami. Averaging slightly over one meter in height, Gossams had wrinkled skin, with narrowing, shriveled heads on elongated necks. Physical appearance was considered important in Gossam society, and females often curved their hair up from the back of their heads. They are bipeds, balancing their frail bodies on small feet, and had long three-fingered hands.

Race: Gossam

Encounter Frequency: Common

Height: 1.05-1.45 meters tall

Features:

Gossams are good business men and women. They are aggressive and take to roles of piracy when not engaged in business pursuits. Free starting Con, Business & Appraisal skills. (15)

Advantages:

Forgettable 3 (15): No one takes them seriously, these small humanoids are just laughable when approaching you with a blaster or working out a business dealing. No one pays them much attention and as such they never recall details.

Education (5)

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D+1, KNO 4D+2, MEC 4D+1, PER 4D+1, STR 2D, TEC 4D+1

Reproduction: Human

Cultural Detail:

Known for their shrewd and cunning nature. Due to their intelligent and scheming nature, Gossams could be found all over the galaxy, acting as either legitimate merchants or as law-breaking pirates and

smugglers, while Force-using Gossam are extremely rare.

Many Gossam establish off world estates for recreational purposes, on planets like Felucia and Saleucami. Gossam are well known as some of the shrewdest business people in the known galaxy. Their products were nearly always inexpensive to manufacture in mass, and extremely overpriced. Gossam are excellent barterers, although their self centered and greedy nature often leads them to cheating and lying to amass as many credits as possible. A Gossam's word was rarely valued, both by Gossam and those with whom they were doing business. Some members of the species were legitimate merchants—although most were quite the opposite.

Large numbers of Gossam were involved with piracy and smuggling operations. Due to their size and calm demeanor, Gossam were frequently underestimated a perception they were happy to exploit.

Languages: Gossam, Basic



Gran

"The Congress of Malastare concurs with the honorable delegate from the Trade Federation. A commission must be appointed."

—Aks Moe

Gran are a sentient humanoid species native to the planet Malastare. Identifiable by their three eyes and goat-like snouts, Gran also have small antennae-like nubs on the tops of their head and thick, bulky hands.

Race: Gran

Encounter Frequency: Uncommon (Common in CSA)

Height: 1.8-2.5 meters tall

Features:

The Gran are politically adept as a species and incredibly proficient in piloting. Free starting Bureaucracy, Scholar: Bureaucracy & Persuasion skills. (15)

Advantages:

Enhanced Attribute: Mechanical 3 (15) +1D to starting Mechanical & Mechanical Attribute Maximum

Ersatz 1 (5)

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 4D, MEC 5D, PER 4D, STR 4D, TEC 4D

Reproduction: Human

Cultural Detail:

Gran hail from the planet Malastare where they lived alongside the Dug species. By 32 BBY the Gran had integrated with the larger galaxy.

Although the Dug controlled the planet's natural fuel reserves, it was the Gran that represented the world in the Galactic Republic senate, with the Gran Ask Aak serving as senator shortly before the Clone Wars. Some Gran, however, were less political and worked in various other jobs across the galaxy, including bounty hunters, mechanics, and professional Pod Racer pilots.

Several Gran held notable positions within the political sphere of the Galactic Republic. During 32 BBY, Teem attempted to run for Supreme Chancellor, but lost to Sheev Palpatine. When a crisis on Naboo was brought to the senate's attention, Moe agreed with the accused Trade Federation representative Lott Dod that a survey should be conducted in order to validate the Naboo queen's claims. During the intra galactic Clone Wars, Kharrus led a ransom mission to the planet Florrum, but was killed when his shuttle was shot down by pirates. Philo was murdered by the bounty hunter Cad Bane when Bane took members of the senate hostage in a bid to free the imprisoned Hutt Ziro.

One famous Gran was the Podracer Mawhonic, who flew in the 32 BBY Boonta Eve Classic Podrace. Mawhonic flew a green Podracer that was maintained by a Gran pit crew, but despite a strong starting position, Mawhonic crashed in the first lap of the race due to the aggressive, combative racing style of the Dug pilot Sebulba.

Languages: Gran, Basic



Jilruan

The Jilruans are a sentient species native to a planet located in the Hutt Space region of the galaxy's Outer Rim Territories that was conquered by the Hutt Cartel, which was controlled by the Hutts from the neighboring world of Nal Hutta, who turned them into slaves or vassals.

Race: Jilruan (Near Human)

Encounter Frequency: Uncommon

Height: 1.5-2.1 meters tall

Features:

Adaptable: The Jilruans were subjugated by the Hutts, however, many escaped that fate and as such are quite resourceful. Often used for their natural grace as combatants by the Hutt cartels as well as for their beauty.

Advantages:

Adaptable 2: +2D to skills or advantages. (10)

Attractive 1 (5)

Nimble 4 (20)

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D+2, KNO 3D+1, MEC 4D, PER 4D+2, STR 3D+2, TEC 3D+2

Reproduction: Human

Cultural Detail:

Much of their initial culture has been suppressed by the Hutts. Initially, a peaceful race with delicate features that didn't seem like they would survive occupation. However, the Hutts were surprised by the races resilience. They were trained as adept assassins and pleasure slaves. They became very valuable after the encounter with Xim, a human who was quite fond of their lithe and amazingly graceful, even fluid, movement. It is rumored that Xim had an affair with a Jilruan spy and she sired a child of his.

The spy went into hiding and it's rumored that the child is the reason why Xim's territory's center held

for another century after the fall of Xim due to that child claiming their birthright. This cannot be confirmed, however, during that time many Jiruan fled their Huttese captors and found safe haven in Xer's core empire, the last remaining portion of Xim's empire to fall a century after his death.

Languages: Jilruan, Huttese, Basic



Koorivar

The Koorivar are a sentient species of near-humans distinguished by their reptilian skin and large cranial horn that spirals upwards from the center of their skulls.

Race: Koorivar (Near Human)

Encounter Frequency: Uncommon

Height: 1.75-2.45 meters tall

Features:

Adaptable: The Koorivar are proficient at dealing with a number of variables and as such are adaptable.

Free starting General Maintenance & Repair, Survival, Streetwise & Con. (20)

Advantages:

Adaptable: 1 (5) +1D to Skills or Advantages

Subculture & Jargon 2 (10): they can adapt to almost any cultural norms in short order.

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D

Reproduction: Human

Cultural Detail:

A tall near-human species, the Koorivar craniums were studded with several small twisting horns, all of which surrounded a central spiraling one. In addition to their cranial horn, the Koorivar were marked by banded ridges that studded their brows and nose.

Native to a lost world, the Koorivar were without a home world until sometime in galactic history when they settled on the planet they named Kooriva. During the Clone Wars, when Kooriva Senator Passel Argente led his world to join the Confederacy of Independent Systems, many Koorivar remained loyal to the Galactic Republic and relocated to Antar 4 where they joined local resistance movements against the Separatists.

Languages: Koorivar, Basic



Leyakian

Leyakians were a sentient species found in the galaxy. One notable Leyakian, By Bluss, served as a senator in the Separatist Senate.

Race: Leyakian

Encounter Frequency: Rare

Height: 1.8-2.5 meters tall

Features:

The Leyakians are a basic, run of the mill, sentient species with nothing special about them in any regard. Choose five starting skills. (25)

Advantages:

Well Equipped: Begin play with 5,000 Credits worth of gear of their choosing.

Choose two free D of advantages (10)

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D

Reproduction: Human

Cultural Detail:

Leyakians are an unremarkable sentient species. There is little in their history that even remotely lends itself to being noteworthy. While their member have held prestigious offices over the course of the history of the galaxy, nothing notable has come from it. They would essentially be compared with humans if they had ever possessed any initiatives of their own.

Languages: Leyakian, Basic



Oasis Mother

The oasis mother was a species of sentient, predatory plant that was native to the desert-covered world of Endregaad. Oasis mothers lived atop small pools of water. Their bodies consisted of a series of intertwined vines that formed a trunk with overhanging branches. From the limbs hung sacks that contained immature oasis children, juvenile forms of the plant. Oasis children were mobile and bipedal in form, and their main role was to hunt living animals to feed to their mother. Though sentient, oasis mothers had very different thought patterns from other intelligent species and were completely amoral, caring only about their own well-being. During the time of the New Republic, a band of oasis children attacked a caravan of travelers that was passing through the wildernesses of Endregaad en route to the planet's Temple Valley region.

Race: Oasis Mother

Encounter Frequency: Incredibly Rare

Height: 1.2 meters (oasis children); 15–20 meters (mature form)

Features:

Um, they're sentient trees like Groot from Guardians of the galaxy... Survival, Sneak, Hide, Willpower, Endurance & Athletics Skills (30).

Advantages:

Assign 1D of Skills or Advantages (5)

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 6D, KNO 2D, MEC 2D, PER 6D, STR 6D, TEC 2D

Reproduction: Spore Based

Cultural Detail:

While they are sentient, oasis mothers have very different thought processes from other intelligent beings, and they lack any form of native spoken or written language (per se, they can speak three Basic words). Oasis mothers are completely amoral, with no sense of right and wrong, and they care only about their own survival and safety. The mothers always

hungered for food and sent their children large distances in search of nourishment.

Oasis children are nocturnal. They are devoted completely to their task of providing food for their mother. The children hunt in packs and through their telepathic connection to their mother, they can communicate with each other to convey the presence and location of food or potential threats to the mother. When they detect prey, oasis children set up an ambush and they normally pounce at dawn or dusk. If an oasis mother senses that something was coming to attack her, she immediately summons back all her oasis children from their hunting missions to defend her.

Notes: This would be an incredibly difficult race to play... you are Groot...

Languages: *Telepathic between mother and children only...*

&

Basic: three words only. Choose Carefully. The nuances of their statement (of those three words) can be understood to mean many things if the players each take a specialization in the Languages: Oasis Mother Skill. Difficulty for understanding the nuances is 20 + 5 for each intended nuance.

Children Separated from the mother gain their own sentience and eventually understand laws and cultures after five game sessions of observation. They will develop their own sense of their existence over the course of their separation. These individuals are never welcomed back into the fold if they return to their "Mother", as they have evolved beyond "her".



Rakata

Some Rakata castoffs survived the fall of the Infinite Empire in the Tion Cluster as late as 25,100 BBY, allowing Tion Humans access to their Force-sensitive technology.

Long thought to be extinct, the Tion Cluster is home to a small number of surviving Rakata. It is true that Xer and Xim based their star faring technologies on Rataka technology. While their adaptation was far from what the Rakata had accomplished at the height of their reign, much of their technological superiority Was due to working closely with the Rakatan survivors that they had managed to broker a pact with and hide away from the prying eyes.

While many have speculated about how Xim could have developed Molecularly Bonded armor on his own, the truth would be part that Xim was a capable engineer just like his father, yet no surviving record would indicate that the Rakata were behind the final touches of everything that Xer and Xim eventually produced.

Race: Rakata

Encounter Frequency: Ultra Rare, almost extinct

Height: 1.7-2.5 meters tall

Features:

The Rakata have managed to remain alive through continued medical advancement over the millennia.

Free starting *Scholar: Rakata Genetics, First Aid: Rakata.* (15)

Advantages:

Immortal (35) The Rakata were originally a long lived species and through their constant pursuit of a cure to their plague the survivors of the Rakata in the Tionese Cluster have effectively achieved Immortality.

Gifted Medical Knowledge (Gifted Medicine) (20)

Disadvantages:

Ability Activation Limitation: Cannot be Force Sensitive. The plague that nearly wiped out their species may be held in check by the Tionese Rakata's constant genetic evolution, however, they have never found a cure that would allow them to reconnect with the Force (-15). Furthermore, the genetic plague has further inhibited them from resistance to the Force. Cannot be Mundane (-10)

Cannot Possess Force Armor (-10)

It is thought in their scientific circles that the plague that stripped their Force powers actually created the first Mundane beings to ever exist, as their Force users were mercilessly hunted by former slave races resistant to the Force.

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 3D, KNO 4D, MEC 3D, PER 4D, STR 5D, TEC 5D

Reproduction: Cellular Enhancement & Genetic evolution + Human like gestation: Incredibly low birth rates (no more than one per century).

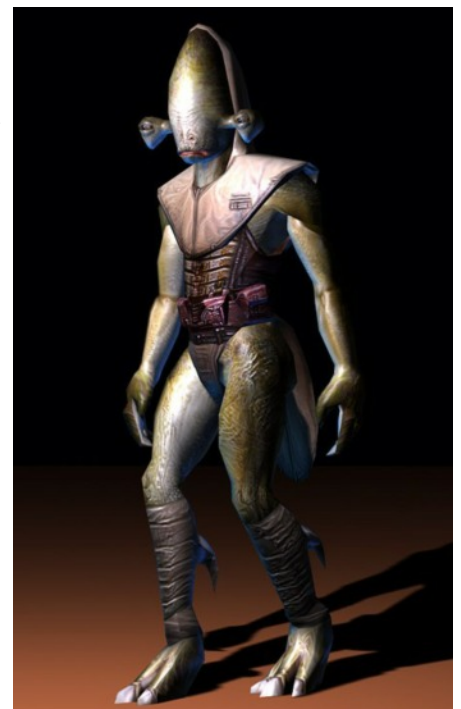
Cultural Detail:

The Tionese Rakata have cast off almost all of their warlike superiority and fierce culture. The survivors in the Tionese Cluster represent a fleeing group of Scientists that made a pact with Xer and Xim for survival. While rare, every few millennia a Rakatan child grows to become an engineer, rather than a Geneticist. One of Xim's storehouses referenced their last refuge in the Tionese Cluster. The Unity found their small society in a hollowed out mountain range, and keeps their existence a secret to this day. However, the Rakata have become an instrumental force behind medical advancements in the Unity, albeit behind the scenes and are only known to exist by the highest levels of the government.

Languages:

Rakata, Basic

GM Note: *If this race is allowed it should be handled with the utmost discretion. Players would likely have to remain disguised nearly all the time.*



Saheelindeeli

The Saheelindeeli are sapient primates indigenous to Saheelindeel. The ape-like aliens are furred humanoids. They have limited technology, and are just starting to move ahead toward automation by 0 ABY. They have a matriarchal society.

Race: Saheelindeeli
Encounter Frequency: Rare
Height: 1.6-2.2 meters tall

Features:
Free starting: Climbing/Jumping (5).

Advantages:
Player's choice: +6D to whatever you want (30); It's only 30 build points, so naturally you can't take engineering for 1D (it costs 10 points or 2D naturally).

Temporary Disadvantages:
*Saheelindeeli are slow to adapt to the technologies that seem to be everywhere in the galaxy save for their home system. They are unable to adopt skills associated with common star wars level technology for five game sessions. Consider them to be at a disadvantage with any tech more advanced than a ground car or a nuclear powered space craft. Add 1 DR to all tests for five game sessions (GM Discretion). **Please note:** This does not grant them any special additional build point concessions, they're already flexible enough at +6D.*

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 Saheelindeeli come from a developing system that has recently developed their own form of space flight. Their culture is democratic in their home system, finally, after centuries of internal conflict. It is thought that contact with interstellar traders is what

actually caused the species as a whole to look beyond their own system and at the greater galaxy.

Their primary technology is still based in Nuclear Fission, with most of their starships being little more than archaic vessels. There are very few examples of advanced technology in their culture and their worlds (three in system) resemble earl 20th Century technology, aside from the adoption of crude space faring vessels that can barely manage hyperspace. They do not possess repulsorlift technology and combat shields are nowhere to be found.

While they might be technologically behind the times and have been unable to adapt even the basics ion drives they are adept at mantaining more advanced forms of technology if given enough time and exposure with it. Typically the race favors blades and slugthrowers, with more advanced weaponry being rare and highly sought after.

Languages: Saheelindeeli, Basic



Siniteen

"Never trust a Siniteen. A brain that large contains a multitude of treacheries."

—Grand Moff Lozen Tolruck

The Siniteen, also known as the Rattataki, are a humanoid species native to Rattatak, distinguished by their large and veined heads. Bec Lawise, a member of the Separatist Senate, was a member of this species as well as the pirate Hal'Sted, the person responsible for taking Asajj Ventress away from the Nightsisters.

Race: Siniteen

Encounter Frequency: Rare

Height: 1.7-2.3 meters tall

Features:

The Siniteen are just really damn smart. Free starting Scholar, Navigation & Technology Skills. (15)

Advantages:

*Enhanced Attribute: Knowledge 3 (15) (+1D to Starting Knowledge Attribute & Attribute Maximum)**

Knowledge based Navigation: Any Navigation test is performed at -1DR & is considered to be a Knowledge Skill instead of a Mechanical one (5).

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 6D*, MEC 3D, PER 4D, STR 4D, TEC 4D

Reproduction: Human

Cultural Detail:

Siniteen are hyper intelligent humanoids, capable of calculating hyperspace jumps without the assistance of a nav computer.

They have pale skin and pupil-less eyes. A notable feature of this species were their hairless, oversized heads, which resembled the lobes of a brain.

During the Clone Wars, one Siniteen, Bric, was assigned to train clone trooper cadets on Kamino and another, named Braineer, was an associate of the Rodian bounty hunter Greedo, whereas a third, Hal'Sted, was a criminal on the planet of Rattatak. Pons Limbic frequented Chalmun's Spaceport Cantina and was present when Ben Kenobi and Luke Skywalker hired Han Solo and Chewbacca in 0 BBY.

Languages: Siniteen, Basic



Stenax

The Stenax are a fierce, ill-tempered, brooding, and violent race from the planet of Stenos. They fanatically followed the dictates of their god, Vol. They are responsible for the Stenax Massacres, which killed countless millions. Despite their violence, the Stenax remained a very spiritual people.

Race: Stenax

Encounter Frequency: Rare

Height: 2-2.5 meters tall

Features:

Claws & Such +1D to Unarmed Damage (5).

Unarmed Combat Skill Slot. (5)

Advantages:

Flight: Can move as if on the ground, in the air (15)

Longevity 1(5)

Toughness 1 (5): Tough Skin

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 5D, KNO 3D, MEC 4D+1, PER 4D+1, STR 4D+2, TEC 2D+2

Reproduction: Human

Cultural Detail:

The Stenax homeworld, Stenos, was once known as Maldont and was part of Xim's empire. Stenaxes were among the empire's enslaved species. Stenos was a planet of pinnacles and plateaus, where the winged Stenax built most of their structures. Several hundred years before the Battle of Yavin, a series of earthquakes and volcanic disturbances shook the planet. One quake buried the stone idol believed by the Stenax to be the worldly avatar of their god, Vol, and the Stenax refused to fly until the idol was found.

The Stenos capital city later became a crowded haven for criminals from various worlds. The Stenax lived among these people and all but ignored them. Shortly after the Battle of Yavin, the Vol statue was uncovered by Rebels.

Ten months after the Battle of Endor, the native Stenax population massacred the Imperials garrisoned on Stenos, as well as all non-Stenax in what was only the beginning of what would be called the Stenax Massacres. On many planets throughout the Gordian Reach and beyond, the Stenax brutally killed non-Stenax and Imperials in a series of surprise attacks. The New Republic finally brought an end to the massacres & placed monitoring posts in orbit around Stenos to prevent any future campaigns by the Stenax.

Languages: Stenax, Basic



Sugis

"Sugis? They're major arms dealers."

—Obi-Wan Kenobi

The Sugis are a species that earned a reputation as being among the best arms dealers in the galaxy. Sugi are actually short bipeds, some of whom wear armored power suits providing them with a second set of legs and a segmented, barb-tipped abdomen.

Because of that, people like Wilhuff Tarkin mistook them for an insectoid species. Some Sugis, many of whom wore power suits, operated on Utapau during the Clone Wars, where they came into possession of a massive kyber crystal that the Confederacy of Independent Systems wished to purchase.

Race: Sugis

Encounter Frequency: Rare

Height: 1.5-2.4 meters tall

Features:

Free starting General Maintenance & Repair Skill & Power Suit Operations Skills & Zero G Operations AP (20)

Advantages:

Criminal Contacts 2 (10): Tion/Unity Cluster

Racial Power Suit (10); +1D to Physical & Energy resistance, +2 to Move, Atmospheric respiration system (12 Hours).

Education (5)

Disadvantages:

Racial Quirk: Must Sell Weaponry to others and make a profit. 2 (-10)

Move: 10/12; Power Suit (12/14)

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D

Reproduction: Human

Cultural Detail:

Traditionally educated and all of the species prefers to utilize power suits to make up for their naturally weak pair of singular legs. If they should lose the use of their suits they suffer the loss of the bonus move plus an additional penalty of 3.

Known as arms dealers the galaxy over due to the fact that their race has gravitated toward the profession as a whole. It was initially marketed as such on their home world.

The drive to be arms dealers came from a marketing campaign launched by a group of entrepreneurs that were engaging in the profession on behalf of the government. Through the usage of behavioral modification drugs the entire population was introduced to this inadvertently became the entire driving force for the rest of the population.

Languages: Sugis, Basic



Veubg

Veubgri (Veubg for singular form) are an insectoid species native to the high-gravity world of Gbu in the Outer Rim. They are tall six-legged beings, with tendrils for arms. *(Of which no image exists)*

Altered to six legs with a pair that act as arms and used image for Birrin.

Race: Veubgri

Encounter Frequency: Rare

Height: 1.8-2.5 meters tall

Features:

The Veubgri live in a high pressure environment and as such can withstand incredibly dangerous pressured environs that would kill most other species. Free starting General Maintenance & Repair & Endurance Skills. (10)

Advantages:

Attack Resistance: Concussion 1 (5)

Attack Resistance: Sonic 1 (5)

Attack Resistance: Physical 1 (5)

Attack Resistance: Energy 1 (5)

Accelerated Healing 1 (5)

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D

Reproduction: Egg Sacks

Cultural Detail:

The Veubgri are a hardy species that can withstand almost any environmental situation. This makes them incredibly well suited for work in dangerous environments as well as exceptional combatants.

Please Note: *Their Advantages can stack (Physical always stacks with Concussion, Concussion and Sonic will stack, Energy, Physical and Concussion will stack from concussion rifles, turbolasers (AoE), Force Balls (Fire Ball AoE), etc.*

They possess limited flight (half movement) in low gravity, pressurized environments (Zero G in a

starship or structure) and this will add directly to any springing off of a wall or object (jump move + flight move if atmosphere is present). They cannot fly under any other circumstance, however can break a fall by using their wings (½ damage). This a freebie.

They heal quickly and are adept at making repairs and building to specification. Their natural culture is no less advanced than the rest of the Galactic Whole.

During 14 ABY, the Veubgri of Gbu were visited by a New Republic delegation including Chief of State Leia Organa Solo and her children as part of her tour of several remote New Republic member worlds. During the visit to Gbu, the New Republic delegation was forced to meet with their Veubgri counterparts on a satellite due to the intense high gravity pressure of the planet.

Grake, a slave of the Empire Reborn, was a Veubg.

Languages: Veubg, Basic



Voss

"The sky changes. War rages. Seasons pass. Voss die. Voss remains."

—Rasan-Je

The Voss are a sentient, humanoid species native to the planet of the same name, in the Voss system of the Allied Tion sector of the Outer Rim Territories. Their capital city was Voss-Ka, a fortified settlement atop a mountain. Their totalitarian society is defended by commandos and ruled by Force-wielding mystics, who served as seers and healers and whom the other members of the species considered infallible. The Voss population was small, vastly outnumbered by their home world's other native group, the Gormak, a species who saw the Voss as an aberration to be eliminated. For centuries, the Voss fended off the assaults of the Gormak.

Race: Voss

Encounter Frequency: Rare

Height: 1.6-2.2 meters tall

Features:

All Voss possess *Force Potential*. (20)

Advantages:

Enhanced Attribute: Force Attribute (15): This provides all Voss with Force Sensitivity. This does not increase their maximum Force Potential (they already gain that ability anyway).

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D

Reproduction: Human

Cultural Detail:

Following the Treaty of Coruscant in 3653 BBY, which ended the Great Galactic War and started the Cold War, off-worlders discovered the planet by chance, the Voss becoming known to both the Sith Empire and the Galactic Republic. The Empire attempted to conquer the planet, but the Mystics, forewarned by their gift of prophecy, revealed

themselves to be able to fend off the occupation forces. Following their mutual defeat, the Empire and Republic established embassies in Voss-Ka in an attempt to curry favor with the Voss.

The Voss are Gormak that evolved by exposure to a Force Nexus on their world.

Many have become Gray Jedi, Unity Protectors in the Tionese Unity.

Languages: Gormak, Basic



Vurk

Vurks are the predominant sentient species of the planet Sembla. They are tall, reptilian humanoids with bulbous dark eyes and sweeping head crests. Their hands and feet had three digits each, one of which was opposable. They have distinguishing gray green, leathery skin.

Race: Vurk

Encounter Frequency: Uncommon

Height: 1.9-2.1 meters tall

Features:

The Vurk can breath in water and air equally well (10). Free starting Athletics skill. (5)

Advantages:

Religious Zeal 4 (20): The Vurk's strong philosophical beliefs allow them to overcome almost any obstacle in their lives with relative ease.

Move: 10/12

(35 Total Points)

Attribute Maximums:

DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 4D, TEC 4D

Reproduction: Human

Cultural Detail:

Being able to breathe both water and air, they are perfectly adapted to travel Sembla's warm, shallow seas dotted with volcanic islands. They share a strong nomadic instinct with their amphibious ancestors. Young Vurk males are married off by their parents; those who fail to marry before reaching adulthood remain bachelors for the rest of their lives. Because their way of living results in virtually no sizable permanent settlement whatsoever, Vurks are generally considered primitive by the rest of the galaxy; however, that is not true. They are highly intelligent and believe in a highly developed philosophical tradition that emphasized personal integrity and individual freedom and encouraged personal honesty. Their compassionate and calm manner makes them better than average diplomats.

This may cause one to think they would not defend themselves; however, they consider defending themselves part of personal integrity, and can be formidable opponents.

Languages: Vurk, Basic



Ysanna

"Every one of these people could be a potential Jedi!"

—Luke Skywalker

The Ysanna are a race of Force-sensitives who live on Ossus. Descended from the survivors of the cataclysmic supernova caused by the destruction of the Cron Cluster during the Great Sith War, many of the Ysanna's ancestors were members of the Jedi Order studying at the Great Jedi Library. Because of their ancestors' heritage and genetic make-up, the Ysanna as a people were Forceful and held many Jedi philosophies as their own. While primitive by galactic standards, the tribal people are fiercely loyal and protected the ruins of the Great Library, despite never venturing inside.

Race: Ysanna (Near Human)

Encounter Frequency: Rare (Uncommon on Ossus)

Height: 1.6-2.2 meters tall

Features:

The Ysanna have a strong martial practice, they are also fierce defenders of the Jedi temples on Ossus. Free starting Gunplay: *Slugthrower*, Dodge, Willpower, Climbing/Jumping & Endurance Skills. (25)

Advantages:

Obscure Knowledge (Scholar: Jedi Traditions & Force Powers) (5)

Silence 1 (5)

Enhanced Attribute: Force Attribute (15) (+1D to Starting Force Attribute not Attribute Maximum; This gives them Force Sensitivity for free)

Disadvantages:

Ability Activation Limitation: The Ysanna's connection to the force has become muddled and their connection to higher level abilities has been lost. They can only become Limited Jedi, Quixotic Jedi, & Raw Jedi (Even Fallanassi), Pattern Knights & Chaos Knights. (-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:

Their Jedi heritage of knowledge and wisdom lost through generations of hardship and ignorance, the Ysanna degenerated into superstition. Their use of the Force diminished to nothing but simple tricks performed by unintelligible wizards, known to them as Ysanna magic. Their superstition built upon the remaining Jedi and Sith artifacts left on the world from its speedy evacuation. The Ysanna wizards used various Sith masks in battle to intimidate their enemies, and when protecting the Jedi ruins from trespassers.

Despite their drastically lessened knowledge of the Force, the Ysanna manage to preserve some Force techniques that were lost to the Jedi Order over the millennia, including the ability to form Force ghosts. They also perfected other techniques: Armed with unique Concussion bow slugthrowers, the Ysanna tribes people perfected a technique of guiding a bullet's trajectory in midair. This makes the Ysanna incredible marksmen, capable of firing at a target, then "guiding" the bullet to hit the target as it moved. (*Many are Quixotic Jedi*)

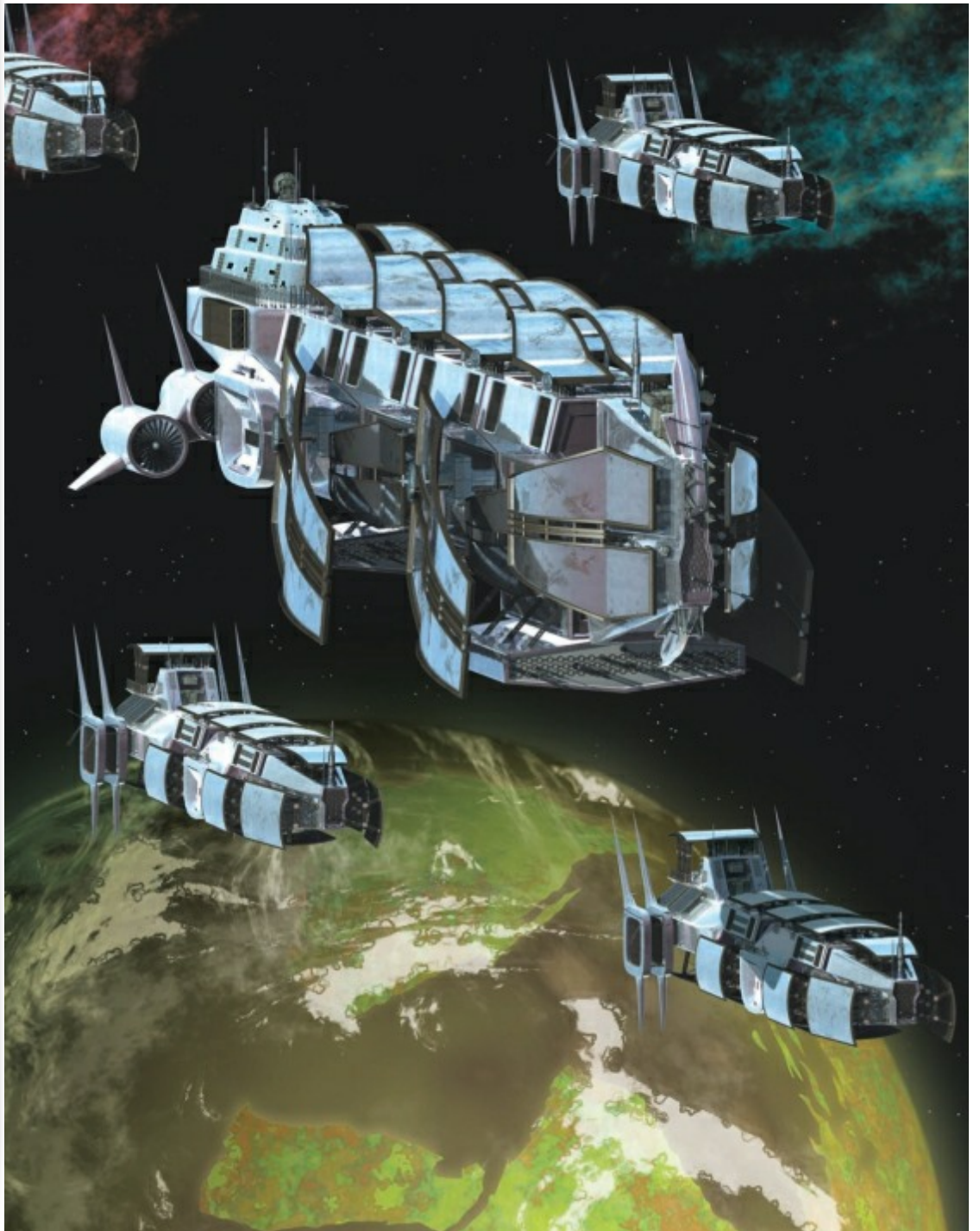
After their re-integration into the Tionese Unity the Ysanna enter a sort of renaissance for cultural evolution. This ignites a desire to restore their world and establish their identity in the Tionese Unity. Many become outspoken advocates of the oppressed and campaign to have the Unity acquire fringe systems into the fold for the betterment of all.

Languages: Ysanna, Basic



6

Starships of the Tionese Unity



Xim Era Flagships

The Eibon Scimitar was a capital ship that served as the flagship of Xim the Despot during the Xim Wars. Its keel was laid down in the Barancar shipyards, and it was destroyed during the First Battle of Vontor. The ship was replaced by the Deathknell, which met a similar fate at the Third Battle of Vontor. Its cold splinters continued to drift through space long after the battle ended.

Popularly portrayed as an enormous ship, images of the Eibon Scimitar later inspired the Galactic Republic's Invincible-class Dreadnaught Heavy Cruiser. Despite its depiction as a gargantuan vessel, military historians agreed that the Eibon Scimitar would qualify as a heavy cruiser under the Anaxes War College System.

That's the agreed upon truth of this class of starships.

However, that's not an accurate assessment of the actual starship. Records from every debate on the subject all come back to a central stopping point. They argue about the capacity of Xim's empire and then attempt to determine the nature of the size of the vessel using references to the length of the Yard runs at the Barancar yards facility. Whose yard arms were not supposed to be longer than 700 Meters in that era of time. This is a fitting discovery and a partial truth, one that actually was a reality for the vast majority of the yards facility. The 700 Meter yard arms were numerous and a handful of them survived the Millennia into the modern age. These yard arms were used to construct the vast bulk of Xim's Heavy Cruiser fleet. They also commissioned other, smaller, escort vessels. The vast majority of the vessels that Xim deployed were Heavy Cruisers, Destroyers, Frigates and Corvettes. Which the 700 Meter yard runs were very capable of constructing en-masse.

Xim was always outnumbered in his engagements and still managed to deliver incredibly brutal amounts of damage onto the Hutts. Huttese records (which no one really bothered to investigate) indicate that he was typically facing three to one odds in space battles. His ships were said to have weathered incredible amounts of sheer punishment. Ships clad in ultra heavy layers of armor that absorbed everything but a sustained barrage from concentrated groupings of ships all firing at the same points on his ships. This would

have possibly introduced another argument to the historians, however, they likely would have overlooked this fact as well.

With the discovery of one of Xim's Storehouses, in deep space, this theory proved to be inaccurate. The structure appeared to be small planetoid, covered in Millennia of debris with impacts from roving asteroids dotting it's surface. The planetoid had a rotational spin, creating low gravity on it's surface. This low gravity is what attracted millennia of space debris, which covered what was discovered underneath. Several meters under the space dust and broken fragments of what used to be point defense stations that had long since lost power and were sucked down onto the structure impacting and shattering along its surface... Was a Battle Station grade storage container, massive in size. What was inside, well, there were recreations of the Eibon Scimitar, the Deathknell starship class.

The 1500 Meter vessels were armed and armored to the gills with the best weaponry that Xim had to offer at the time. The historians were only off the mark by one Scale Category. However, the ships were more than twice the size of Barancar's largest surviving yard runs. Twelve of the Battleship Scaled vessels along with numerous other heavy cruisers, Destroyers, Frigates and Corvettes were located in the storehouse.

Battleship Scaled they may be. However, the Kiirium armor they sport is Molecularly Bonded, increasing it's strength and durability by three stages. It was discovered that they had Mega Capital Scale Armor plating. The facility was re-fit to a degree and progress on the ships to restore them to operational status began in earnest. Similar to the Corporate Sector refitting Dreadnoughts after acquiring them at bargain basement prices, the Unity simply could not complain about free.

The question of the construction of the ships was finally answered. The ships are modular, having been constructed in four spherical sections and an engineering section. Thus the 700 Meter yards facilities would have been easily sufficient to construct the massive ships and then re-assemble them in pieces once all the modules were built. Also likely why the ships broke apart once their armor had been depleted since they lacked any sort of modern emergency compartmentalization. Something the Unity engineers would correct in the refit process.

Deathknell Battleship

Craft: Barancar Shipyards Deathknell-class

Affiliation: Xim the Despot

Era: Xim Era; 25,000 BBY

Type: Battleship

Scale: Battleship with Mega Capital Armor

Length: 1,500 meters

Skill: Capital ship piloting (Archaic Starship)

Crew: 18,000, gunners: 993, skeleton: 11,250/+25

Crew Skill: Unknown

Passengers: 7,200 (troops)

Cargo Capacity: (15,000): 1,107.3 MT avail

Consumables: 6 Years (582.1 Million Refit cost)

Cost: 72.2 Million (New); Xim Era Pricing

Hyperdrive Multiplier: x18

Hyperdrive Backup: None

Nav Computer: None

Maneuverability: 2D

Space: 6

Atmosphere: 200 Km/H (descent or holding pattern only, cannot maneuver in Atmosphere)

Hull: 3D + 6D Armor; Hull Points: 450/loc(4)

Armor Points: 21,600/loc(4)

Shields: None

Sensors:

Passive 20/0D

Scan 25/0D

Search 50/2D

Focus 2/0D

Maximum: 100/-3D*

Weapons:

3 Ultra Heavy Beam Arrays

(3 Beam Emitters per Array)

Fire Arc: 3 Fore

Crew: 55

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 50 Units (Sensor Range*)

Atmosphere Range: 100 Km

Damage: 300

RoF: 1/3

72 Fission Reaction Missile Tubes

Fire Arc: 36 Fore, 36 Aft

Crew: 4

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 60 Units

Atmosphere Range: 120 Km

Damage: 8D; Nominal damage: 6 (48)

Ammo: 120 Missiles/tube

RoF: Standard

Notes: These missiles leave nuclear fallout in their wake and, as such, they tend to be incredibly deadly for orbital bombardment. The EMP effect of the ordinance tends to disrupt ship electronics. In this fashion, they possess an ionizing effect on an enemy ship's hull equivalent to ½ the damage of the Missiles.

60 Double Beam Tube Batteries

Fire Arc: 6 Fore, 24 Port, 24 Starboard, 6 Aft

Crew: 6

Skill: Capital ship gunnery

Fire Control: 0D+2

Space Range: 1-6/12/24

Atmosphere Range: 2-12/24/48 km

Damage: 4D; Nominal Damage: 5 (20)

60 Triple Beam Tube Batteries

Fire Arc: 12 Fore, 24 Port, 24 Starboard, 12 Aft

Crew: 3

Skill: Starship Gunnery

Fire Control: 1D

Space Range: 1/2-3/4-6

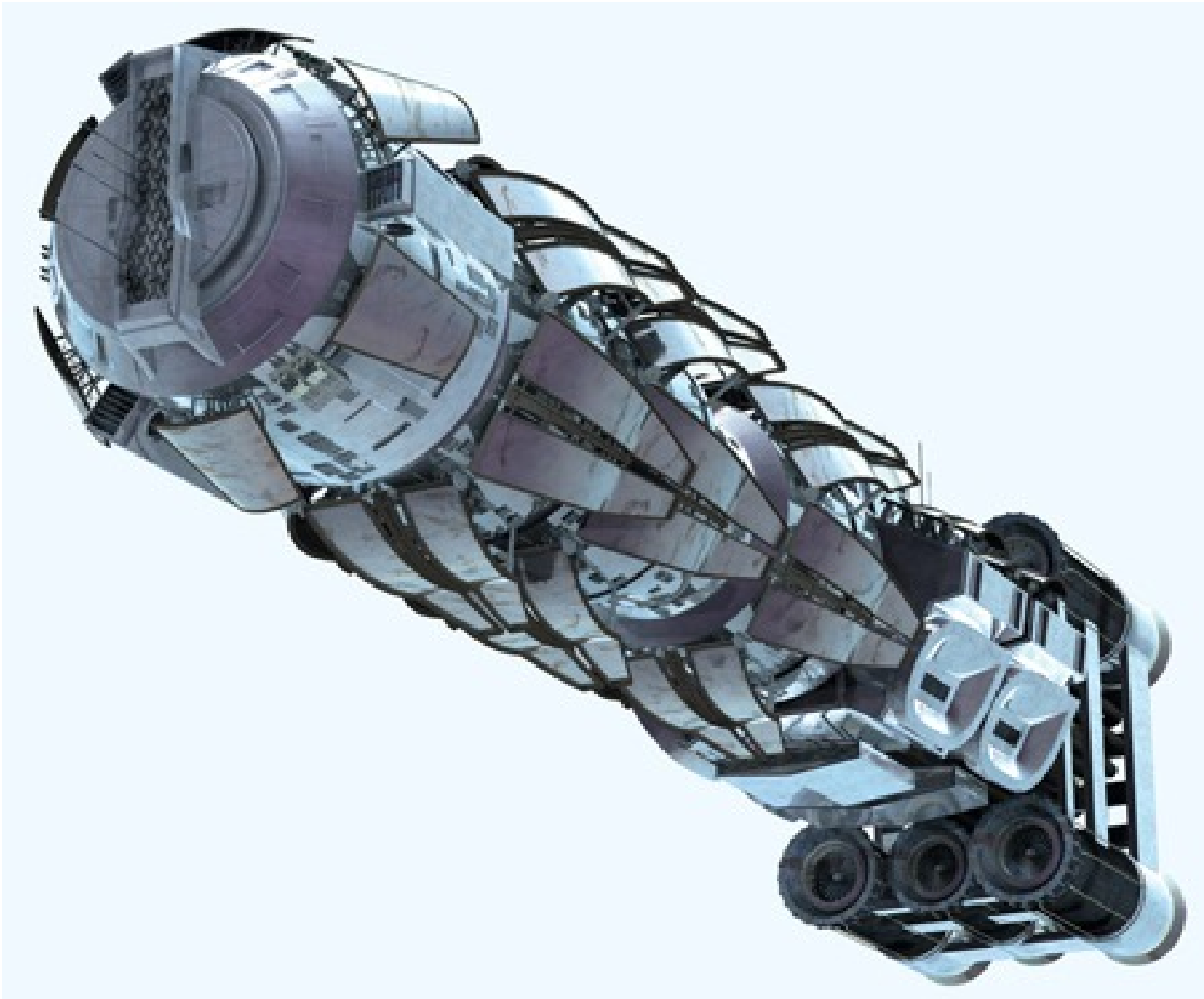
Atmosphere Range: 100/200-300/400-600 m

Damage: 5D; Nominal: 6 (30)

Space Complement: 72 Snubfighters, 3 Shuttles

Ground Compliment: 90 Xim Era Ground Units; 30 Xim Era Landing Barges

The Xim Era Battleship, a relatively fragile, modular, hull encased in incredible armor protection. The ship has a dazzling array of Xim Era weapons as well as a trio of Ultra Heavy Beam Tube technology converted to wide beam arrays on a massive scale. In an era prior to shields this ship would have been fearsome. Even now, the ship could hold it's own with other warships if it was allowed to close. The six massive engines were capable of propelling the vessel at modern capital ship speeds. It possesses hundreds of maneuvering thrusters to allow the ship incredible maneuverability in any era. It's atmospheric capabilities will allow the craft to land, hold station and turn or lift back off from the world. Though it's exit velocity is much faster, to break orbit, than that of it's descent speeds.



Deathkneel Battleship (Unity Refit)

Craft: Tion Mil/Sci: Deathkneel-class

Affiliation: Tionese Unity

Era: Xim Era Core; Refit to Unity Standards

Type: Battleship (High Maintenance: Refit Only)

Scale: Battleship with Mega Capital Armor

Length: 1,500 meters

Skill: Capital ship piloting (Modernized)

Crew: 10,800, gunners: 514, skeleton: 7,264/+20

Crew Skill: Average 6D

Passengers: 7,200 (troops); 50% War Droid MK II's

Cargo Capacity: (15,000): 1,259 MT Available

Consumables: 6 Years (332.7 Million Refit cost)

Cost: 160.7 Million (New); 79.1 Million (Refit)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 2D+2

Space: 8

Atmosphere: 400 Km/H (repulsor assist)

Hull: 5D + 6D Armor; Hull Points: 750/loc(4)

Armor Points: 21,600/loc(4)

Shields: 3D; Shield Points: 900/loc(4)

Sensors:

Passive 40/1D

Scan 60/2D

Search 120/3D

Focus 4/3D

Maximum: 240/-1D*

Weapons:

3 Ultra Heavy Beam Arrays (Re-Engineered)

(3 Beam Emitters per Array)

Fire Arc: 3 Fore

Crew: 30

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 75 Units (Sensor Range*)

Atmosphere Range: 150 Km

Damage: 300

RoF: 1/2

72 High Yield "Clean Fission" Reaction Tubes

Fire Arc: 36 Fore, 36 Aft

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 120 Units (Re-Engineered propulsion)

Atmosphere Range: 240 Km

Damage: 10D; Nominal damage: 6 (60)

Ammo: 120 Missiles/tube

RoF: Standard

Notes: These missiles leave nuclear fallout in their wake and, as such, they tend to be incredibly deadly for orbital bombardment, though these tend to dissipate the radiation clouds in weeks instead of decades or centuries. The EMP effect of the ordinance tends to disrupt ship electronics. In this fashion, they possess an ionizing effect on an enemy ship's hull equivalent to ½ the damage of the Missiles.

60 Quad Beam Tube Batteries (Re-Engineered)

Fire Arc: 6 Fore, 24 Port, 24 Starboard, 6 Aft

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D+1*

Space Range: 3-12/25/50/(75 Units -2D FC)

Atmosphere Range: 6-24/50/100 km

Damage: 6D; Nominal Damage: 7 (42)

60 Triple Beam Tube Batteries (Re-Engineered)

Fire Arc: 12 Fore, 24 Port, 24 Starboard, 12 Aft

Crew: 1

Skill: Starship Gunnery

Fire Control: 3D*

Space Range: 1-4/5-8/9-16/(24 Units -2D FC)

Atmosphere Range: 100-400/500-800/900m-1.6km

Damage: 6D; Nominal: 6 (36)

20 Tractor Beam Projectors

Fire Arc: 4 Fore, 6 Port, 6 Starboard, 4 Aft

Crew: 2

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

Space Complement: 72 TIE Raptors, 3 Shuttles

Ground Compliment: 90 Unity Era Ground/Air

Units; 30 Unity Era Landing Barges

The Unity has used much of the existing weaponry on the ship and simply refit it with modern hardware. Beam tubes remain intact, yet doubled in firepower on the Capital Guns and the optical hardware has been substantially retooled for enhanced range. Missiles are higher yield and have modern propulsion systems. She has the speed to close to firing range and the hull has been fully compartmentalized for durability and decompression safety. She now carries, modern, Imperial Grade Shielding on each arc of the ship. With refit sensors, she can now engage at range. The twenty Tractor Beams allow it formidable defense.

Xim Era Heavy Cruiser

This was one of the more numerous vessels in Xim the Despot's armada. Typically, the class of vessel that historians all agree upon as being the maximum size of the Flagships that Xim would command from. In time, once the Unity begins to field Xim Era hulls, those Historians would be proven wrong. *Many flock to the Tion Cluster to confirm the ships once they make an appearance and are politely turned away. It's not until the Yuuzhan Vong wars that any historian actually gets close enough to see one in action.* These, however, are the ships that did most of the heavy lifting in Xim's time.

Barancar shipyards was clearly ahead of it's time. While the ships all lacked the more modern hull compartmentalization of the modern era, they made up for it in Molecularly Bonded Armor plating. All these ships lack the most notable elements of modern warships: Shields, Nav computers, Tractor Beams, Repulsor coils, emergency compartmentalization, escape pods, long range weaponry, energy weapon refinement, modern hyperdrive technology, hyperdrive backups, concussion barriers (*all ships have a limited version of this in the modern era, this is not the Corporate Sector Engineering Barrier technology*), etc.

Inside the Xim Era Storehouse the Unity discovered sixteen of these vessels and immediately set about restoring them to modern standards. While the Deathkneel Class Battleships would roll out of dry dock at a rate of one per two years, the Cruisers would be fielded in growing numbers at a rate of two every year.

While not as armored as the Deathkneel, the ships were still quite formidable and during the Xim era they were likely engaging three to five times their number in sheer quantity of Hutt ships. These vessels are what Xim stormed through most of the Tion Cluster using, with nothing from the era of any other faction being able to match or even scratch their number until Xim encountered the massive Hutt Empire.

Armed with the latest in Beam Tube technology & Fission reaction Missiles, these were fearsome opponents in space combat. Each carried a number of primitive snubfighters as well as a ground compliment of decent size.

They were known as the Wyrm Class Heavy Cruisers. Produced exclusively at Barancar shipyards, on their 700 Meter yard arms. What is not known, is how Xim managed to produce all of his Kiirium Molecularly bonded armor for all of his ships. It is suspected that Xim had access to Rakata technology, as upon examination, all the craft sport early hyperdrives that do not conform to any modern style of function.

In fact, later discovered while testing the drives they would not operate with a purely Droid based crew. The use of Droids was the clear option for safety when attempting to jump an ancient vessel into hyperspace. The drive systems only functioned when they had living crew members on board. Crews testing the hyperdrives would report feelings of dizziness, exhaustion and even heightened levels of fatigue after jumping into hyperspace. Jedi of the Gray order would later confirm that the Hyperspace engines fed off the background Force Energies of living beings. A confirmation that the Hyperspace engines were, indeed, based on Rakatan technology.

It is likely that Xim had access to a number of Rakatan artifacts and utilized them to create his advanced armor plates. This is a (Molecular Bonding) technology that would not be rediscovered until around 4 BBY, roughly 24,896 years later... call Xim what you will, the brutal and despotic emperor. The Darthira of his time. Yet he was clearly cunning, brilliant and likely understood engineering on a level that hadn't been seen for dozens of Millennia since. Or perhaps he was just lucky and found a visionary engineer. The level of engineering accomplishment here indicates a keen understanding of lost Rakatan engineering or at least some of their knowledge.

His father Xer adapted Rakatan engineering to copy their hyperdrive technology. Perhaps, the true visionary was Xer, his father. He was clearly more level headed and knew when to cut his losses. Perhaps, the historians had some of it wrong. The actual power behind Xim's accomplishments might very well have been Xer all along.

While some questions will never be answered, they don't have to be. This basis of technology would allow the Unity Fleet to rise out of nothing and reclaim their birthright, the Tion Cluster restored to the vision that Xer had. One in which lessons of the past have not been overlooked, on how Xim reached too far and repeated mistakes without knowing when enough is enough.

Worm Class Heavy Cruiser

Craft: Barancar Shipyards Worm-class

Affiliation: Xim the Despot

Era: Xim Era Core; Refit to Unity Standards

Type: Heavy Cruiser

Scale: Cruiser with Super Capital Armor

Length: 700 meters

Skill: Capital Ship Piloting (Archaic Starship)

Crew: 7,324, gunners: 360, skeleton 4,725/+25;

Crew Skill: Unknown

Passengers: 1,890 (troops)

Cargo Capacity: (7,000): 5 metric tons available

Consumables: 2 years (100.5 Million Refit cost)

Cost: 10.4 Million (New); 7.8 Million (Used)
(6 Generations Old, Mass Produced)

Hyperdrive Multiplier: x18

Hyperdrive Backup: None

Nav Computer: None

Maneuverability: 1D (0D in Atmosphere)

Space: 4

Atmosphere: 250 Km/H

Hull: 4D + 2D Armor; Hull Points: 500/Loc(4)

Armor Points: 4,800/Loc(4)

Shields: None

Sensors:

Passive 15/0D

Scan 20/0D

Search 40/1D

Focus 1/1D

Maximum 80/-3D

Weapons:

36 Fission Reaction Missile Tubes

Fire Arc: 18 Fore, 18 Aft

Crew: 4

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 60 Units

Atmosphere Range: 120 Km

Damage: 8D; Nominal damage: 6 (48)

Ammo: 120 Missiles/tube

RoF: Standard

Notes: These missiles leave nuclear fallout in their wake and, as such, they tend to be incredibly deadly for orbital bombardment. The EMP effect of the ordinance tends to disrupt ship electronics. In this fashion, they possess an ionizing effect on an enemy ship's hull equivalent to ½ the damage of the Missiles.

24 Double Beam Tube Batteries

Fire Arc: 6 Fore, 8 Port, 8 Starboard, 2 Aft

Crew: 6

Skill: Capital ship gunnery

Fire Control: 0D+2

Space Range: 1-6/12/24

Atmosphere Range: 2-12/24/48 km

Damage: 4D; Nominal Damage: 5 (20)

24 Triple Beam Tube Batteries

Fire Arc: 4 Fore, 8 Port, 8 Starboard, 4 Aft

Crew: 3

Skill: Starship Gunnery

Fire Control: 1D

Space Range: 1/2-3/4-6

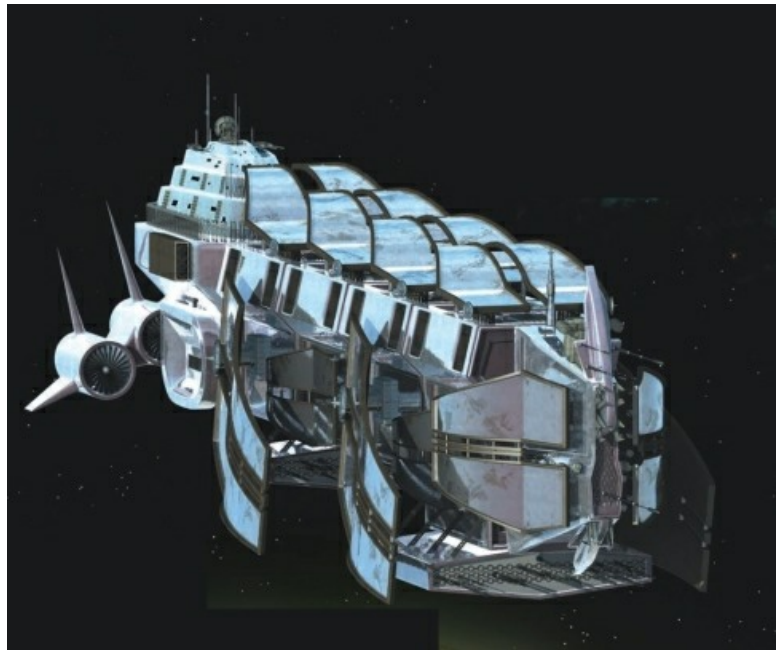
Atmosphere Range: 100/200-300/400-600 m

Damage: 5D; Nominal: 6 (30)

Standard Snubfighter Complement: 32

Snubfighters, 3 Shuttles

Standard Ground Compliment: 70 Units



The vessel doesn't have all the shortcomings of Xim's flagships, while lacking modern emergency compartmentalization, it had more in the way of this as the ship was built as a single hull, thus its core structure was more rugged than Xim's flagship. The Armament is similar, yet scaled appropriately to the ship's size. Like many ships of the ancient era, it has a massive array of four huge engines. It is unknown why starship design seemed to take a step backward in later generations with ships like the Invincible Class. Likely in the nature of Ion engines, whose mass to output is significantly lower, yet massively more efficient in terms of energy usage.

Wyrm Class Heavy Cruiser (Unity Refit)

Craft: Tion Mil/Sci: Wyrm-class

Affiliation: Tionesse Unity

Era: Xim Era; 25,000 BBY

Type: Heavy Cruiser (High Maintenance: Refit Only)

Scale: Cruiser with Super Capital Armor

Length: 700 meters

Skill: Capital Ship Piloting (Modernized)

Crew: 4,395, gunners: 184, skeleton 3,019/+20;

Crew Skill: Average 5D

Passengers: 1,890 (troops); 50% War Droids 945

Cargo Capacity: (7,000): 464 metric tons available

Consumables: 2.7 years (58 Million Refit cost)

Cost: 36.7 Million (New); 18.9 Million (Refit)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Atmosphere: 500 Km/H (repulsor assist)

Hull: 5D + 3D Armor; Hull Points: 625/Loc(4)

Armor Points: 6,000/Loc(4)

Shields: 3D; Shield Points: 450/Loc(4)

Sensors:

Passive 35/1D

Scan 55/2D

Search 110/3D

Focus 3/3D

Maximum: 220/-1D

Weapons:

36 High Yield "Clean Fission" Reaction Tubes

Fire Arc: 18 Fore, 18 Aft

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 120 Units (Re-Engineered propulsion)

Atmosphere Range: 240 Km

Damage: 10D; Nominal damage: 6 (60)

Ammo: 120 Missiles/tube

RoF: Standard

Notes: These missiles leave nuclear fallout in their wake and, as such, they tend to be incredibly deadly for orbital bombardment, though these tend to dissipate the radiation clouds in weeks instead of decades or centuries. The EMP effect of the ordinance tends to disrupt ship electronics. In this fashion, they possess an ionizing effect on an enemy ship's hull equivalent to ½ the damage of the Missiles.

24 Quad Beam Tube Batteries (Re-Engineered)

Fire Arc: 6 Fore, 8 Port, 8 Starboard, 2 Aft

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D+1*

Space Range: 3-12/25/50/*(75 Units -2D FC)

Atmosphere Range: 6-24/50/100 km

Damage: 6D; Nominal Damage: 7 (42)

24 Triple Beam Tube Batteries (Re-Engineered)

Fire Arc: 4 Fore, 8 Port, 8 Starboard, 4 Aft

Crew: 1

Skill: Starship Gunnery

Fire Control: 3D*

Space Range: 1-4/5-8/9-16/*(24 Units -2D FC)

Atmosphere Range: 100-400/500-800/900m-1.6km

Damage: 6D; Nominal: 6 (36)

8 Tractor Beam Projectors

Fire Arc: 2 Fore, 2 Port, 2 Starboard, 2 Aft

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 Complement: 24 TIE Raptors, 6 Unity Gun Ships, 5 Unity Shuttles

Standard Ground Compliment: 60 Units

The vessel doesn't have all the shortcomings of Xim's flagships, while lacking modern emergency compartmentalization, it had more in the way of this as the ship was built as a single hull, thus it's core structure was more rugged than Xim's flagship. The Armament is similar, yet scaled appropriately to the ship's size. Like many ships of the ancient era, it has a massive array of four huge engines. It is unknown why starship design seemed to take a step backward in later generations with ships like the Invincible Class. Likely in the nature of Ion engines, whose mass to output is significantly lower, yet massively more efficient in terms of energy usage.

Xim Era Destroyer

During the time of Xer the largest class of vessel that was fielded was the Destroyer class. These ships are throwbacks to the time of Xer, some of the most numerous of his fleet. In fact, they began life as the line ships of Xer's time. During Xim's ascendance he commissioned many classes of ships, though the destroyers in his fleet would be the same as his father before him. They, however, would receive refits in line with what Xim wanted his fleet to look like.

Xim hit the ground running with dozens of cruisers he had commissioned prior to his father stepping down. The Deathknell Class came a bit later in his reign. However, we're here to discuss the Destroyer that Xim fielded and continued to build throughout his reign. The design began life as the Thanium Star Glaive-Class Destroyer, however, Xim's refits were so extensive as to define the ship as a new class all its own.

Unlike the ships of his father's reign, these were fast. Outstripping the speed of his Cruisers and capable atmospheric craft or at least *more* capable than the Cruisers he commissioned. Carrying the same array of weaponry that his other line ships carried, they essentially stripped off all the weapons his father had armed them with originally. Xim's favoring Fission based missiles became a common theme on all of his warships. The terror factor alone would have most planets trembling when the ships pierced their atmosphere.

It is not known whether or not the Molecular Armor that all of Xim's ships were clad in was present in the time of Xer. However, Unity Scientists believe that it was under development and its introduction came too late for Xer to deploy it en-masse. For ships lacking shields, this was truly a game changer. Some ships of the era might have had a brilliant designer behind the creation of, possibly, up scaling a ship. However, nothing came close to a three tier upscale in Armor technology.

These ships represented first responders to any conflict. They supported upgraded hyperdrives, which, would not be fielded on any ship class above the destroyer scale. It is assumed that the development of larger hyperspace engines was incredibly difficult and that adaptation to smaller craft was much easier.

While none of Xim's ships came cheap, having the ability to readily refit already existing ships blunted the cost of Xim's early expansionist efforts. The Xim Era destroyer was always at the forefront of any capital ship formation. Used as anything from direct assault to picket ships these vessels were very effective for screening and anti-snobfighter operations.

The true advantage of the ships originally being designed by Xer was that they were tougher than Xim's Cruisers. Their hull strength steps beyond that of the Cruisers that Xim commissioned for his fleets. While they lack the overall armor durability of their larger brethren, it would appear that Xim lacked a certain level of creativity in design choices. Xim's Cruisers all closely resemble these destroyers lending the belief that they could have been born from the same, base, design. However, it was merely an ascetic that Xim liked. One which he would carry over to his Deathknell Flagships.

Since Xer had used the ships extensively for command operations they may very well be the first examples of double hulled vessels in the galaxy. These ships had some level of redundancy in their systems, as well as, some of the first known examples of advanced decompression compartmentalization. While Xim would carry a few of these design traits over to his Cruiser designs, he ignored them for his Flagship design, likely over confident in the utter resilience of his armor technology. It's rather clear that Xim thought no one in the galaxy could stand against his might, until he encountered the Hutts.

This sheds even more light on the fact that Xer, the Pirate King of Argai, might very well have been a true genius in starship design. Not bad from a man that came from an underpopulated, frozen, rock of a world. Where Xim shined brightly, however, was in lightning attacks and unforgiving brutality. This would be reflected in all of his designs. Fast Sublight engines, upgraded hyperdrives (where possible), Fission based terror weapons, beam tube batteries (Xer had only ever fielded single barrel weapon mounts) and scores of snobfighters where his father was more of a capital ship commander that didn't rely on snobfighters at all. Xim would be more akin to a fleet commander in regards to his ability to coordinate multiple ships, snobfighters and other assets in the field of battle.

Pillager Class Destroyer

Craft: Barancar Shipyards Pillager-class

Affiliation: Xim the Despot

Era: Xim Era; 25,000 BBY

Type: Multipurpose Warship

Scale: Destroyer

Length: 500 meters

Skill: Capital Ship Piloting (Archaic Starship)

Crew: 1,395, gunners: 276, skeleton 1,176/+25;

Crew Skill: Unknown

Passengers: 450 (troops)

Cargo Capacity: (5,000): 70 metric tons available

Consumables: 2 years (15.9 Million Refit cost)

Cost: 12.1 Million (New); 9.1 Million (Used)

Hyperdrive Multiplier: x18

Hyperdrive Backup: None

Nav Computer: None

Maneuverability: 1D+2 (+2 in Atmosphere)

Space: 5

Atmosphere: 300 Km/H

Hull: 6D + 2D Armor; Hull Points: 600/Loc(4)

Armor Points: 2,200/Loc(4)

Shields: None

Sensors:

Passive 20/1D

Scan 15/0D

Search 30/1D

Focus 2/0D

Maximum 60/-3D

Weapons:

18 Fission Reaction Missile Tubes

Fire Arc: 10 Fore, 8 Aft

Crew: 4

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 60 Units

Atmosphere Range: 120 Km

Damage: 8D; Nominal damage: 6 (48)

Ammo: 120 Missiles/tube 648

RoF: Standard

Notes: These missiles leave nuclear fallout in their wake and, as such, they tend to be incredibly deadly for orbital bombardment. The EMP effect of the ordinance tends to disrupt ship electronics. In this fashion, they possess an ionizing effect on an enemy ship's hull equivalent to ½ the damage of the Missiles.

18 Double Beam Tube Batteries

Fire Arc: 4 Fore, 6 Port, 6 Starboard, 2 Aft

Crew: 6

Skill: Capital ship gunnery

Fire Control: 0D+2

Space Range: 1-6/12/24

Atmosphere Range: 2-12/24/48 km

Damage: 4D; Nominal Damage: 5 (20)

32 Triple Beam Tube Batteries

Fire Arc: 8 Fore, 8 Port, 8 Starboard, 8 Aft

Crew: 3

Skill: Starship Gunnery

Fire Control: 1D

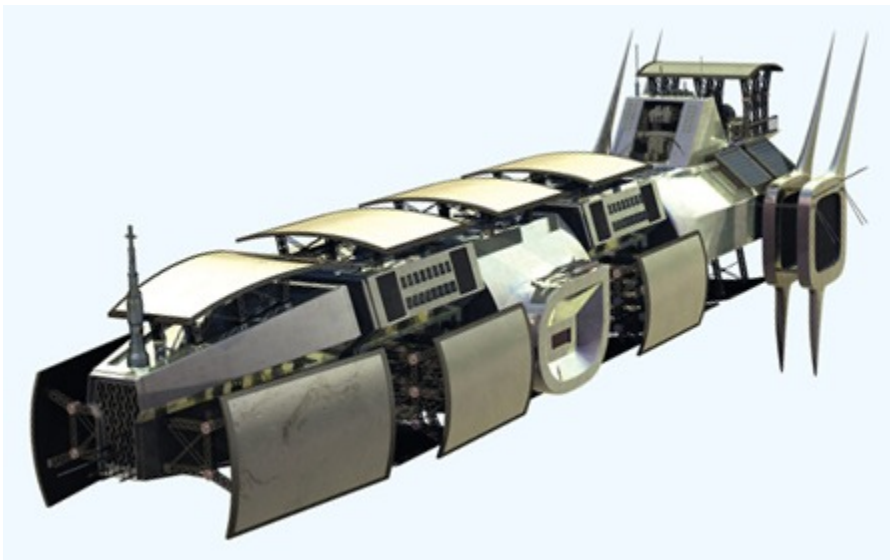
Space Range: 1/2-3/4-6

Atmosphere Range: 100/200-300/400-600 m

Damage: 5D; Nominal: 6 (30)

Snubfighter Complement: 24 Snubfighters, 1 Shuttle

Ground Compliment: 50



Pillager Class Destroyer (Unity Refit)

Craft: Tion Mil/Sci: Pillager-class

Affiliation: Xer/Xim the Despot

Era: Xer/Xim Era; 25,000 BBY

Type: Multipurpose Warship

(High Maintenance: Refit Only)

Scale: Destroyer with Dreadnought scale armor

Length: 500 meters

Skill: Capital Ship Piloting (Modernized)

Crew: 1,047, gunners: 134, skeleton 809/+20;

Crew Skill: Average 4D+2

Passengers: 450 (troops); 50% War Droids 225

Cargo Capacity: (5,000): 693 metric tons available

Consumables: 2 years (9.6 Million Refit Cost)

Cost: 15.7 Million (New); 6.6 Million (Refit)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D+2

Space: 7

Atmosphere: 600 Km/H

Hull: 6D + 2D Armor; Hull Points: 600/Loc(4)

Armor Points: 2,200/Loc(4)

Shields: 3D; Shield Points: 300/Loc(4)

Sensors:

Passive 30/0D

Scan 50/1D

Search 100/2D

Focus 4/3D

Maximum: 200/-2D

Weapons:

18 High Yield "Clean Fission" Reaction Tubes

Fire Arc: 10 Fore, 8 Aft

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 120 Units (Re-Engineered propulsion)

Atmosphere Range: 240 Km

Damage: 10D; Nominal damage: 6 (60)

Ammo: 120 Missiles/tube

RoF: Standard

Notes: These missiles leave nuclear fallout in their wake and, as such, they tend to be incredibly deadly for orbital bombardment, though these tend to dissipate the radiation clouds in weeks instead of decades or centuries. The EMP effect of the ordinance tends to disrupt ship electronics. In this fashion, they possess an ionizing effect on an enemy ship's hull equivalent to ½ the damage of the Missiles.

18 Quad Beam Tube Batteries (Re-Engineered)

Fire Arc: 4 Fore, 6 Port, 6 Starboard, 2 Aft

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D+1*

Space Range: 3-12/25/50/*(75 Units -2D FC)

Atmosphere Range: 6-24/50/100 km

Damage: 6D; Nominal Damage: 7 (42)

32 Triple Beam Tube Batteries (Re-Engineered)

Fire Arc: 8 Fore, 8 Port, 8 Starboard, 8 Aft

Crew: 1

Skill: Starship Gunnery

Fire Control: 3D*

Space Range: 1-4/5-8/9-16/*(24 Units -2D FC)

Atmosphere Range: 100-400/500-800/900m-1.6km

Damage: 6D; Nominal: 6 (36)

6 Tractor Beam Projectors

Fire Arc: 1 Fore, 2 Port, 2 Starboard, 1 Aft

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 Complement: 24 Snubfighters, 1 Shuttle

Ground Compliment: 40 Units

Jim Era Frigate

Yet another of Xer's ship classes that Jim would go on to completely refit. Arming it in line with his other warships. Xer's design looked radically different, bristling ballistic weaponry. However, advancements made in armor technology with the use of Kiirium alloys largely negated their effectiveness. Thus, Jim would go on to refit the entire line with Beam Tube technology.

The frigate represents one of the more numerous ships of Xer's time. These ships were fielded, generally, for system defense and support in Jim's time. However, in the time of Xer they were used more for boarding operations and even ramming. Originally possessing an enhanced ramming prow, which Jim's redesign shed in favor of additional weaponry.

Jim felt that combat had evolved, or at least in his mind it had. His mandates on naval combat involved direct engagements with many broadside tactics. Tactics which, while effective, would open the craft up to taking an inordinate amount of fire on their port and starboard sides.

This is the first class of vessel that we see where it's size would not allow for sufficient sensor equipment to be installed. This was clearly overlooked in the design, and the ship cannot fire to the maximum range of it's missiles. The frigate retains it's enhanced passive sensor suite, a throwback to Xer's time and something that was relatively common on all Xer's ships. Xer used stealth and ambush tactics to great effect and he had some of the best passive sensor operators in known history. Individuals that could determine what class of ship something was from a mere passive reading.

The ship was originally designed to close silently, fire a broadside or two into an unsuspecting target and then launch Anchors, which would breach the target's armor plating and draw the Frigate in close for boarding operations. All of this hardware was removed as Jim converted them to line support vessels. The ships originally carried no snubfighter support, however, Jim stripped away much of the ship's durability and added a hangar and space for up to three shuttles and ground support gear.

These frigates are equipped with some of the best hyperdrive technology available in the era, with only his corvettes outstripping this craft's speed in

hyperspace. One of the greatest advancements that the Hutt's would no doubt benefit from was recovered hyperdrive designs from Jim's shattered fleets.

The Frigate has marginally better atmospheric performance for it's size. This was something that Jim added in his redesign of the vessel which had once been only a space combatant. It was imperative that all of Jim's warships be capable of atmospheric re-entry and launching. A large part of his tactics of intimidation and inducing fear as most ships of the era were incapable of atmospheric flight. Imagine the belief that Jim's warships could not enter atmosphere and then they did, landing next to your capital city, disgorging troops as you sat helplessly lobbing anti vehicular fire into their damn near impenetrable armor plating. Only for them to unleash waves of War Droids that invalidated most of your ground forces capabilities.

Jim knew what he was doing, however, in later years many of his father's tactics would have been more useful. One area in which Jim failed to recognize this was in not policing his sectors while engaged with the Hutts. The Hutts had sent raiders to almost all of his territories, pillaging trade routes and sacking towns and cities. In Xer's time this was unheard of. Xer had deployed his fleet appropriately leaving many frigates behind to prevent exactly the sort of nightmare that would plague Jim in the years leading to his demise.

The Unity discovered forty eight of these vessels in Jim's storehouse and went about restoring them to use. Being much smaller than even the destroyer class hulls they found, they were much easier to refurbish and field. The Unity would go on to refit four of these starships each year from the time of their recovery. They would become a common sight policing the space lanes of the Tionese Unity. The ships were capable enough to deter almost any pirate as well as even engage larger vessels and survive due to their incredible armor and the inclusion of CIS/Imperial Shield technology.

Piracy Class Frigate

Craft: Barancar Shipyards Piracy-class

Affiliation: Xer/Xim the Despot

Era: Xer/Xim Era; 25,000 BBY

Type: Multipurpose Warship

Scale: Frigate with Battleship scale armor

Length: 300 meters

Skill: Capital Ship Piloting (Archaic Starship)

Crew: 540, gunners: 168, skeleton 528/+25;

Crew Skill: Unknown

Passengers: 180 (troops)

Cargo Capacity: (3,000): 37 metric tons available

Consumables: 1.2 years (4 Million Refit Cost)

Cost: 5.4 Million (New); 4.1 Million (Used)

Hyperdrive Multiplier: x17.5

Hyperdrive Backup: None

Nav Computer: None

Maneuverability: 2D (1D in Atmosphere)

Space: 5

Atmosphere: 350 Km/H

Hull: 5D + 2D Armor; Hull Points: 600/Loc(4)

Armor Points: 2,200/Loc(4)

Shields: None

Sensors:

Passive 25/1D

Scan 15/0D

Search 25/1D

Focus 1/0D

Maximum: 50/-3D 13

Weapons:

12 Fission Reaction Missile Tubes

Fire Arc: 8 Fore, 4 Aft

Crew: 4

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 60 Units

Atmosphere Range: 120 Km

Damage: 8D; Nominal damage: 6 (48)

Ammo: 120 Missiles/tube

RoF: Standard

Notes: These missiles leave nuclear fallout in their wake and, as such, they tend to be incredibly deadly for orbital bombardment. The EMP effect of the ordinance tends to disrupt ship electronics. In this fashion, they possess an ionizing effect on an enemy ship's hull equivalent to ½ the damage of the Missiles.

12 Double Beam Tube Batteries

Fire Arc: 3 Fore, 4 Port, 4 Starboard, 1 Aft

Crew: 6

Skill: Capital ship gunnery

Fire Control: 0D+2

Space Range: 1-6/12/24

Atmosphere Range: 2-12/24/48 km

Damage: 4D; Nominal Damage: 5 (20)

16 Triple Beam Tube Batteries

Fire Arc: 4 Fore, 4 Port, 4 Starboard, 4 Aft

Crew: 3

Skill: Starship Gunnery

Fire Control: 1D

Space Range: 1/2-3/4-6

Atmosphere Range: 100/200-300/400-600 m

Damage: 5D; Nominal: 6 (30)

Snubfighter Complement: 12 Snubfighters, 3 Shuttles

Ground Compliment: 28 Units



Piracy Class Frigate (Unity Refit)

Craft: Tion Mil/Sci: Piracy-class

Affiliation: Xer/Xim the Despot

Era: Xer/Xim Era; 25,000 BBY

Type: Multipurpose Warship

(High Maintenance: Refit Only)

Scale: Frigate with Battleship scale armor

Length: 300 meters

Skill: Capital Ship Piloting (Modernized)

Crew: 405, gunners: 108, skeleton 378/+20;

Crew Skill: Unknown

Passengers: 180 (troops); 50% War Droids 90

Cargo Capacity: (3,000): 395 metric tons available

Consumables: 1.2 years (2.7 Million Refit Cost)

Cost: 8.7 Million (New); 4.2 Million (Refit)

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: x9

Nav Computer: Yes

Maneuverability: 3D

Space: 8

Atmosphere: 700 Km/H

Hull: 5D + 2D Armor; Hull Points: 600/Loc(4)

Armor Points: 2,200/Loc(4)

Shields: 3D; Shield Points: 225/Loc(4)

Sensors:

Passive 35/2D

Scan 60/2D

Search 90/2D

Focus 3/2D

Maximum: 180/-2D

Weapons:

12 High Yield "Clean Fission" Reaction Tubes

Fire Arc: 8 Fore, 4 Aft

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 120 Units (Re-Engineered propulsion)

Atmosphere Range: 240 Km

Damage: 10D; Nominal damage: 6 (60)

Ammo: 120 Missiles/tube

RoF: Standard

Notes: These missiles leave nuclear fallout in their wake and, as such, they tend to be incredibly deadly for orbital bombardment. The EMP effect of the ordinance tends to disrupt ship electronics. In this fashion, they possess an ionizing effect on an enemy ship's hull equivalent to ½ the damage of the Missiles.

12 Quad Beam Tube Batteries (Re-Engineered)

Fire Arc: 2 Fore, 4 Port, 4 Starboard, 2 Aft

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D+1*

Space Range: 3-12/25/50/*(75 Units -2D FC)

Atmosphere Range: 6-24/50/100 km

Damage: 6D; Nominal Damage: 7 (42)

16 Triple Beam Tube Batteries (Re-Engineered)

Fire Arc: 3 Fore, 5 Port, 5 Starboard, 3 Aft

Crew: 1

Skill: Starship Gunnery

Fire Control: 3D*

Space Range: 1-4/5-8/9-16/*(24 Units -2D FC)

Atmosphere Range: 100-400/500-800/900m-1.6km

Damage: 6D; Nominal: 6 (36)

4 Tractor Beam Projectors

Fire Arc: 1 Fore, 1 Port, 1 Starboard, 1 Aft

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 Complement: 12 Snubfighters, 3 Shuttles

Ground Compliment: 24 Units

Jim Era Corvette

Now here is one example of where Jim valued what his father Xer had accomplished. Jim left much of the core armament of the ship intact. In fact the design remained largely unchanged save for notable advancements in sublight & atmospheric speeds. Jim also refit the weaponry to be in line with his other ships, however, preserving the ship's original identity as a raider and a boarding operations vessel.

The Corvette was fast for its era, matching many modern corvettes in speed and it was lethal in close combat. Being capable of latching onto another starship's hull, pulling itself onto that ship's hull and then breaching that hull and deploying a boarding party directly into that breach.

The ships were geared for silent running, well ahead of their time technologically speaking. Most ships in the modern era can barely maintain a space speed of one unit. This craft, can maintain a space speed of three units, all the while, having a low enough power signature as to barely appear on passive sensors. What's even more notable is that the ship retained its full offensive and defensive capabilities in this "stealth" mode. Its passive sensor suite is more robust than many modern, Imperial, vessels. Quite an accomplishment for 24 Millennia ago.

The Corvette uses mass driven anchors that are designed to breach armor plating and then lock into place, the ferro steel cables then pull the corvette into position where it employed its breaching ring to blow a hole in the side of an enemy vessel. That shaped blast is designed to not, utterly, destroy the interior of a ship. However, any individuals within 5 Meters of the breach die instantly. The corvette then creates a hard, hull on hull, seal to the target vessel and deploys its full compliment of boarders. The Corvette has an enhanced troop contingent, yet it carries no snubfighters (quite unlike any other capital ship Jim fielded and exactly as it was in the time of Xer).

The ship is small enough to allow for yet another level of refinement to the advancements that Jim had made to hyperdrive technology of the era. It is, perhaps, the fastest ship of its class in both sublight and hyperspace technology. The Hutts didn't have anything faster than Class twenty hyperdrives before meeting Jim. Jim's recovered technology would

accelerate Huttese hyperdrive technology by more than half a millennia.

One of the things the hutts simply could not recreate was Jim's fielding of molecular armor. That technology was so far beyond them that they scoured his world looking for the source of it and never were able to discover how Jim or Barancar shipyards was able to create the armor on such a massive scale.

Sixty Corvettes were recovered from Jim's Storehouse. Fragmented records, still intact, at the storehouse indicate that Jim was to return to reclaim this fleet of warships and use them to conquer the Huttese empire after his victory at the Third Battle of Vontor. Naturally, Jim was captured in that battle and the fleet sat in this forgotten place until rediscovered by the Unity. It would be Jim's fateful mistake that would allow the Tionese Unity an incredible boon to hold their territory from its formative years and into an uncertain future.

With so many storehouses rumored to still exist, the Unity would bustle with activity through all its eras of existence. There would prove to never be a discovery on this massive a scale again. While other storehouses, do indeed exist, this discovery would prove to be the proverbial "mother lode" of them all.

The Corvettes were refit to Unity standards and pressed into service almost immediately. Eight Corvettes would enter into service annually until their supply was diminished. The Unity would field all of the craft for the rest of its existence, never retiring any of the Jim era vessels even though they would eventually be outstripped by more modern classes of vessels that the Unity commissioned. There always remained a certain prestige in captaining one of the ships, and those who knew you had looked at you differently within the Unity.

Raider Class Corvette

Craft: Barancar Shipyards Raider-class
Affiliation: Xer/Xim the Despot
Era: Xer/Xim Era; 25,000 BBY
Type: Strike/Raiding Warship
Scale: Corvette with Cruiser scale armor
Length: 100 meters
Skill: Capital Ship Piloting (Archaic Starship)
Crew: 120, gunners: 37, skeleton 97/+25;
Crew Skill: Unknown
Passengers: 30 (troops)
Cargo Capacity: (1,000): 974 metric tons available
Consumables: 4 Months (280,500 Refit Cost)
Cost: 1.1 Million (New); 821,000 (Used)
Hyperdrive Multiplier: x17
Hyperdrive Backup: None
Nav Computer: None
Maneuverability: 2D+1 (1D+1 in Atmosphere)
Space: 6; 3 (Silent Running)
Atmosphere: 500 Km/H
Hull: 4D + 2D Armor; Hull Points: 600/Loc(4) 48
Armor Points: 450/Loc(4) 432,000
Shields: None
Sensors:
Passive 35/2D
Scan 10/0D
Search 20/0D
Focus 1/0D
Maximum 40/-4D

Weapons:

6 Double Beam Tube Batteries

Fire Arc: 4 Fore, 2 Aft
Crew: 6
Skill: Capital ship gunnery
Fire Control: 0D+2
Space Range: 1-6/12/24
Atmosphere Range: 2-12/24/48 km
Damage: 4D; Nominal Damage: 5 (20)

6 Triple Beam Tube Batteries

Fire Arc: 2 Fore, 1 Port, 1 Starboard, 2 Aft
Crew: 3
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 1/2-3/4-6
Atmosphere Range: 100/200-300/400-600 m
Damage: 5D; Nominal: 6 (30)

4 Anchoring, Mass Driven, Grapple Launchers

Fire Arc: 2 Fore, 2 Aft
Crew: 4
Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 10 Units

Atmosphere Range: 20 Km

Damage: 12D*; Nominal damage: 6 (72)

Ammo: 1 Anchor/Launcher 12

RoF: 1

***Notes:** If the anchors breach Armor on a section of the target ship, they cause no damage, however, the ship is now tethered to the Raider with a tow line that has a strength of 2D Destroyer Scale (200 points). The raider can pull itself to the target if it attaches 2 Anchors.

Breaching Collar

Fire Arc: 1 Ventral

Crew: 3

Skill: Automatic Success (Raider must be *Anchored*)

Space/Atmo Range: 0; Raider must be attached with 2 Anchors and physically next to the target ship.

Damage: Rips a hole in the target ship for boarding operations. Anyone in the immediate vicinity of the breach is killed instantly (5 Meter Radius blast).

Snubfighter & Ground Complement: None



Raider Class Corvette (Unity Refit)

Craft: Tion Mil/Sci: Raider-class
Affiliation: Xer/Xim the Despot
Era: Xer/Xim Era; 25,000 BBY
Type: Strike/Raiding Warship
(High Maintenance: Refit Only)
Scale: Corvette with Cruiser scale armor
Length: 100 meters
Skill: Capital Ship Piloting (Modernized)
Crew: 68, gunners: 37, skeleton 45/+25;
Crew Skill: Unknown
Passengers: 30 (troops); 50% War Droids 15
Cargo Capacity: (1,000): 456 metric tons available
Consumables: 4 Months (180,000 Refit Cost)
Cost: 3.1 Million (New); 1.4 Million (Refit)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 4D
Space: 10; 6 (Silent Running)
Atmosphere: 1,000 Km/H
Hull: 4D + 2D Armor; Hull Points: 600/Loc(4)
Armor Points: 450/Loc(4)
Shields: 3D; Shield Points: 150/Loc(4)
Sensors:
Passive 70/3D 48
Scan 50/1D
Search 80/2D
Focus 7/3D
Maximum 160/-2D
Weapons:
6 Quad Beam Tube Batteries (Re-Engineered)
Fire Arc: 4 Fore, 2 Aft
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D+1*
Space Range: 3-12/25/50/(75 Units -2D FC)
Atmosphere Range: 6-24/50/100 km
Damage: 6D; Nominal Damage: 7 (42)
6 Triple Beam Tube Batteries (Re-Engineered)
Fire Arc: 2 Fore, 1 Port, 1 Starboard, 2 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D*
Space Range: 1-4/5-8/9-16/(24 Units -2D FC)
Atmosphere Range: 100-400/500-800/900m-1.6km
Damage: 6D; Nominal: 6 (36) 90000

4 Anchoring, Mass Driven, Grapple Launchers

Fire Arc: 2 Fore, 2 Aft
Crew: 4
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 12 Units
Atmosphere Range: 24 Km
Damage: 13D*; Nominal damage: 6 (72)
Ammo: 1 Anchor/Launcher
RoF: 1
***Notes:** If the anchors breach Armor on a section of the target ship, the cause no damage, however, the ship is now tethered to the Raider with a tow line that has a strength of 2D destroyer Scale (200 points). The raider can pull itself to the target if it attaches 2 Anchors.

Fusion Breaching Collar

Fire Arc: 1 Ventral
Crew: 3
Skill: Automatic Success (Raider must be *Anchored*)
Space/Atmo Range: 0; Raider must be attached with 2 Anchors and physically next to the target ship.
Damage: Rips a hole in the target ship for boarding operations. Anyone in the immediate vicinity of the breach is killed instantly (10 Meter Radius blast).

3 Tractor Beam Projectors

Fire Arc: 1 Port, 1 Starboard, 1 Aft
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 & Ground Complement: 5 Snubfighter Class Ships (Must be TIE Class or smaller; if not reduce to 3), 5 Ground Units

Jim Era Snubfighter

Jim relied heavily on support craft. His fighters were quite advanced for the era. The means by which he accomplished this was by equipping his snubfighters with two massive engines. The engines were incredibly powerful and likely belonged on Transports from the era rather than a Snubfighter. As a result, the energy required to power them was immense. This cut the craft's rather formidable ten days of consumables down to just over one.

The immense power produced by the craft's engines allowed the fighter to support five beam tubes arrayed in a battery fire configuration. It was unheard of for millennia afterward to possess that kind of energy to power weapons on that scale on a snubfighter. The fighters were utterly lethal to any other fighter of the era due to their precision, pinpoint, targeting and level of damage output. The entire bonus to their fire control was derived from the battery-fire nature of the weapons configuration, not from any sort of advanced fire control (which none of Jim's ships possessed).

The craft were quite maneuverable for their size and incredibly agile as atmospheric strike craft. Thus how the snubfighter got its name, simply being called the "Strike Snubfighter". While maneuverable and possessed of incredible speed, they lacked in overall durability. A shortcoming which could not be overcome in the era. They also lacked the molecularly bonded armor. It is unknown why this is the case, however, it is thought that Jim didn't value his snubfighter pilots the way he did his capital ships. A failing which the Hutts would exploit with their numerical superiority. Once the Hutts had destroyed the last of Jim's snubfighter assets they turned the attention of all of their craft on Jim's capital ships.

While Jim's ships all possessed point defenses, they were simply overwhelmed by odds and an inability to maneuver, ships were isolated and eliminated one at a time. If Jim had equipped these fighters with his advanced armor it might not have altered Jim's ultimate future, however, it would very likely have changed the outcome of more than one battle with the Hutts.

The Snubfighters have rather robust passive sensors, twice their weaponry's effective range. Another first for an era which saw snubfighters with no sensors at all for the most part. There are a lot of advancements

that Jim and Jim brought to modern combat that would not be seen or heard from for thousands of years. A design schematic found in the archives for the snubfighter detailed integral missile ports, shielded inside the hull of the vessel. Quite advanced thinking for an era when most missiles (other than on capital ships) were carried on racks externally. It is speculated that the design never took hold due to the inability to cram more sensors into the snubfighter. That was actually a partial truth. The actual fact simply that modernized components that would have an effective range covering that of the missile's potential guidance range did not exist in Jim's time.

Thus the craft merely mounted a pair of external racks with two missiles each that were dumb fired. The Strike didn't have advanced enough targeting equipment to allow for the missiles to acquire a target lock... the missiles added a moderate amount of firepower to the fighters, truly more effective against capital ships than Freighter and Snubfighters. The racks could be easily jettisoned should they become a liability after deployment of the missiles or if a wing was damaged.

The Jim era Snubfighters would undergo a series of refits, adapting them to active service in the Unity fleet. There were enough discovered in Jim's storehouse to fully outfit all the capital ships there more than three times over. They would become the initial line of defense for the fledgling Tionese Unity. Even after they were replaced in active service the snubfighters would remain in service with all Jim era warships until such a time as they were capable of being replaced by the new TIE Unity rolling off Sienar Fleet Systems production lines. The Jim era Strike Snubfighter remains a popular and much sought after craft well past the Yuuzhan Vong era in which they performed admirably in defense of the Unity Sector.

Some were further refit, wildly differing design choices were implemented. No other craft in galactic history, aside from Jim's capital ships, that was over 25 Millennia old remained a viable and serviceable starship. There was something truly magical about seeing one in flight for those who knew and even those who didn't would still remark on the craft and ask in wonder as they buzzed air show parade grounds "*What... is that?*"

Strike Class Snubfighter

Craft: Barancar Shipyards Strike-class
Affiliation: Xim the Despot
Era: Xim Era; 25,000 BBY
Scale: Snubfighter with Transport Scale Engines
Length: 20 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Unknown
Cargo Capacity: (188): 45.5 kilograms available
Consumables: 1 day (100 credit refuel); *Inefficient*
Cost: 34,240 (Used Only)
Maneuverability: 1D+2 (2D+2 in Atmosphere)
Space: 6
Atmosphere: 1,200 Km/H
Hull: 2D + 2D Armor; Hull Points: 8
Armor Points: 24
Sensors:
Passive 12/0D 40
Weapons:
5 Beam Tubes (Battery-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1/2-3/4-6
Atmosphere Range: 100/200-300/400-600 m
Damage: 5D; *Nominal:* 8 (40) 80

3 Missile Racks (Fission Reaction Missiles)

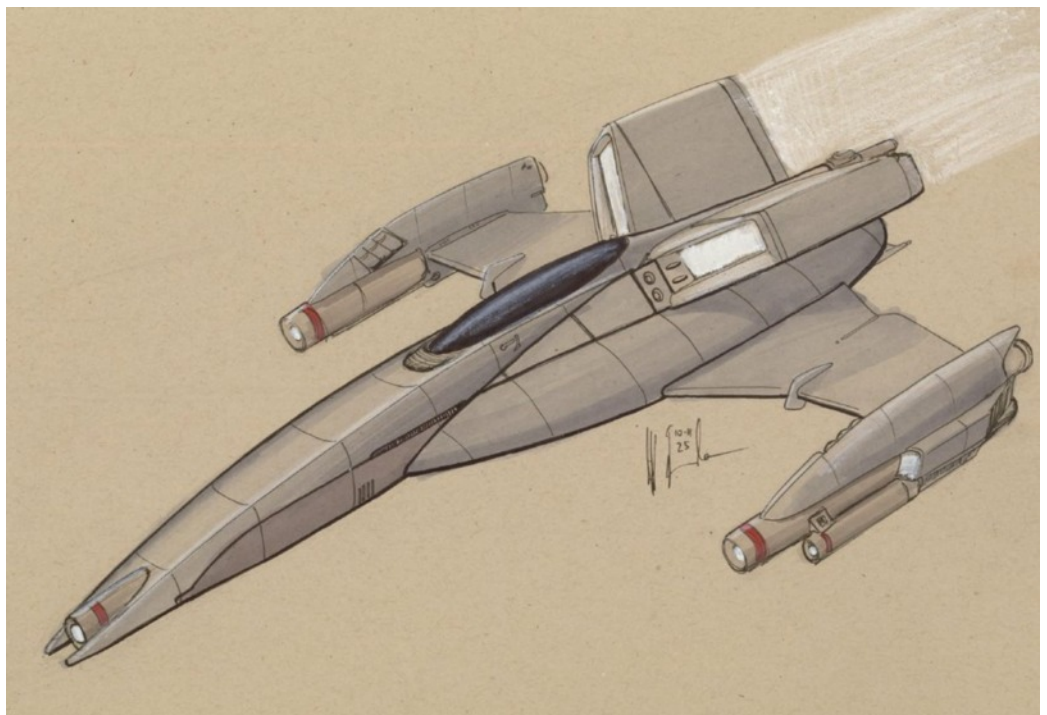
Fire Arc: Fore
(2 Wing & 1 Fuselage mounts)
Skill: Starship gunnery
Fire Control: -4D
Space Range: 15 Units
Atmosphere Range: 30 Km
Damage: 9D; *Nominal:* 6 (54)
Ammo: 2 Missiles per rack

The craft is rather fragile and yet it mounts respectable armor protection for it's class. It has substantial remaining cargo capacity for additional weapons systems, however, in the era it's 5 Beam Tubes pushed the craft's power generation to it's limits.

A lost design of the Strike Class Snubfighter outfitted it with Molecularly Bonded Armor plates, massively increasing it's durability in combat. However, this design alteration would never see the light of day after the death of Xim at the Third Battle of Vontor.

The Space performance of the Strike would remain respectable for Millennia compared to other designs. The Atmospheric performance, however, would remain relatively unmatched until the introduction of the Z-95 Snubfighter series.

Sensor suites on snubfighters would not re-emerge until the creation of the Cloakshape Snubfighter during the times of the Old Republic.



Strike Class Snubfighter (Unity Refit)

Craft: Tion Mil/Sci: Strike-class
Affiliation: Tionese Unity
Era: Xim Era; 25,000 BBY
Scale: Snubfighter with Transport Scale Engines (Xim Era Core; Refit to Unity Standards)
Length: 20 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Unknown
Cargo Capacity: (188): 5.5 kilograms available
Consumables: 10 Days (100 credit refuel)
Cost: 59,000 (Used Only)
Maneuverability: 2D+2 (3D+2 in Atmosphere)
Space: 7
Atmosphere: 1,200 Km/H
Hull: 3D + 2D Armor; Hull Points: 16
Armor Points: 24
Shields: 1D; Shield Points: 8
Sensors:
Passive 20/0D
Scan 25/1D
Search 35/2D
Focus 2/2D
Maximum 70/-2D
Weapons:
5 Enhanced Beam Tubes (Battery-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-4/5-8/9-16/(24 Units -2D FC)
Atmosphere Range: 100-400/500-800/900m-1.6km
Damage: 6D; *Nominal:* 8 (48)

3 Missile Racks (Concussion Missiles)

Fire Arc: Fore (2 Wing & 1 Fuselage mounts)
Skill: Starship gunnery
Fire Control: 2D
Space Range: 30 Units
Atmosphere Range: 60 Km
Damage: 9D; *Nominal:* 6 (54)
Ammo: 2 Missiles per rack

The craft proved to be incredibly easy to refit. Small transport scaled engines dropped right onto the chassis and allowed for an incredible increase in both efficiency, speed and power generation. The atmospheric performance remains largely the same, however, it is now also bolstered by repulsorlift technology. It's maneuverability is just a hair lower than that of an X-Wing.

The main armament underwent an evolutionary refit as there were so many of Xim's weapons laying around from the storehouse that the technology would have proven wasteful not to enhance. Enhancement was almost too easy, using off the shelf optics the beam tubes were refit to resemble the performance of more modern weapons. These weapons would also be fielded on later designs within the Unity.

The fission Reaction missiles were swapped for concussion missiles, however, they were linked to a separate fire control system unlike traditional missile racks, which share the fire control package of another weapons system. The Cannons received a basic 1D fire control package as well.

A Shield generator was added, after market due to available space. A standard 1D generator was all that was needed to uplift it to modern protection standards.

The hull was a simple refit, by replacing its light standard plating with standard starship materials the craft received an instant increase in overall durability, adding 25% to it's overall toughness. It's original armor was then layered back over the modernized superstructure. Making quite an effective craft that would rival more robust and advanced fighters like the Z-95.

The sensor suite was replaced completely with something that, while not up to galactic standards, was quite a bit more robust than the original package and more than enough for a Strike Snubfighter.

Cost was a factor in every decision the Unity made with these snubfighters and they proved to surprise both engineers and the financial experts in the Unity on how readily they accepted modern refits.

Warlord Zsinj's Snubfighters

Since Zsinj had held onto the Tion Cluster for almost 9 years there is likely to be some examples of Imperial hardware throughout the Tion Cluster. However, with him developing his one brand of TIE fighter it's doubtful that they would have been fielded anywhere other than on his own capital ships and in key planetary systems that required the best he could offer. It's possible that, given he was mass producing ships in his tenure as Warlord that some trickled down to the planets of his domain. So, given this there was probably a garrison here and there in the Tion Cluster that had them.

However, the Cluster would likely have had to bolster its own defenses with the Strike Class fighters in order to get decent coverage.

The TIE Raptor represents a TIE derivative design that uses many of the same systems as the more common TIE/In and yet it incorporates a weapons platform that has more in common with a TIE Interceptor. Possessing both it's maneuverability and exceeding it's firepower on many levels. This, came at the price speed. At the same time, those engines were more readily available and less expensive to mass produce. The big upside of the craft is it's durability compared to designs like the TIE/In and the TIE Interceptor.

Later models of the TIE Raptor were said to be testing the fighter with shield generators. They never really entered into mass production and were likely introduced to units in the field via field refit kits. The inclusion of shields in this craft would have been a real game changer for his pilots, should he have included them in the design from the very beginning. It would come a little too late to save his forces from being routed and or destroyed.

Seeing an opportunity here the Unity seized as many of Zsinj's assets as they could for their new government after Zsinj was defeated. This offered the Unity the first chance to have a modern design that was reproducible on a massive scale. As opposed to Xim era refit craft that, essentially, had to be built by hand should they ever need to start new production runs of the fighter (and they would eventually). The unity simply had too many worlds to police and not enough ships to patrol the space lanes. Even with the

region refitting Xim era battle cruisers in secret, they simply didn't possess enough of them to make it work. At least until the Warlord's battered remaining forces began to trickle into the Unity for safe harbor.

Once the Zsinj's forces arrived, everything changed. The influx of trained and blooded military personnel afforded the Unity with much needed military support and they defended the former Warlords warriors with everything they had. It was as if someone was smiling down upon the Unity.

The TIE Raptors would undergo formal refits a year later in 10 ABY. When Sienar Fleet Systems had enough time to analyze the design appropriately and introduce proper, Sienar re-engineered, versions of the craft to the Unity Navy.

TIE Raptor

Craft: Zsinj TIE/rpt
Affiliation: Empire/Tionese Unity
Era: 9 ABY+
Scale: Snubfighter
Length: 6.8 meters
Skill: Starship piloting: TIE Series
Crew: 1
Crew Skill: Typically 5D+1
Cargo Capacity: (85): 0 Kg available
Consumables: 3.5 days (35 Credit Refuel cost)
Cost: 194,000 (New)
Maneuverability: 3D+2; (2D+2 in Atmosphere)
Space: 8
Atmosphere: 1,050 Km/H
Hull: 4D + 1D Armor; Hull Points: 16
Armor Points: 16
Shields: 1-2D; Shield Points: 8-16*
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 50/2D
Focus: 3/2D+2
Maximum: 100/-2D
Weapons:
4 Laser Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300 m/1.2 Km/2.5 Km
Damage: 6D+2; Nominal: 6 (38)

2 Torpedo Launchers

Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 3D
Space Range: 20 Units
Atmosphere Range: 40 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 5 per launcher

Notes: Late model TIE Raptors included shield generators, 1D or 2D depending upon availability of parts.

I had to alter the weapons systems, changing from Missiles to Torpedoes due to weight restrictions of the

hull size (the Concussion Missile Launchers would have left the craft with one missile per launcher).

Originally, the weapons were not listed as fire linked and delivering only 3D+2 damage. I linked them and as a result the enhanced D code of the guns ate up all the available space.



TIE Unity

Craft: Siemar Fleet Systems: T.I.E. Unity

Affiliation: Tionese Unity

Era: 10 ABY+

Scale: Snubfighter

Length: 6.8 meters

Skill: Starship piloting: TIE Series

Crew: 1

Crew Skill: Typically 5D

Cargo Capacity: (85): 0 Kg available

Consumables: 3.5 days (35 Credit Refuel cost)

Cost: 194,000 (New)

Maneuverability: 4D; (3D in Atmosphere)

Space: 10

Atmosphere: 1,200 Km/H

Hull: 4D + 2D Armor; Hull Points: 16

Armor Points: 24

Shields: 2D; Shield Points: 16

Sensors:

Passive: 25/0D

Scan: 40/1D

Search: 55/3D

Focus: 3/1D+2

Maximum: 110/-1D

Weapons:

4 Enhanced Beam Tubes (Battery-linked)

Fire Arc: Fore

Skill: Starship Gunnery

Fire Control: 4D*

Space Range: 1-4/5-8/9-16/*(24 Units -2D FC)

Atmosphere Range: 100-400/500-800/900m-1.6km

Damage: 5D+2; Nominal: 7 (37)

2 Concussion Missile Launchers

Fire Arc: Fore

Skill: Starship gunnery

Fire Control: 3D

Space Range: 30 Units

Atmosphere Range: 60 Km

Damage: 9D; Nominal Damage: 6 (54)

Ammo: 5 per launcher

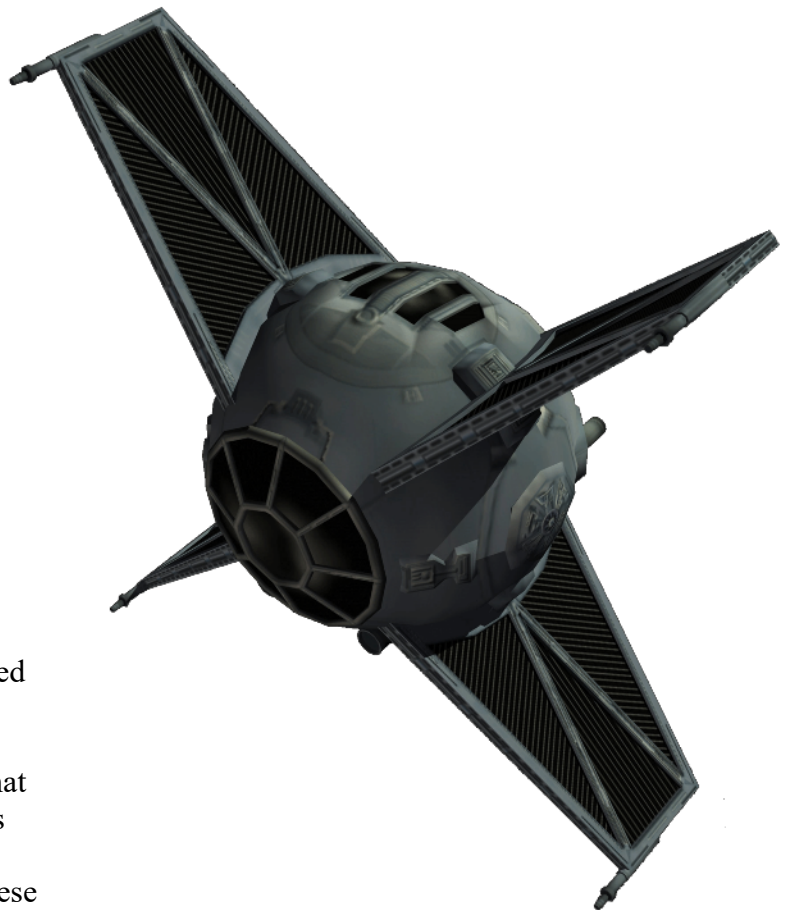
The TIE Unity is a mass produced, and re-engineered version of Warlord Zsinj's TIE Raptor. Produced properly by Siemar Fleet Systems, rather than independently, the craft clearly shows the quality that Siemar was able to introduce into the design. That's not saying that Zsinj's design was bad. Quite the contrary. The fighter is only produced for the Tionese

Unity as the fighter's reputation has been tarnished by the Warlord. However, the agreement is an exclusive one between Siemar and the Unity.

Please note, the Unity had thousands of starship grade beam tubes on their hands and had developed refit kits for the weapons that quite easily dropped into place. These engineering refits were simple and the materials required for them ultra cheap. Thus, rather than to go with a more standardized approach for the snubfighter, the Unity requested the Siemar Fleet systems incorporate their weaponry. This significantly brought the cost of the fighter down (cannons not included in the cost calculation). The Unity then choose to press Siemar to make improvements where they could to the design.

The additional armor and shields were among their first requests. Increased atmospheric performance, better maneuverability and marginally increased sensors. Finally, it's speed was brought in line with standard TIE/In snubfighters.

It is rumored that there is a version of the craft with a hyperdrive.



The Remnants of Zsinj

In 9 ABY fleeing elements of Warlord Zsinj's forces found refuge in the officially formed Tionese Unity. They were being pursued by elements of the New Republic task force led by General Han Solo. Unknown to general Solo, the Tionese Unity had just declared their sector of space a neutral galactic entity and safe haven for all.

The Imperial Remnant commanders, however, knew this and thus they made straight for Unity Territory with general Solo in pursuit. Solo pursued the former Zsinj officers well within the boundaries of the newly formed Tionese Unity and then came face to face with a massive fleet grouping of ships that he had never seen before. In fact, no one had seen the likes of Xim's warships in some twenty four plus millennia. The four Victory II Class Star destroyers formed part of that battle formation.

As General Solo lined his forces up for a battle a transmission came into his flag ship.

The message said:

"We are sorry to inform you, General Solo, that Warlord Zsinj's former commanders have joined the sovereign Tionese Unity. We are a newly formed, completely neutral, entity and a safe haven for all those that respect our culture and laws."

General Solo was about to give the order to attack when another communiqué came in, this one informed him that the transmission that he just head was true. With some resignation, Solo withdrew his forces from the Tionese Unity space.

What he did not realize, however, was that many of the Xim Era warship arrayed there could barely maintain a holding pattern. Most had been rushed from whatever level of refits they were undergoing and pressed into immediate service. Some of them weren't even armed yet.

Other remnants of Zsinj's fleet would continue to trickle in over the course of the next year.



Victory II Star Destroyer

Craft: Rendili Star Drive's Victory II

Affiliation: Empire

Era: 9+ ABY (Acquired by the Tionese Unity)

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: 198, skeleton: 1,822/+5

Crew Skill: Typically 6D

Passengers: 2,673 (troops)

Cargo Capacity: (9,000): 48 metric tons available

Consumables: 4 Years (87.7 Million Refit cost)

Cost: 40 Million (New); 30 Million (Used)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x7

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Hull: 6D+2 + 2D Armor; Hull Points: 838/Arc

Armor Points: 600/Arc

Shields: 3D+2; Shield Points: 550/Arc

Sensors:

Passive 50/1D

Scan 85/2D+1

Search 175/3D+2

Focus 5/4D

Maximum 350/-1

Weapons:

30 Quad Heavy Turbolaser Batteries

Fire Arc: 15 Fore/Port/Aft &

15 Fore/Starboard/Aft

Crew: 3

Skill: Capital ship gunnery

Fire Control: 4D

(5D with Gunnery Helmet)

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 10D; Nominal Damage: 7 (70)

24 Double Turbolaser Batteries

Fire Arc: 6/Arc

Crew: 1

Skill: Starship Gunnery

Fire Control: 4D

(5D with Gunnery Helmet)

Space Range: 3-12/25/50

Atmosphere Range: 300m-1.2/2.5/5 km

Damage: 5D; Nominal Damage: 5 (25)

30 Quad Ion Cannon Batteries

Fire Arc: 15 Fore/Port/Aft & 15 Fore/Starboard/Aft

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

(5D with Gunnery Helmet)

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 5D; Nominal Damage: 7 (35)

12 Tractor Beam Projectors

Fire Arc: 4 Fore, 3 Port, 3 Starboard, 2 Aft

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D (5D with Gunnery Helmet)

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Expanded Snubfighter Complement: 4 squadrons

TIE Raptors, 6 Assault gunboats, 6 Skypray

Blastboats, 1 Orbital Night Cloak

Ground Compliment: 4 AT-AT, 6 AT-ST, 4

Military Speeder Bikes, 1 Pre Fab Garrison, 2

Floating Fortresses, 3 Landing Barges, 8 Heavy Hover Tanks

Four of these vessels joined the Tionese Unity without question and have since been treated with the utmost of respect. Their commanders have since gone on to teach classes at the Unity's naval academies and the overall level of satisfaction and happiness in the individuals serving aboard these vessels has swelled. Many relinquishing their positions for a chance at a normal life, one free of conflict and blood, in the Tionese Unity.

In 10 ABY the ships would receive field refit kits for their TIE Raptors that converted the snubfighters into official Siemar Fleet Systems TIEs. They became the Raptors became TIE Unity Snubfighters.

Strike Cruiser

Craft: Loronar Strike-class Cruiser
Affiliation: Empire / General / Rebel Alliance
Era: 9 ABY+ (Acquired by the Tionesse Unity)
Type: Modular Multipurpose Warship
Scale: Destroyer
Length: 450 meters
Skill: Capital Ship Piloting
Crew: 628, gunners: 140, skeleton 405/+15;
Crew Skill: Typically 5D+2
Passengers: 446 (troops)
Cargo Capacity: (4,500): 70 metric tons available
Consumables: 2 years (9.3 Million Refit cost)
Cost: 12.1 Million (New); 9.1 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 6D; Hull Points: 600/Arc
Armor Points: 169/Arc
Shields: 2D+2; Shield Points: 338/Arc
Sensors:
Passive 30/0D
Scan 50/1D
Search 100/2D
Focus 4/3D
Maximum: 200/-2D
Weapons:
10 Quad Turbolaser Batteries
Fire Arc: 4 Fore, 3 Port, 3 Starboard
Crew: 4
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-25/50/75
Atmosphere Range: 6-50/100/150 km
Damage: 7D; Nominal: 7 (49)
20 Dual Turbolaser Batteries
Fire Arc: 5/Arc

Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 6-50/100/150 km
Damage: 5D; Nominal: 4 (20)

10 Double Ion Cannons Batteries

Fire Arc: 4 Fore, 3 Port, 3 Starboard
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D; Nominal: 4 (16)

10 Tractor Beam Projectors

Fire Arc: 2 Fore, 3 Port, 3 Starboard, 2 Aft
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

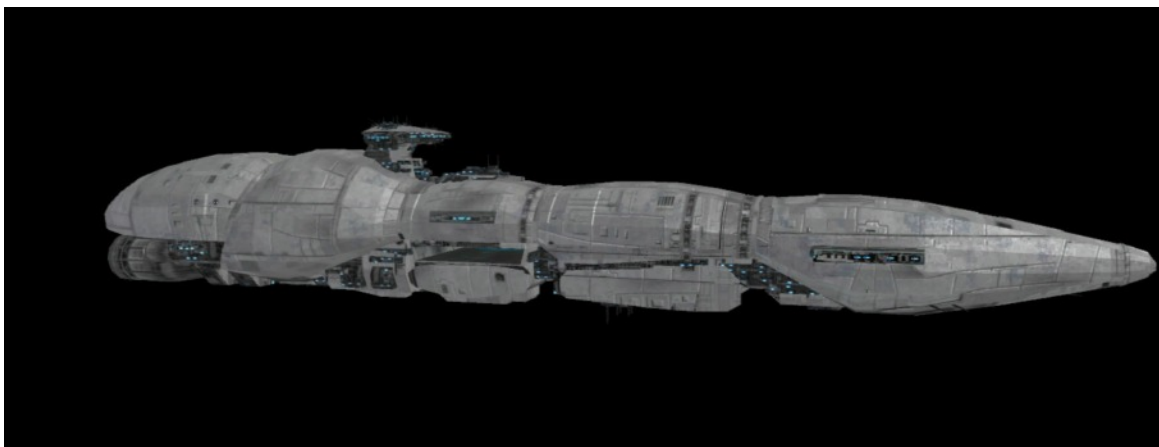
Expanded Snubfighter Complement: 24 TIE

Raptors, 6 Assault Gunboats, 6 Skypray Blastboats

Ground Compliment: Small Imperial Garrison (Low Orbit deployable), 1 Landing Barge, 2 AT-AT, 4 AT-ST, 5 Military Speeder Bikes.

As with the four Victory II Star Destroyers, other elements of Zsinj's forces tricked into the Tionesse Unity over the course of the year. The Unity acquired six of these vessels, on the run from the New Republic.

In 10 ABY the ships would receive field refit kits for their TIE raptors that converted the snubfighters into official Sienar Fleet Systems TIEs. They became the Raptors became TIE Unity Snubfighters.



Carrack Light Cruiser

Craft: Damorian Manufacturing's Carrack-class

Affiliation: Empire / General / Rebel Alliance

Era: 9 ABY+ (Acquired by the Tionese Unity)

Type: Picket Ship

Scale: Frigate

Length: 350 meters

Skill: Capital Ship Piloting

Crew: 315, gunners: 88, skeleton 210/+10;

Crew Skill: Typically 5D+1

Passengers: 210 (troops)

Cargo Capacity: (3,500): 2,156 metric tons avail

Consumables: 1 year (2.4 Million Refit cost)

Cost: 8.4 Million (New); 6.3 Million (Used)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D

Space: 8

Hull: 5D + 2D+2 Armor; Hull Points: 375/Arc

Armor Points: 398/Arc

Shields: 2D+2; Shield Points: 268/Arc

Sensors:

Passive 30/0D

Scan 50/1D

Search 100/2D

Focus 4/3D

Maximum: 200/-2D

Weapons:

10 Quad Turbolaser Batteries

Fire Arc: 5/Arc

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-25/50/75

Atmosphere Range: 6-50/100/150 km

Damage: 8D; Nominal: 7 (56)

20 Heavy Laser Cannons

Fire Arc: 5/Arc

Crew: 2

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300m/1.2/2.5 km

Damage: 7D; Nominal: 3 (21)

6 Tractor Beam Projectors

Fire Arc: 1 Fore, 2 Port, 2 Starboard, 1 Aft

Crew: 3

Skill: Capital Ship Gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

Standard Snubfighter Complement: 4 TIE/Rc on external racks. 3 additional TIE Raptors per rack inside the hold & 2 TIE Shuttles. Only 4 can be deployed at a time. (18 total)

As with the four Victory II Star Destroyers, other elements of Zsinj's forces tricked into the Tionese Unity over the course of the year. The Unity acquired twelve of these vessels, on the run from the New Republic.

In 10 ABY the ships would receive field refit kits for their TIE raptors that converted the snubfighters into official Sienar Fleet Systems TIEs. They became the the Raptors became TIE Unity Snubfighters.



An Unexpected Stockpile

After Warlord Zsinj's Imperial remnants began showing up there was an unexpected find in the Unity. One of the Victory II captains was an old officer, having served in the time of the Clone Wars as a young man. He was patrolling on of the former CIS systems in the Tionese Unity and was receiving anomalous reading from his sensor operator. When he investigated he was confronted with an experience he had in the Clone Wars on board a Venator Star Destroyer.

Apparently, in that long forgotten war (by most) his ship was hunting a CIS yards facility reported to be in the vicinity. The search went on for a maddening six months. In which time they had been in several engagements, yet never found the yards facility. The ships captain was about to give up when he, at the sensor console received an anomalous reading.

Now this could very well have been dismissed as nothing, however, he doubled down on his scans and probed the area. When questioned about his actions he responded "I think I have something". What he had to do was bounce an active ping off a nearby metallic asteroid, the reflected signal then resounded off of something else, behind the stellar debris. There, they found the CIS shipyard that had been causing all their trouble and subsequently destroyed the facility, it's defenses and many ship under construction there.

So, when the sensor operator called out an anomalous reading to his second at the station, the Captain took notice. The Sensor operator's second, was about to dismiss the reading. He called out to them and asked:

"Are there any stellar bodies in the vicinity?"

"Yes, sir there are several asteroids with a high level of metal content."

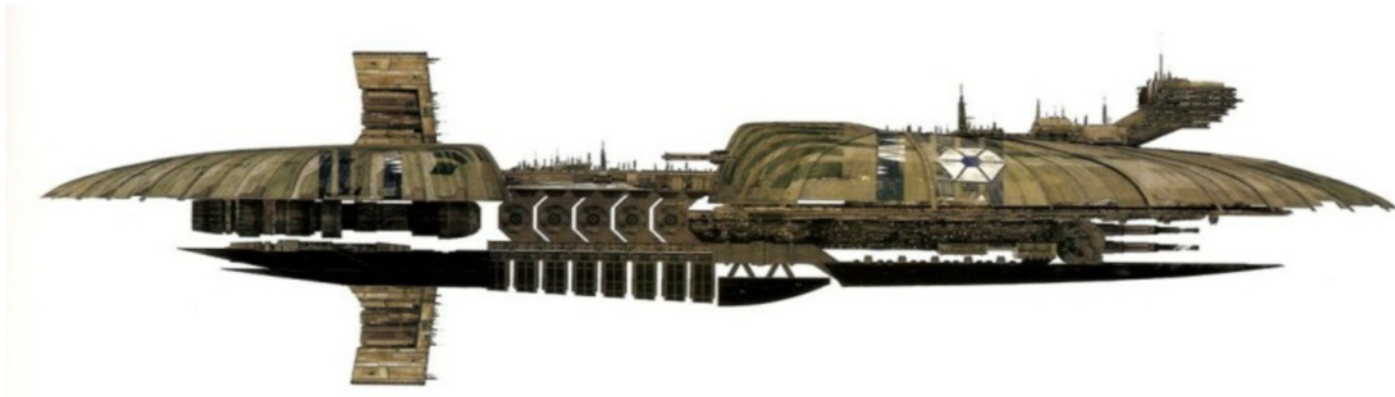
The Captain smiled "We're not done here. Good work, now bounce an active ping off of... that asteroid" pointing to one he had pulled up on an optical magnification.

The sensor operator complied and what they found was an intact, abandoned, CIS yards facility in Unity space. It was a smaller facility possessing only four yard arms, there were four partially constructed Banking clan Frigates. They were essentially feature complete save for the fact that their engine sections had not been finalized.

"I never understood why the CIS always built their engineering sections last... Today, all of us will drink and eat well. Today, tomorrow and for years to come the Unity will sing our praises for delivering them four vessels capable of sustaining their own holonet. We're heroes boys and girls!"

—Captain Marcus Chantil

The discovery of those four vessels would eventually allow the unity to copy the mobile holonet platform and incorporate it into later designs they produced. Notably, it came in incredibly handy during the Yuuzhan Vong wars when the Vong flew around everywhere and destroyed every holonet relay they could find.



Banking Clan Communications Frigate

Craft: Hoersch-Kessel Drive Munificent-class

Affiliation: Separatists / Pentastar Alignment

Era: 9 ABY+ (Acquired by the Tionese Unity)

Type: Holonet Broadcast Ship

Scale: Cruiser (+1D to Hull & Armor)

Length: 825 meters

Skill: Capital ship piloting

Crew: 864, gunners: 341, skeleton: 557/+5

Crew Skill: Typically 7D

Passengers: 2,451 (troops)

Cargo Capacity: (8,250): 25 metric tons available

Consumables: 3 Years (42.2 Million Refit cost)

Cost: 24.7 Million (New); 18.6 Million (Used)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D+2

Space: 7

Hull: 4D+2; Hull Points: 588/Arc

Armor Points: 450/Arc

Shields: 3D+1; Shield Points: 500/Arc

Sensors:

Passive 40/1D

Scan 70/2D

Search 100/3D

Focus 4/3D+2

Maximum 200/-1D

Weapons:

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

Ultra Heavy Double Ion Cannon Battery

Fire Arc: Fore / Port / Starboard (Turret)

Crew: 20

Skill: Capital ship gunnery

Fire Control: 2D+1

Space Range: 1-14/34/67 (Sensor Range*)

Atmosphere Range: 2-28/68/134 km (Sensor Range*)

Damage: 200

RoF: 1/3

Ammo: 320

26 Dual Turbolaser Batteries

Fire Arc: 1 Fore, 11 Port, 11 Starboard, 3 Aft

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: 5 (25)

20 Light Triple Turbolaser Batteries

Fire Arc: 1 Fore, 11 Port, 11 Starboard, 3 Aft

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D+2

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 3D; Nominal Damage: 6 (18)

38 Point Defense Laser Cannons

Fire Arc: 9 Fore, 10 Port, 10 Starboard, 9 Aft

Crew: 3

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)

Hyperwave Jammer

Fire Arc: All

Crew: 10

Skill: Communications

Space Range: 150 Unit Radius

Damage: The powerful communications arrays can

also be used to jam enemy craft in nearby space, causing a penalty on sensors and communications rolls (+2DR for Snubfighters/Transports, +1DR for capital ships). The same penalty is applied to the fire control of any weapon fired at the communications frigate. The jammer is selective enough not to affect friendly ships, and it effects everything within it's radius (*Weights 15 Units*).

Also Establishes it's own Holonet, effectively linking with other ships or Holonet Relay Stations to allow near simultaneous communications across vast distances.

Snubfighter Complement: 48 TIE Unity, 3 Shuttles

Ground Compliment: 43 Unity Ground & Air Support Units, 6 Landing Barges, 10 Military Speeder Bikes

The contributions of Santhe/Sienar

Santhe/Sienar is a member of the Tionese Unity and as such they are a principal member for providing military assets to the Unity proper. While they actively work with the Unity to produce the TIE Unity, Sienar Fleet Systems also provides the unity with much needed Capital ships as well. The unity is one of the largest customers in the galaxy for Sienar's Vindicator Heavy Cruiser.

The Vindicator would become a common sight in the Unity. Being one of the most numerous and actively fielded vessels in Unity Space. Formidable in it's own right, the Vindicator has been refit to Unity standards, utilizing the technological base of the sector and, in turn, keeping costs down due to the lack of need for dependence on other systems external to the Unity to provide the armament and equipment necessary to field these vessels en masse.

the galaxy. These ships (Unity) are easily maintained and repaired in the field and represent a different set of statistics from the run of the mill vindicator. Their custom yard facilities exist not only in the Santhe/Sienar holding around Lianna, they have been licensed and exist across the entirety of the Unity and are produced and fielded almost immediately.

Lady Valles Santhe would contribute many Vindicator cruisers for nothing, to the defense of the Tionese Unity. These vessels were actually re-directed shipments that were meant for either the Galactic Empire or, in later years, the Pentastar Alignment. Said to have been lost to preying Rebel or New Republic assaults. Initially, during the height of the Galactic Empire Lady Valles simply stockpiled these vessels at blind jump points in and around the Ash Worlds. When the Empire fell, and after doing the same to Warlord Zsinj, she finally released the bulk of the ships to the fledgling Tionese Unity. This

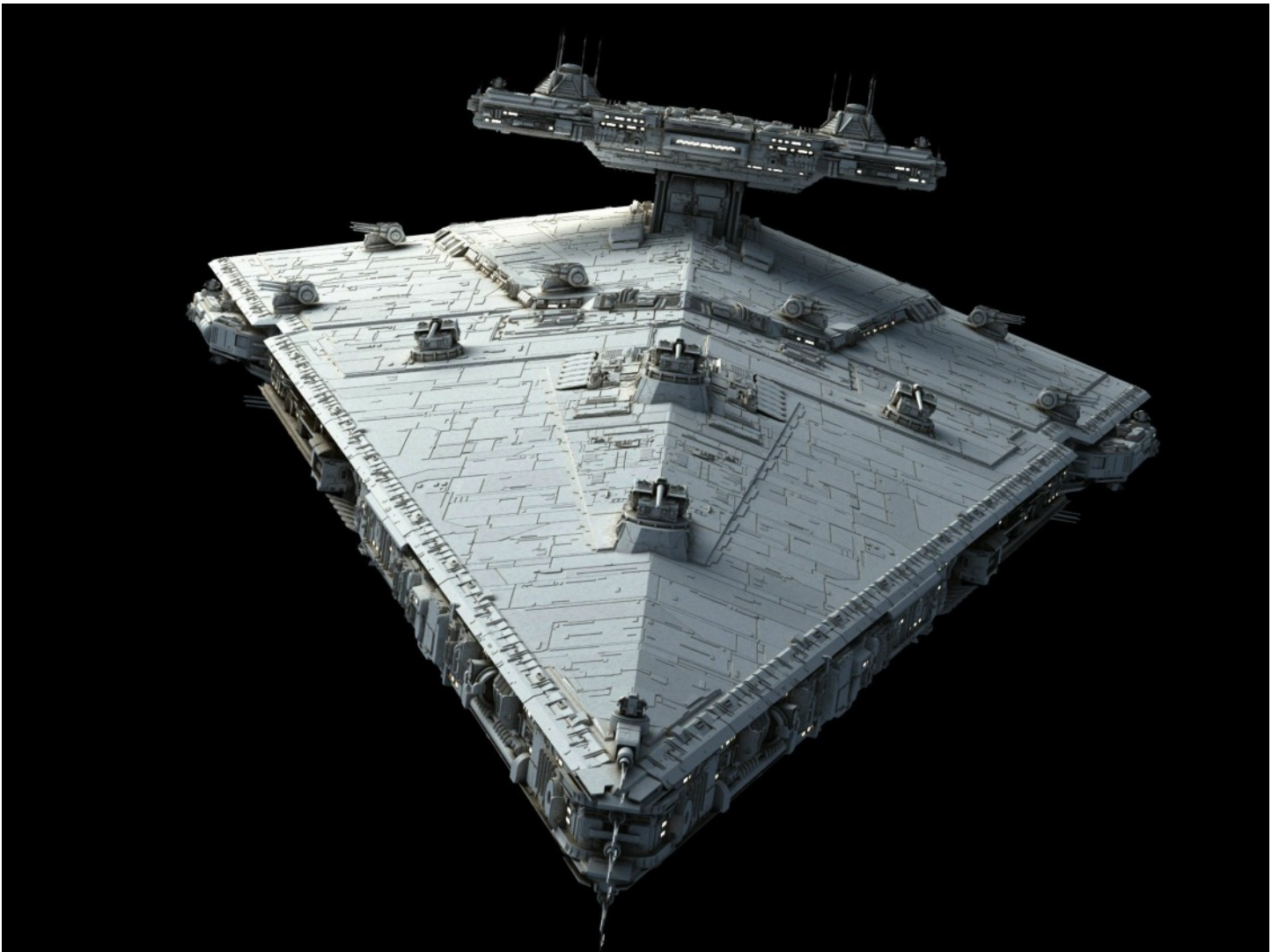


Unity Vindicators are completely built using Unity resources. Down to every computer system and even the most basic hull plating and doors, it all comes from the Tionese Unity member states. While the Vindicators sold to the greater galaxy are composed of components that come from multiple factories across

immediately bolstered their fleet by no less than thirty two ships. The misdirected vessels from the Pentastar Alignment went directly into Unity service.

In later years, Lady Valles would offer deep discounts on any Vindicator Cruiser sold or built in Unity yards facilities.

While the Tionese Warships from the Xim era might be the most formidable of the vessels the Unity fields, the Vindicator Heavy cruiser is always the most visible of the Unity Fleet.



Vindicator Unity-class Heavy Cruiser

Craft: Sienar Fleet Systems Vindicator-Unity refit

Affiliation: Tionese Unity

Era: Rise of the Empire+

Type: Heavy Patrol Warship

Scale: Cruiser (Efficient)

Length: 600 meters

Skill: Capital ship piloting: Vindicator

Crew: 1,883; Gunners: 156; Skeleton: 1,371/+10

Crew Skill: Varies, typically 6D

Passengers: 1,620 (troops): 50% War Droids 810

Cargo Capacity: (6,000): metric tons

Consumables: 2.5 years (27.4 Million Refit)

Cost: 27.3 Million (New) (5% Discount efficiency)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 2D

Space: 5

Hull: 6D+2D Armor 600; 750 H/Loc(4); A/Loc(4)

Shields: 3D; Shield Points: 450/Loc(4)

Sensors:

Passive 35/2D

Scan 70/2D

Search 140/4D

Focus 4/2D

Maximum: 280/0D

Weapons:

6 Ultra Heavy Beam Cannons (Re-Engineered)

Fire Arc: 6 Fore; 3 Port/Starboard; 4 Aft

Crew: 10

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 75 Units (Sensor Range*)

Atmosphere Range: 150 Km

Damage: 100

RoF: 1

24 Quad Beam Tube Batteries (Re-Engineered)

Fire Arc: 12 Fore, 24 Port, 24 Starboard, 12 Aft

Crew: 1

Skill: Starship Gunnery

Fire Control: 3D+1*

Space Range: 1-4/5-8/9-16/(24 Units -1D+2 FC)

Atmosphere Range: 100-400/500-800/900m-1.6km

Damage: 7D; *Nominal:* 7 (49)

24 High Yield "Clean Fission" Reaction Tubes

Fire Arc: 6 Fore/Port/Starboard/Aft

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 120 Units (Re-Engineered propulsion)

Atmosphere Range: 240 Km

Damage: 10D; *Nominal damage:* 6 (60)

Ammo: 120 Missiles/tube

RoF: Standard

Notes: These missiles leave nuclear fallout in their wake and, as such, they tend to be incredibly deadly for orbital bombardment, though these tend to dissipate the radiation clouds in weeks instead of decades or centuries. The EMP effect of the ordinance tends to disrupt ship electronics. In this fashion, they possess an ionizing effect on an enemy ship's hull equivalent to ½ the damage of the Missiles.

12 Tractor Beam Projectors

Fire Arc: 4 Fore/Port/Starboard/Aft

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 Complement: 24 TIE Unity, 6 Shuttles

Ground Compliment: 40 Unity Ground & Air Support Units, 5 Landing Barges, 10 Military Speeder Bikes

Refit with Tionese Unity weaponry, this variant of the Vindicator doesn't rely on anything produced outside the Unity's borders to operate, this allows for easy maintenance, low cost of operation and general efficiencies not found on most other ships by default. Her engines are a bit weaker, however she is much more Maneuverable.

The craft lacks the myriad array of lighter weaponry common on most other Vindicator class vessels. However, while it lacks Ion cannons it has quadrupled it's Tractor beam projectors for both capture and defensive purposes. It's main ship to ship armament consists of 6 Ultra Heavy Beam Cannons (Single Barrel) that have been significantly engineered like the weapons on the *Deathknell Battleship* to fire much faster than a standard Ultra Heavy Weapon Battery. The Unity Vindicator's combat capability is incredibly advanced as a result. As it can engage ships out to Maximum Sensor range with it's main guns. It possesses excellent Beam Tube based point defense guns that are, actually, the heaviest of any ship in the fleet. Rounding this out are the 24 High Yield Missile Tubes she carries, allowing for a relatively heavy barrage of anti warship missiles, letting her to punch beyond her weight class. Her hull has been clad in heavy armor as well.

Unity Gunship

Craft: Sienar Fleet Systems Guardian 344-class Light Cruiser (Unity Variant)

Affiliation: Tionese Unity

Era: Rise of the Empire+

Type: Combat Gunship

Scale: Space Transport

Length: 42 meters (4 Hit locations)

Skill: Starship piloting

Crew: 4, gunners: 4, skeleton: 6/+10

Crew Skill: Typically 4D+2

Passengers: 6 Troops; 6 Prisoner Cells; 4 War Droids

Cargo Capacity: (210): 200 Metric Tons available

Consumables: 2.4 Months (17,000 Refit Cost)

Cost: 991,500 (New); 743,625 (Used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D (3D in Atmosphere)

Space: 9

Atmosphere: 1,150 Km/H

Hull: 5D + 3D Armor (4 Locations)

Hull Points: 25 (Fore/Port/Starboard/Aft)

Armor Points: 44 (Fore/Port/Starboard/Aft)

Shields: 3D (4 Generators)

Shield Points: 36 (Fore/Port/Starboard/Aft)

Sensors:

Passive 30/1D

Scan 60/2D

Search 90/4D

Focus 4/4D+1

Maximum 180/0D

Weapons:

4 Quad Beam Tube Batteries (Re-Engineered)

Fire Arcs: 4 Fore, 2 Port/Starboard, 2 Aft

Crew: 1

Skill: Starship Gunnery

Fire Control: 3D+1*

Space Range: 1-4/5-8/9-16/*(24 Units -1D+2 FC)

Atmosphere Range: 100-400/500-800/900m-1.6km

Damage: 7D; *Nominal:* 7 (49)

4 High Yield "Clean Fission" Reaction Tubes

Fire Arc: 2 Fore; 2 Aft; Auto-loading*

Crew: Fired by Officer on the Bridge

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 120 Units (Re-Engineered propulsion)

Atmosphere Range: 240 Km

Damage: 10D; *Nominal damage:* 6 (60)

Ammo: 13 Missiles/tube

RoF: *1/2 per tube / combat round

Notes: These missiles leave nuclear fallout in their wake and, as such, they tend to be incredibly deadly for orbital bombardment, though these tend to dissipate the radiation clouds in weeks instead of decades or centuries. The EMP effect of the ordinance tends to disrupt ship electronics. In this fashion, they possess an ionizing effect on an enemy ship's hull equivalent to ½ the damage of the Missiles.

2 Tractor Beam Projectors

Fire Arc: 1 Fore, 1 Starboard/Port/Aft

Crew: Controlled By Sensor Operator

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

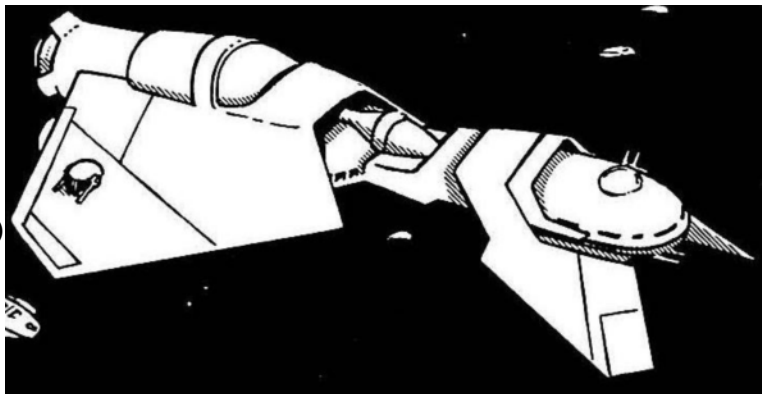
Atmosphere Range: 1-5/15/30 km

Damage: 5D

Designed by Sienar Fleet Systems concurrently with the Guardian, the 344-class has very similar performance characteristics. Aside from cosmetic differences, the primary differences between the more common Guardian and the 344-class are the lower crew requirements of the 344 (which is a benefit for understaffed system forces, but a liability on long patrols when the crew tend to get worn down), the craft's ability to carry a complement of troops, the slower hyperdrive, less cargo space, and better maneuverability.

Refit to Unity Standards the craft has been up armored, shielded, and gunned. Designed to be used in screening operations and anti piracy many are carried on capital ships to be used as support craft. The Unity Gunship is, essentially, a small Capital Ship. While not as durable by any means it possesses incredible maneuverability for a ship of it's class. It's atmospheric flexibility means that very few Snubfighter/Transport class vessels can effectively escape it. It can effectively engage light Capital Ships due to it's Missiles.

Note: Missiles & Beam Tubes ½ Cost. Armament is from Surplus Vindicator stock.



Unity Shuttle

Craft: Republic Sienar Systems SST-67 Short Range Transit Shuttle (Unity Variant)

Affiliation: Tionese Unity

Era: Old Republic+

Type: Transport Shuttle

Scale: Space Transport

Length: 14 meters

Skill: Starship piloting

Crew: 1, Co-Pilot: 1; skeleton: 1/+5

Crew Skill: Typically 5D

Passengers: 15

Cargo Capacity: (70): 4.95 Metric Tons available

Consumables: 28 Days (4,760 Refit Cost)

Cost: 120,150 (New); 90,113 (Used)

Maneuverability: 1D; (2D in Atmosphere)

Space: 6

Atmosphere: 900 Km/H

Hull: 4D; Hull Points: 20

Armor Points: 8

Shields: 3D; Shield Points: 36

Sensors:

Passive 20/0D

Scan 30/1D

Search 40/1D+2

Focus 4/1D

Maximum 80/-2D+1

Weapons:

5 Double Beam Tube Batteries (Re-Engineered)

Fire Arc: 1 Fore/Port/Starboard, 2 Fore/Port/Aft, 2 Fore/Starboard/Aft

Crew: 0**

Skill: Starship Gunnery

Fire Control: 2D+2*

Space Range: 1-4/5-8/9-16/*(24 Units -1D+2 FC)

Atmosphere Range: 100-400/500-800/900m-1.6km

Damage: 5D; *Nominal:* 5 (25)

***Turrets other than the chin turret are operated by passengers on remote.*

The standard Unity Shuttle resurrected from an Old Republic design that Sienar once produced. It has been enhanced somewhat adding Maneuverability, some speed, shields & 5 point defense Beam Tube turrets. It lacks a hyperdrive and it is simply meant for safe transit between ships and for delegations on ground missions. Prices reflect it's age, levels of mass production and a small discount that Sienar provides to the Tionese Unity.

The Co-Pilot typically operates the sensor suite, shields and the chin turret. Shields are Imperial Grade. Other than that the craft is relatively unremarkable and it's meant to not be an imposing target. Typically, it is overlooked due to the presence of escort craft (Snubfighters and Unity Gunships).



Tector Class MCPS Platform

Craft: Kuat Drive Yards' Tector MCPS Experimental

Affiliation: Empire

Era: New Republic

Type: Perfected Experimental Warship

Scale: Battleship

Length: 1,600 meters

Skill: Capital ship piloting: Star Destroyer

Crew: 11,520, gunners: 832, skeleton: 7,460/+20

Crew Skill: Typically 4D+2

Passengers: 2,425 (troops)

Cargo Capacity: (24,000); 975 metric tons

Consumables: 6 years (341.4 Million Refit Cost)

Cost: 331 Million (3x cost for experimental weapon)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x3

Nav Computer: Yes

Maneuverability: 2D

Space: 7

Hull: 8D + 6D Armor; Hull Points: 1,200/Arc

Armor Points: 2,700/Arc

Shields: 5D; Shield Points: 1,500/Arc

Backup Shields: 10D

Sensors:

Passive 50/1D

Scan 100/3D

Search 200/4D

Focus 6/4D+2

Maximum: 400/0D 471

Weapons:

Ultra Heavy Axial Metal Crystal Phase Shifter

Fire Arc: Fore

Crew: 210

Skill: Capital ship gunnery

Fire Control: *(1D/3D/4D/0D)

Space Range: Sensor Range is Fire Control

Atmosphere Range: Sensor Range is Fire Control

Damage: 5D Death Star Scale* (24,000/Shot)

**Converts Metal Starship hulls into brittle glass, ignores shields and all barrier technology.*

RoF: 1

Ammo: Unlimited

Cost: 39,675,000

50 Quad Turbolaser Batteries

Fire Arc: 25 Fore/Port/Aft &

25 Fore/Starboard/Aft

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D; (3D with Gunnery Helmet)

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 8D; Nominal Damage: 7 (56)

120 Double Turbolaser Batteries

Fire Arc: 40 Fore/Port/Aft &

40 Fore/Starboard/Aft

Crew: 1

Skill: Starship Gunnery

Fire Control: 3D; (4D with Gunnery Helmet)

Space Range: 2-6/18/32

Atmosphere Range: 200-600m/1.8/3.2 km

Damage: 4D **Static**; Nominal Damage: 8 (32)

16 Tractor Beam Projectors

Fire Arc: 4 Fore, 4 Port, 4 Starboard, 4 Aft

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D (5D with Gunnery Helmet)

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Snubfighter Compliment: 6 Squadrons TIE Unity, 8 Unity Gunships

Notes:

- It trades in 6,500 troops for another 1,300 Tons
- Death Star Grade Power Core 5D (6.6 Million)
- 10,000 Metric tons in DS power capacitors

In 15 ABY an Imperial Warlord by the name of Admiral Crucis Yrnveldt invaded the Unity while on the run from the New Republic. He sought to subjugate a couple worlds seeing the Unity as a prime target with little military assets. He would discover that he had been mistaken in that assessment. However, he managed to utterly obliterate over 75% of a Unity task group using the Metal Crystal Phase Shifter on his custom Imperial Class Star Destroyer. While it is largely thought that the craft had been destroyed, in actuality it was captured. Lady Alyssa Tion led a daring strike team directly to the bridge of the Star Destroyer by “flying through the shields” of the warship.

She, pulled off maneuvering safely through the bridge section’s shield interleaving and breached the ship with a plasma boarding device. Lady Alyssa Tion, regrettably, gave her life to capture the vessel during the fighting to control the bridge. The Ship is now held at one of the Unity’s “Black Site” research facilities for study and in the event that the Unity might ever require to be fielded in defense of the Sector.

Pictured below is the “Death Wish”, Admiral Crucis Yrnveldt’s Command ship which he used to terrifying effect during the Battle of Arcan in 15 ABY.



Tionese Beam Tube Technology

To almost anyone in the galaxy this technology appears to be incredibly dated to the point of antiquity. What the Tionese Unity has done with it, however, is modernize the focusing elements, power distribution (on personal weapons this got rid of the backpack generator) and tweaked the output. Essentially, this was all done with “off the shelf” parts and a minimal engineering investment. The weapons are incredibly effective and are cheap build and easy to maintain. After having been refit the weapons gained substantial range. However, these weapons tend to lose accuracy at ranges possessed by their more contemporary counterparts (like Lasers and Turbolasers).

The weapons are all manufactured in the Unity without the need to rely upon any external provider. This is a boon in and of itself and the principal reason why the Unity fields these weapons. They may lose some effectiveness at longer ranges, however, they are undeniably more effective than even the Pulse Wave weapons that the Corporate Sector still fields on their Invincible Class namely due to their ability to strike at the range of Lasers and Turbolasers.

An incredible revelation would not be discovered about these weapon’s effectiveness until the Yuuzhan Vong are encountered. Beam Tube weaponry fires a constant and solid beam of energy. It would be discovered that the Vong’s Void Barrier technology could not flawlessly absorb weapons fire from any Beam Tube weapon. These weapons render Vong Void Barrier technology to be no more effective than standard shields. Thus in these encounters you simply generate the shield ratings of the Vong ships vs. Beam Tube Weaponry.

Beam Tube Weaponry treats Yuuzhan Vong Barriers as standard shields.

Tionese Clean Fission Reaction Missiles

Essentially these are what you would call Nukes. However, they have a couple key differences. First of all, they are ultra high yield nuclear weapons. Brought up to Galactic Standards for Capital Grade Concussion missiles, just with a fallout radius and an EMP side effect. Effectively allowing many of them to cripple a capital ship in the same fashion that an Ion Cannon would, just at about ½ the ionization.

Furthermore, these weapons yields have been catered to maximize damage and not leave dirty nuclear fallout in their wake. They do leave a significant amount of Nuclear Fallout, however it dissipates rather quickly.

The Kolto infusion: Tionese scientists were able to bond Kolto molecules into the Nuclear devices and discovered that Kolto not only survives nuclear radiation, it dissipates it. Thus the Tionese scientists have created an incredibly efficient means of removing background radiation caused by these “Clean Fission” weapons in a matter of weeks. Typically no more than three to five weeks before complete fallout dissipation.

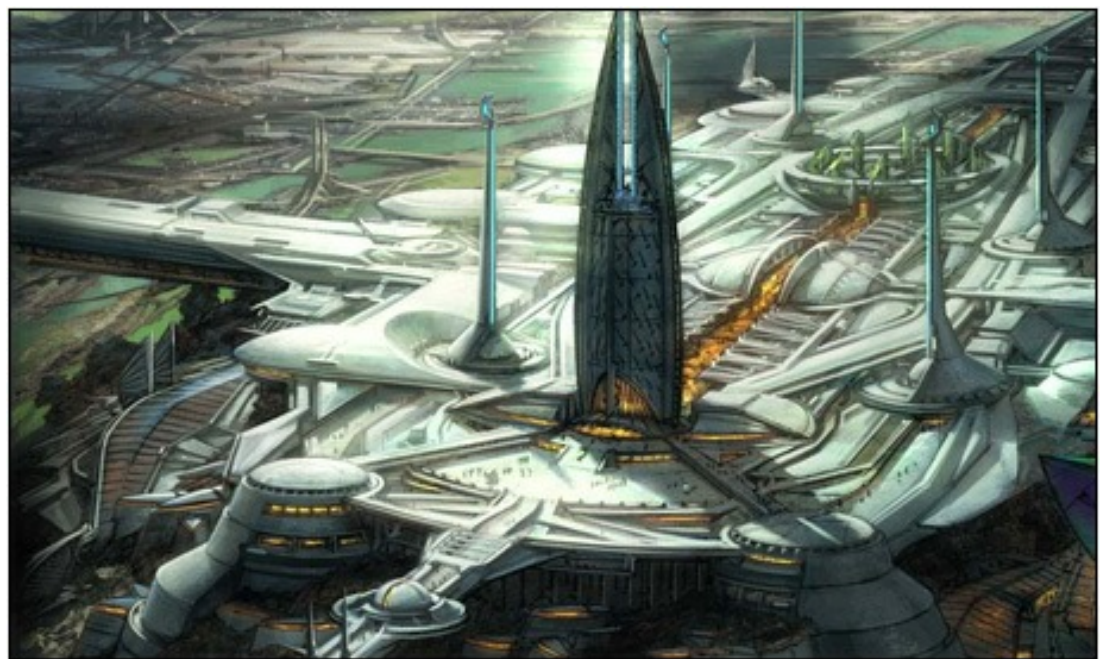
The Tionese are fielding these weapons, essentially, for the same reasons that they are fielding the Beam Tube technology. They can easily make it themselves in their own sector. The tech is incredibly inexpensive and the engineering feats required to create these clean warheads was, quite literally, discovered by accident. The weapons will remain their primary warship grade missile weapon for decades.

Nukes against the Vong: These missiles are subject to all the standard difficulties that Capital Grade Concussion missiles have. However, when they detonate that’s where things get interesting. The radioactive fallout instantly weakens Vong Barrier technology. The radiation from these missiles and possibly even the combination of the Kolto infusion will halve the Barrier Rating of Vong Void Generators, on one fire arc (or all if hit on all arcs), thus aiding in Beam Tube penetration. Should a Nuke hit their ships directly, the ships cannot regenerate for 3-5 weeks. Void Barriers cannot be raised in that arc for that entire duration (once depleted).

Nukes detonated in proximity to Yuuzhan Vong Void Barriers instantly reduce their effectiveness by half. Furthermore, Nukes hitting the hull of a Vong ship prevent regeneration/repair of that vessel & and the regeneration of Void Barriers for 3-5 weeks per arc nuked.

7

Vehicles & Structures of the Tionese Unity



H-12 Copter

Craft: Lorrard Flightworks: H-12b
Affiliation: Tionese Cluster / Unity
Era: Old Republic+/Refit Galactic Civil War
Scale: Speeder
Length: 6 meters
Skill: Starship Piloting: Conventional Hover
Crew: 1
Passengers: 5 (1 rumble seat in rear cargo area)
Crew Skill: Varies, Typically 4D
Cargo Capacity: 27.5 Kilograms
Cover: Full
Consumables: 30 Hours
Cost: 6,416 (New); 4,812 (Used)
Maneuverability: 2D
Altitude Range: Ground level-5Km; Repulsor Assist
Atmosphere: 500 Km/H
Hull: 3D; Armor Points: 2, Hull Points: 6
Shields: 1D (Snubfighter Grade); Shield Points: 8
Sensors:
Passive 5/0D
Search 15/0D
Weapons:
2 Blaster Cannons (Fire-linked; Concealed)
Fire Arc: Fore
Skill: Starship Gunnery: Speeder Scale
Fire Control: 2D
Atmosphere Range: 50-250 m/400 m/900 m
Damage: 4D; Nominal: 4 (16)

H-12 copters are centuries-old airspeeders used by well-off citizens of Desevro to move around the city of Maslovar. Used during the last decades of the Galactic Republic, surviving into the Galactic Civil War, these ships seat five (6) and are produced by Lorrard Flightworks. Their most notable product is the H-12 copter airspeeder, which is used by the well-off citizens of the Tionese Unity. The design re-entered production when Lorrard Flightworks was re-invigorated during the Galactic Civil War. A long lost heir of the corporation returned from abroad with a small fortune and brought the company back to life.

The re-imagined and re-engineered craft is twice as fast as it used to be. Competing quite well with other civilian models. After modernizing the power systems it was discovered that the kinetic energy of the rotor mechanism could be utilized to generate enough power to outfit the craft with enhanced systems like the Snubfighter grade shields.

Notes: *This hybrid helicopter / repulsorlift can fly in emergencies at half it's listed speed (with either the rotor or the repulsors in the event of an emergency) and flight ceiling is halved as well. Shields will function in this mode at Speeder Scale. If all systems are dead the craft can still make a "controlled" landing by setting it's rotors to "Auto-Rotation" mode and "glide in" (1/2 Crash Damage to craft and occupants).*



Decimator Mark II

Craft: Lorrad Flightworks: Decimator Mk II

Affiliation: Tionese Unity (Exclusive)

Era: Refit during the Galactic Civil War

Scale: Walker

Length: 18 meters

Skill: Starship Piloting: Conventional Hover

Crew: 1; Gunners: 2

Passengers: 20 (Troops); 25% War Droids 5

Crew Skill: Varies, Typically 5D

Cargo Capacity: (180) 83 Kilograms Available

Cover: Full

Consumables: 18 Days

Cost: 67,840 (New); *Not Available Used*

Maneuverability: 1D

Altitude Range: Ground level-4m

Atmosphere: 180 Km/H

Hull: 6D+3D Armor; Hull Points: 18

Armor Points: 24

Shields: 3D; Shield Points: 18

Sensors:

Passive 20/0D

Scan 25/0D

Search 30/1D

Maximum 60/-3D

Weapons:

1 Turbolaser Battery (Static)

Fire Arc: Fore, Port, Starboard & Vertical

Crew: 1

Skill: Starship Gunnery: Snubfigher Scale

Fire Control: 3D

Atmosphere Range: 200-500 m/1.5 Km/3.0 Km

Damage: 7D; Nominal: 7 (49)

3 Energy Concussion Launchers (Fire-Linked)

Fire Arc: Fore

Crew: 1

Skill: Starship Gunnery: Speeder Scale

Fire Control: 2D

Atmosphere Range: 50-250 m/500 m/1 Km

Damage: 8D; Nominal: 8 (56)

The Decimator is a war machine developed by the Galactic Republic at the start of the Clone Wars. Equipped with shields and a long-range turbolaser that could target air and ground vehicles, the Decimator can engage and defeat craft as large as the All Terrain Tactical Enforcer.



They are also able to ferry infantry around the battlefield, protecting them within the confines of

the Decimator, though the vehicle itself *was* slow. The Decimator's body was roughly rectangular in shape, save for a tower that rose from the rear of the vehicle along its midline. Just in front of the tower, in the center of the vehicle, was a large red orb that served a purpose in the firing mechanism. Even when not firing, energy circulated through the orb in green waves. When the weapon was activated, the energy would coalesce, causing the orb to glow a brilliant green, before launching a single, focused green beam toward its target.

Decimators are described by historians as having "giant turbolaser cannons" as their main weapons. Besides their firepower, Decimators also possess the ability to transport up to *twenty infantry* and are sheathed in thick layers of armor, as well as protective deflector shields. However, for all their firepower and armor, Decimators *were* restricted to operating from land and could not float over water or lava, nor could they directly cross over cliffs or thick forests, despite possessing repulsorlifts for propulsion.

Notes: A cache of them was discovered on Eredenn and Lorrad Flightworks both reverse engineered the tech and refit them. They are now constructed and fielded as the Unity's version of an "Imperial Walker". They have been enhanced doubling their flight ceiling and can now traverse water, lava, and thick forests. They still cannot traverse cliffs. They are now more maneuverable and possess twice their original speed.



Stinger Mk I

Craft: Lorrad Flightworks: Stinger Mk I
Affiliation: Tionese Cluster / Unity
Era: Rise of the Empire+
Scale: Speeder
Length: 3.5 meters
Skill: Starship Piloting: Repulsorlift Operations
Crew: 1
Crew Skill: Varies, Typically 4D
Cargo Capacity: 20 Kilograms
Cover: ¼
Consumables: 17.5 Hours
Cost: 6,080 (New); 4,560 (Used)
Maneuverability: 3D
Altitude Range: Ground level-350 m
Atmosphere: 720 Km/H
Hull: 2D; Armor Points: 2, Hull Points: 4
Sensors:
Passive 1/0D
Search 9/0D
Weapons:
2 Blaster Cannons (Fire-linked)
Fire Arc: Fore
Skill: Starship Gunnery: Speeder Scale
Fire Control: 1D
Atmosphere Range: 50-250 m/400 m/900 m
Damage: 4D; Nominal: 4 (16)

Lorrad Flightworks's first foray in to speeder military speeder bikes. The design did not sell as well as hoped. Initially, the Empire purchased only 10,000

units. It sold largely internally and to independent systems. Many were purchased by shell companies and found their way into the hands of the Rebel Alliance. Later, Warlord Zsinj's forces as well as most other Imperial warlords would purchase the speeder bike due it's flight ceiling and speed. It would eventually become the standard speeder bike for the Tionese Unity. This model saw a minor modification in that the main armament was upgraded to Beam Tubes at no additional cost to the speeder's pricing:

Tionese Unity Armament

Weapons:

2 Beam Tubes (Re-Engineered) (Battery-linked)

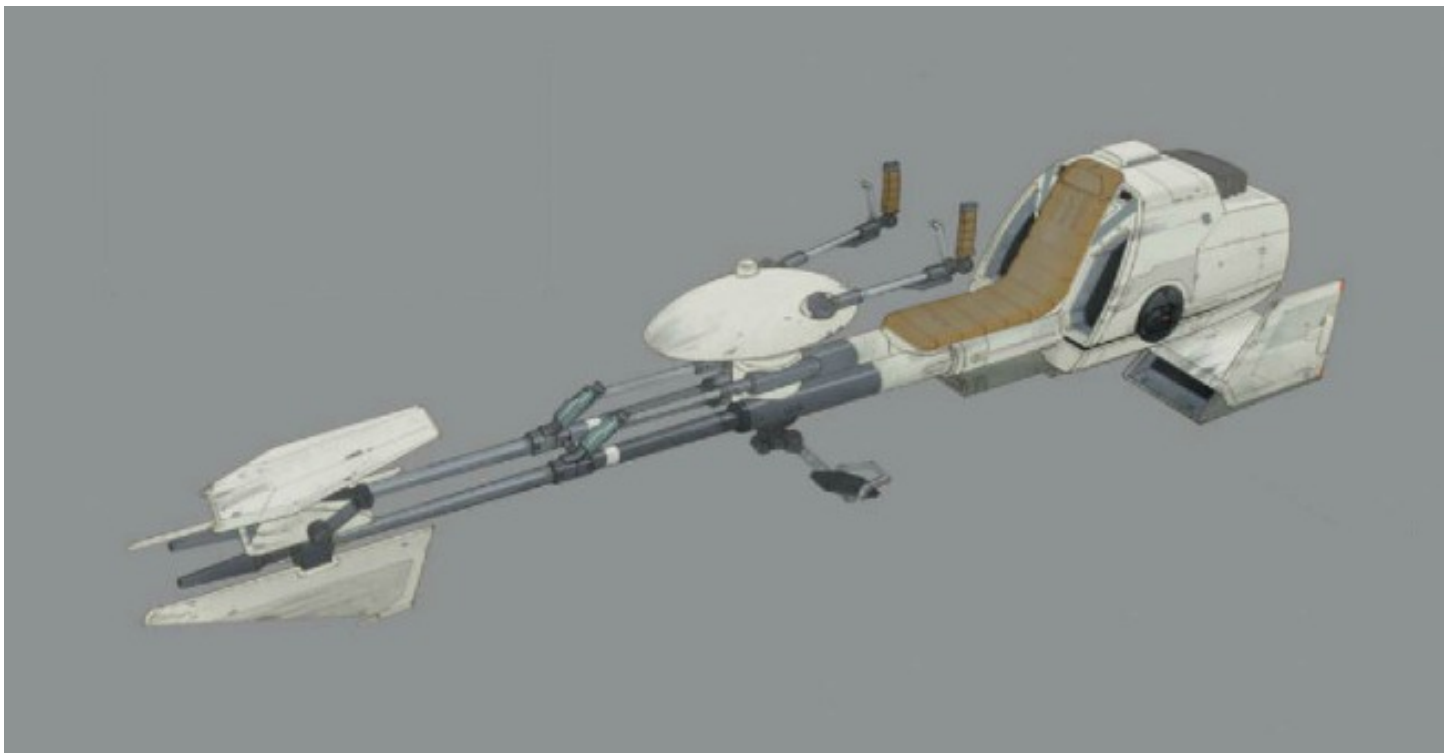
Fire Arc: Fore

Skill: Starship Gunnery: Speeder Scale

Fire Control: 2D* (-2D FC at anything over 600m)

Atmosphere Range: 50-250 m/400 m/600m/*900 m

Damage: 5D; Nominal: 5 (25)



Aero Defender

Craft: Lorrard Flightworks: Aero Defender
Affiliation: Tionese Cluster / Unity
Era: Clone wars+
Scale: Speeder
Length: 5 meters
Skill: Starship Piloting: Repulsorlift Operations
Crew: 1
Crew Skill: Varies, Typically 4D
Cargo Capacity: (25); 2.5 Kilograms available
Cover: Full
Consumables: 25 Hours
Cost: 12,000 (New); *Unity Exclusive*
Maneuverability: 3D
Altitude Range: Ground level-Gravity Well (120)
Atmosphere: 960 Km/H
Hull: 4D; Armor Points: 2, Hull Points: 8
Shields: 2D; Shield Points: 8
Sensors:
Passive 5/0D
Scan 15/0D
Search 30/0D
Weapons:
2 Beam Tubes (Re-Engineered); (Battery-linked)
Fire Arc: Fore
Skill: Starship Gunnery: Speeder Scale

Fire Control: 2D* (-2D FC at anything over 750m)
Atmosphere Range: 50-250 m/500 m/750m/*1 Km
Damage: 6D; Nominal: 5 (30)

2 Light Concussion Missile Racks (2 Missiles Each)

Fire Arc: Fore
Skill: Starship Gunnery: Snubfighter Scale
Fire Control: Slaved to Beam Tube FC Package
Range: 30 Units / 60 Km Atmosphere
Damage: 6D; Nominal: 6 (36)

Lorrard Flightworks's produced the Aero Defender with limited market penetration. The Galactic Republic purchased and fielded a number of them but the cost of the engineering investment bankrupted the struggling company. The re-vitalized Lorrard Flightworks produces a variant of this craft with Shields and Sensors for the Tionese Unity and it is the primary air support unit for the Unity. The Aero Defender is typically carried with every ground compliment to act as close support, air cover and even anti Snubfighter / support ship roles. The addition of the light Concussion missiles allows the Aero Defender to engage much larger targets like Walkers, Snubfighters/Transports and even small capital ships with some degree of effectiveness.



Reconnaissance Troop Transport

Craft: Santhe/Sienar: RTT/u

Affiliation: Tionesse Unity

Era: Rise of the Empire+

Scale: Speeder

Length: 7 meters

Skill: Starship Piloting; Repulsorlift Operations

Crew: 1; Gunners: 1

Passengers: 16 (Troops); 6 War Droids external pods

Crew Skill: Varies, Typically 4D

Cargo Capacity: (35) 15 Kilograms Available

Cover: Full

Consumables: 35 Hours

Cost: 13,050 (New); 9,788 (Used)

Maneuverability: 1D+2

Altitude Range: Ground level-6m

Atmosphere: 300 Km/H

Hull: 4D+4D Armor; Hull Points: 8

Armor Points: 18

Sensors:

Passive 5/0D

Search 25/0D

Maximum 18/-4D

Weapons:

2 Beam Tubes (Re-Engineered); (Battery)

Fire Arc: Turret: Fore/Port/Starboard/Aft

Skill: Starship Gunnery: Walker Scale

Fire Control: 3D* (-2D FC at anything over 1.2 Km)

Range: 100-300 m/600 m/1.2 Km/*2.4 Km

Damage: 5D+2; Nominal: 5 (27)

The RTT was an armored repulsorlift vehicle built with three open-air traveling racks on each side and usually mounted a twin light fire-linked blaster cannon on top. The traveling racks could spring open for rapid deployment of the troops carried, but also left the troopers exposed while traveling. In addition to the six troopers carried on the outside, the Troop Transporter had room for ten troopers on the inside. At the back of the Transporter was a Prisoner Immobilization Unit used to detain and tame renegade Droids.

Originally built for the Empire the RTT is now being sold to the Tionesse Unity as well. It is the standard armored unit for rapid troop deployment for the Unity. It has been heavily armored for a speeder of it's class. It also serves as the principal armored response unit aside from the Devastator. It's heavy beam tube battery can engage heavy tanks and light snubfighters.

Typical Unity deployment has six War Droids affixed to the exterior of the RTT and the standard troopers are hosed inside the armored chassis. The design deviates a bit from the standard RTT as it is 0.6 meters larger/longer. A bit more maneuverable and is twice as fast with a superior flight ceiling. It also adds a small sensor suite allowing it to engage targets out to it's weaponry's maximum ranges.



Orbital Fortress

Craft: Orbital Invasion Staging & CIC

Affiliation: Xim the Despot

Era: Xim the Despot (Archaic)

Scale: Dreadnought w/Battlestation Grade Armor

Length: 2000 meters (the rough volume of a Dreadnought, assembled by 4 modular slices 500m in length); Can service Capital Ships up to 1500 meters in length.

Officers: 1,320

Non Comms: 24,680

Crew Skill: Unknown

Cargo Capacity: (20,000): 853 MT avail stocked

Guest Capacity: 8,000 (troops)

Consumables: 7.8 Years (1.021 Billion Restock)

Cost: 263.9 Million (Xim Era); 105.6 (Modern)

Speed: Stationary once deployed (can rotate to present fire arcs); Station keeping thrusters (Space: 0.25) to hold position in orbit of a planet and adjust for weapon impacts.

Hull: 3D + 5D Armor; 8 Locs (4 port/4 starboard);

Hull Points: 900/Loc; Armor Points: 28,800/Loc

Kinetic Barriers: 2D Dreadnought Scale (8 generators/one per Loc: 4 port/4 starboard); Shield Points: 1,200/Loc: 4 port/4 starboard; Only protects from Kinetic Attacks.

Sensors:

Passive 30/0D

Scan 35/0D

Search 65/2D

Focus 3/0D

Maximum 130/-2D

Weapons:

8 Ultra Heavy Beam Arrays

(3 Beam Emitters per Array)

Fire Arc: 1 per 500m section (4 Port/4 Starboard)

Crew: 55

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 50 Units (Sensor Range*)

Atmosphere Range: 100 Km

Damage: 300

RoF: 1/3

160 Fission Reaction Missile Tubes

Fire Arc: 20 per 4 Port/4 Starboard Locations

Crew: 4

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 60 Units

Atmosphere Range: 120 Km

Damage: 8D; Nominal damage: 6 (48)

Ammo: 240 Missiles/tube

RoF: Standard

Notes: These missiles leave nuclear fallout in their wake and, as such, they tend to be incredibly deadly for orbital bombardment. The EMP effect of the ordinance tends to disrupt ship electronics. In this fashion, they possess an ionizing effect on an enemy ship's hull equivalent to ½ the damage of the Missiles.

160 Double Beam Tube Batteries

Fire Arc: 20 per 4 Port/4 Starboard Locations

Crew: 6

Skill: Capital ship gunnery

Fire Control: 0D+2

Space Range: 1-6/12/24

Atmosphere Range: 2-12/24/48 km

Damage: 4D; Nominal Damage: 5 (20)

160 Triple Beam Tube Batteries

Fire Arc: 20 per 4 Port/4 Starboard Locations

Crew: 3

Skill: Starship Gunnery

Fire Control: 1D

Space Range: 1/2-3/4-6

Atmosphere Range: 100/200-300/400-600 m

Damage: 5D; Nominal: 6 (30)

Craft Hangar: 84 Snubfighters, 16 Shuttles

Ground Assets: 102 Units, 28 Landing Craft

Base Size: 200 Units in 50 Unit slices; tow-able to location for re-assembly.

The Xim era Orbital Fortress was a formidable structure with the purpose of staging and coordinating ground invasions. Orbital Fortresses have never been discovered, to date, in any of Xim's recovered store houses. Clearly just by assessing the raw firepower that these possessed in the era it is truly a wonder why Xim would have ever disembarked from one. However, caution was not one of his hallmarks. Had he remained on one of these during his engagements with the Hutts he would, likely, never have been captured.

Historians theorize that these structures were no more than 700 Meters in size. That would line up with the Wyrms Class Heavy Cruisers of the era that they believed to be the largest class of vessel that Xim was capable of producing. Once again, they would be proven wrong should any of these fearsome structures be discovered. Xim utilized the same modular

construction principles that he had employed in the construction of his Deathkneel Class Battle Cruisers. The station was assembled in four 500 meter sections that were towed to the location of an invasion and then re-assembled outside the planetary gravity well. Then towed into position under the heavy guard of Xim's warships. Once released from the tow clamps the station would drift into the planet's orbit and it's station keeping thrusters would be burning the entire time to assure that the massive station would lock, perfectly, into synchronous orbit with a planet.

One might theorize that the Orbital fortress was well equipped for orbital bombardment with it's 160 Fission reaction launchers. However, that too would be wrong. As most planetary bodies have roughly 100km of atmosphere between them and the edge of space. With his missile's range of no more than 60km the best he could achieve with them was to cause EMP blackouts on the worlds he invaded. This tactic was rarely utilized, however, as detonating the Nukes in proximity to targets would completely pollute the area with radioactive fallout.

Instead, Xim would sometimes employ his Beam arrays to bombard the surface of the world. This allowed for much more precise targeting and the removal of ground defenses, as well as, softening up hardened targets. These arrays were the only weapons on the station that could effectively reach the surface of any world they were deployed to orbit.

These stations display some of the most advanced sensor suites of their time. The level of coordination capable from these stations was nothing short of incredible. Easily controlling the direction and flow of battles and incredibly capable of

directing any units that Xim might deploy on a world. In many instances Xim would deploy more than one, so as to not lose connection to the fortresses during running engagements that might span multiple continents. It is believed that multiple Orbital Fortresses could coordinate and link together to form an enveloping sensor grid over an entire world.

Should the Unity ever discover one or more of these structures they would most certainly deploy them after an extensive refit, into key areas of the unity. Their effectiveness would rival other more contemporary structures like the Golan Platforms for a fraction of the cost to field and maintain them. Even if they didn't the additional attention these would provide the unity would cause an influx of archeologists and tourism that would in and of itself bring an additional measure of wealth to the Unity's infrastructure. Selling tickets to sight see is an incredibly lucrative market in the Unity with the restoration of many of Xim's thrones, museums of the eras and it is rumored that the Unity has considered displaying some of their (un refit) warships from the massive warship vault that was discovered.



8

Equipment of the Tionese Unity



New Equipment

Notes: Market, Legality and Availability have all been condensed into Availability. Everything listed in this book is only available in the Tionese Cluster/Unity. Some of the items are more dependent upon Era than anything else. Every item in the equipment section can be purchased, even by foreigners, so long as they did so in the Tion Sector in person. Most of these goods are not sold abroad.

Barrier Technology

A relatively recent form of defensive field tech that emerged from examining ancient examples of protective gear that had been discovered in Xim's vault on Dellalt. Instances of the technology have also been discovered in each vault that has been rediscovered over time. Effectively primitive shields that run on extremely low power by modern standards. While in the time of Xim the Despot these defensive barriers were quite difficult to sustain.

Fields generated from Barrier technology project quite close to the individual, vehicle or structure they generated to protect. Initial instances of the technology were primarily of a physical defensive nature, Kinetic Barriers. Scientists in the Tionese Unity have spent enough time with this primitive technology so as to be able to develop Energy barriers as well. Though these types of barriers are still in the Prototype stage in 11 ABY.

The Barrier technology can, actually, be layered with shields. Due to the low power required for the generation of them. The adaptation of this technology was somewhat slow to catch on with the general populace and in military applications other than with infantry and War Droids. Instances of these devices can be found in a couple forms. Personal Kinetic Barriers have become standard issue to troopers and are found on all variants of the War Droids the Unity fields. Vehicular variants are quite rare and are expected to make their debut at some point in the future. Incredibly limited testing has been performed in adapting the technology, as a layered defense, to starships.

Kinetic Vests

Model: Nikklon Mining Inc's "Life Saver" Mk I
Type: Light Blast Vest augmented with Barrier Tech
Armor Cost: 1,320(std)/1,440(enh) Credits
Availability: Tionese Unity

Protection: Blast Vest (+1 energy, +1D physical) + full Kinetic barrier defense (+2D physical all arcs) 1 Week/power per standard energy cell, 2 weeks for enhanced energy cell (50 Credits/Standard Cell; 100 Credits/Enhanced Cell).



Nikklon Mining Incorporated initially investigated this technology for use in mining operations as a means to better protect their miners. Initial prototypes were looked upon with skepticism by the miners that were tasked with wearing them. However, after an incident in an unstable mine where an entire tunnel collapsed, the only survivor of that incident was the individual in that tunnel wearing the Kinetic vest. It's where the vest got its name "Life Saver" from.

The Kinetic Barriers generated not only shielded the bearer of the vest, but they also created enough of a pocket around the buried worker that he was able to twist free from the debris by moving against the collapse and eventually dug himself free. While the barriers were generated close to the bearer, they still allowed for the creation of a pocket of both air and "wiggle room" around the individual. It was also discovered that, after hours of being buried and effort to escape, the battery cell had over 99% of its charge remaining. Meaning that these barriers would be sustainable for days if not weeks on such a small energy source.

The vests have become a common sight with miners in the Unity and have been also issued to troops as well. Though the Military version comprises of an entire suit that provides full coverage from the physical armor itself with enhanced protective ratings,

in addition the Military variant also possesses a helmet and boots for full coverage protection.

Kinetic Military Suits

Model: Nikklon Mining Inc's "Life Saver" Mk II
Type: Medium Blast Suit augmented w/Barrier Tech
Armor Cost: 6,210 Credits
Availability: Tionesse Unity Military (Restricted)
Protection: **Blast Suit** (+2 energy, +2D physical) + full Kinetic barrier defense (+3D physical all arcs); 3 Weeks/power per military grade energy cell (150 credits/cell); **Helmet** (+1D energy, +2D physical) with Encrypted Comlink, Flare & Flash Comp, Sonic Resistance (+1D) compensates for extreme auditory noises, Breath Mask & 3 Filters; **Combat Boots** (+1D energy, +2D physical) with Mag Lock (lock to metal) & Body Glove.



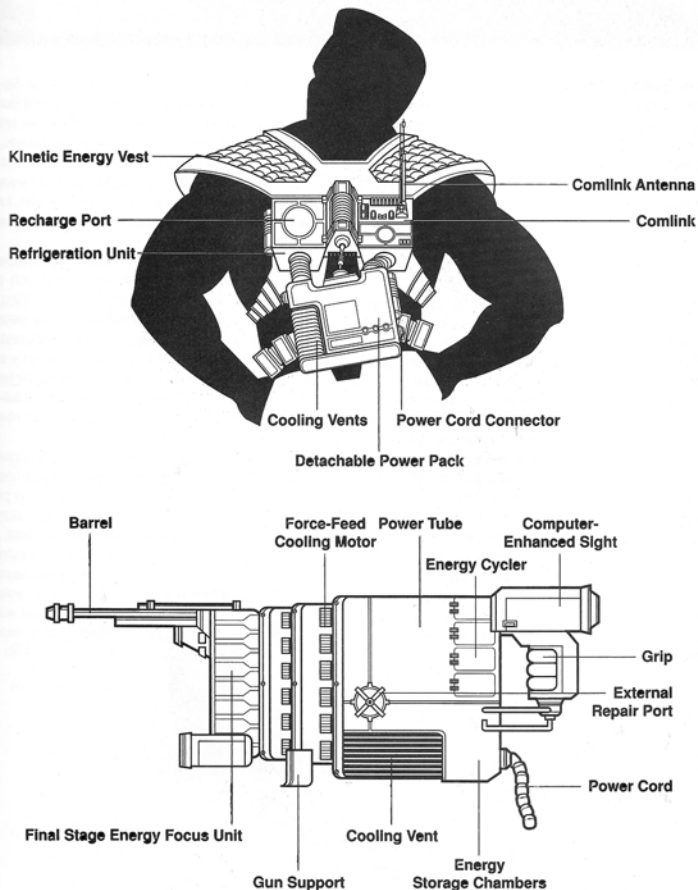
Beam Tube Weaponry

Utterly considered archaic by modern standards, the Tionesse Unity has taken this primitive energy weapon and modernized it. Much of the modernization process was done with off the shelf components. However, a fair amount of reverse and reengineering time went into these weapons. Gone are the backpack generators and the vest that they were originally attached to. They have become nearly indistinguishable from modern energy weapons such as blasters.

Bringing such a primitive core technology into the modern age has had a number of effects on the weapons other than merely enhanced damage. Range

has been substantially increased and the ammunition for such weapons has become virtually limitless. These weapons do not possess one key feature that most blasters do, however. They lack a stun setting. Blaster weaponry is still employed in the Tionesse unity for riot duty and more peaceful means of taking down an adversary. Though the weaponry has become standard issue with all Unity military units, many prefer to still use blaster based weapons. These weapons are carried in a smaller capacity by troops that acquire the weapons themselves (aside from mission specific load outs).

Xim Era Beam Tubes



The Emperor-4 was powered by a large backpack power cell weighing over thirty kilograms, commonly fixed to a heavy blast vest. The weapon itself weighed over fifteen kilograms, and the wielder was required to use a two-handed grip. It could fire one hundred shots on a single power cell.

Beams were generated by four cyclers, twelve sensitive refinement tubes and twelve low-grade crystals. The components were protected by twelve cooling motors, though the Emperor-4 generated massive amounts of excess heat. Further, the coolers

directed hot air into the wielder's face, and the weapon required several seconds to process enough power to fire.

The Unity has discovered tens of thousands of these weapons systems after the rediscovery of some of Xim's Vaults. After reverse engineering what they needed to and then creating functioning prototypes of modern versions they sold off the remaining units to collectors and local arms dealers.

Emperor 4 Beam Tube & Support Equipment

Manufacturer: Timms UniStar Armaments

Scale: Character

Ammo: 100

Cost: 1,050 (Modern Value)

Availability: Tionese Unity, BM

Range: 5-20/30/50

Damage: 4D **Static**

Body Strength: 1D

Included Equipment: Maintenance Tools (+1D), Kinetic Energy Vest (+1 energy, +1D physical), Power Generator (1D), PTP Comlink

Tionese Unity Era Beam Tube Weapons

The Unity reverse engineered the technology and was able to make significant enhancements. The reason why they did this in the first place was for a couple reasons. They were resource starved initially. They also wanted to create something that gave their movement a symbol. Thus resurrecting companies long dormant and even nationalizing a handful of companies was necessary to get the Unity of the ground. The unity only nationalized three companies that were in bad shape, a med tech firm, a mining company and a shipbuilding firm. While the unity did most of the heavy lifting as far as the re-engineering was concerned they wanted to uplift a company from the past and give it identity important to the unity. Thus the Unity gathered like minded engineers from the within the Tionese Cluster and fronted all the money for the reformation of Timms UniStar Armaments, the original corporation that existed prior to the Greff-Timms merger that would become known for their Pulse Wave Weaponry. The Unity tasked this new corporation with developing these modernized Beam Tube weapons for the Unity military, primarily. However, the Timms UniStar Armaments grew they began producing civilian weapons as well. These weapons have little market penetration outside the Cluster. Timms UniStar are the principal architects behind all the Beam Tube

technology in the Unity from the personal weapons all the way to the mammoth Beam arrays mounted on the Unity's capital ships. **Note:** *Beam Tube Weapons do not set off weapons detectors.*

Standard Pistol: The "Unifier", Sidearm

Manufacturer: Timms UniStar Armaments

Scale: Character

Ammo: 1,000/mil spec power cell (included)

Cost: 4,080

Availability: Tionese Unity (7 ABY+), BM

Range: 5-25/50/75/150*

*Ranges over 75 meters degrade accuracy by 1 pip per 25 meters (-1 at 100m, -2 at 125m, -1D at 150m)

Damage: 4D+2 **Static**

Body Strength: 3D

Included Equipment: Integral Laser Sight (+1 to hit), Maintenance Tools (+1D)



Heavy Pistol: The "Equalizer", Sidearm

Manufacturer: Timms UniStar Armaments

Scale: Character

Ammo: 780/mil spec power cell (included)

Cost: 5,160

Availability: Tionese Unity, Unity BM only (Military Only; 9 ABY+)

Range: 5-20/40/60/120*

*Ranges over 60 meters degrade accuracy by 1 pip per 20 meters (-1 at 80m, -2 at 100m, -1D at 120m)

Damage: 6D **Static**

Body Strength: 3D

Included Equipment: Integral Laser Sight (+1 to hit), Maintenance Tools (+1D)





Mil Spec Rifle: “Freedom”, Infantry Rifle

Manufacturer: Timms UniStar Armaments

Scale: Character

Ammo: 870/mil spec power cell (included)

Cost: 6,450

Availability: Tionese Unity, (Military Only; 9

ABY+); not available on BM outside Unity

Range: 5-50/150/200/300*

*Ranges over 200 meters degrade accuracy by 1 pip per 25 meters (-1 at 225m, -2 at 250m, -1D at 275m, -1D+1 at 300m)

Damage: 5D **Static**; Light Burst: 6D **Static**, +1D to hit (uses 5 shots)

Body Strength: 3D

Included Equipment: Integral Laser Sight (+1), Maintenance Tools (+1D)

Mil Spec Carbine: “Spook”, Special Ops Rifle

Manufacturer: Timms UniStar Armaments

Scale: Character

Ammo: 690/mil spec power cell (included)

Cost: 8,250

Availability: Tionese Unity (Military Only; 9 ABY+,

Spec Ops units only); not available on BM at all

Range: 5-50/100/150/250*

*Ranges over 150 meters degrade accuracy by 1 pip per 25 meters (-1 at 175m, -2 at 200m, -1D at 225m, -1D+1 at 250m)

Damage: 6D+2 **Static**; Light Burst: 7D+2 **Static**, +1D to hit (uses 5 shots)

Body Strength: 4D

Included Equipment: Integral Laser Sight (+1), collapsible front grip (+1), Maintenance Tools (+1D)



Mil Spec Support Weapon: “Blazer”, Fire Support

Manufacturer: Timms UniStar Armaments

Scale: Character

Ammo: 690/mil spec power cell (included)

Cost: 10,500

Availability: Tionese Unity (Military Only; 9 ABY+, Spec Ops units only); not available on BM at all

Range: 5-75/150/250/400*

*Ranges over 250 meters degrade accuracy by 1 pip per 25 meters (-1 at 275m, -2 at 300m, -1D at 325m, -1D+1 at 350m, -1D+2 at 375m, -2D at 400m)

Damage: 6D+2 **Static**; Light Burst: 7D+2 **Static**, +1D to hit (uses 5 shots); Medium Burst: 8D+2 **Static**, +2D to hit (uses 10 shots); Full Burst: 9D+2 **Static**, +3D to hit (uses 15 shots)

Body Strength: 5D

Included Equipment: Maintenance Tools (+1D), Bi-pod (+1 to hit), dual laser sights (+2)



Tionese Unity weapons are incredibly lethal. The Yuuzhan Vong would discover just how lethal standard infantry were when they dropped on Unity worlds. The combination of Kinetic Barriers and Unity Beam Tume based weaponry would catch the Vong utterly by surprise. Kinetic Barriers rendering much of the Vong’s physical based weaponry nearly ineffective and the Unity’s weapons cutting droves of their warriors apart would drive them from Unity worlds never to return. Combine that with what the Unity’s war Droid effectiveness and that of their starships largely ignoring Vong defenses and you have the very reason why this neutral entity expands in that era. Millions would flee to Unity space to seek refuge.

Kiirium Armor

Was an armor material used to shield starship engines and heavy weapons. By the end of the Galactic Republic, it was considered antiquated but serviceable. There are many examples of Kiirium armor in the Tionese unity. It is so easily produced that it has been actively used in the construction of almost every new Unity base after it's rediscovery. The armor itself is no less effective than other types of armor available. The main differences are that it's heavy. It's inexpensive to produce and on structures like ground based facilities it's a perfect match instead of using more modern forms of armor technology that carries with it a substantial premium.

Game Effects: Objects clad in Kiirium Armor are effectively no less protected than their more contemporary, modern, counterparts. It's easily maintained and reproduced. It can be fabricated in any modern forge, easily. Assume the costs of fielding the armor for any vessel or structure clad in it are 50% lower for the armor itself. It does carry with it a weight penalty. On ground structures, ignore this. Double all other weights associated with adding it to vehicles or starships.

Kolto (Enhanced)

After the discovery of the Rakatan Refuge the Unity went into full production of Kolto as the primary medical "salve" for unity.

Kolto Gel Tabs

Manufacturer: Athakam MedTech
Era: Unity+; Cost: 660 Credits; Quantity: 12 Tabs
Market: Tionese Unity & BM
Ultra portable Bacta treatments that add +1D *Static* to First Aid & Medicine rolls, lowers difficulty for healing, etc.

Kolto Tank

Manufacturer: Athakam MedTech
Era: Unity+, Cost: 1,500 Credits
Healing Tank designed for use with the healing agent Kolto.

Enhanced Kolto Full Charge

Manufacturer: Athakam MedTech
Era: Unity+, Cost: 900 Credits Enough
Kolto to fill a Kolto tank one time; 100 Kg Good for 3 uses. (Possesses same effectiveness as Bacta)

Mytag Crystals

Are synthetic crystals used in ancient communication and scanning technology. The method of their creation has been lost in the Millennia of time. However, these objects that have largely been believed to be worthless can quite easily be used to restore ancient technology, as well as, a more recent discovery... They make incredibly effective Lightsaber crystals.



Game Effects: I leave this largely up to the individual GM. However, this is how I would use them:

Repairing Ancient Technology:

-1DR to any rolls made if one or more of these crystals are possessed.

Lightsabers:

Pick your colors as you wish, however, increase damage, lower difficulty, increase blade length (variable), etc. Keep the bonuses around +1 to +2 pips. If used when a Jedi is creating a lightsaber add a couple points to their rolls or shave off some time.

Value largely depends upon who you are selling them to, however, I would rate individual crystals as a 1D object if you manage to find a buyer (150 Credits Max/ea).

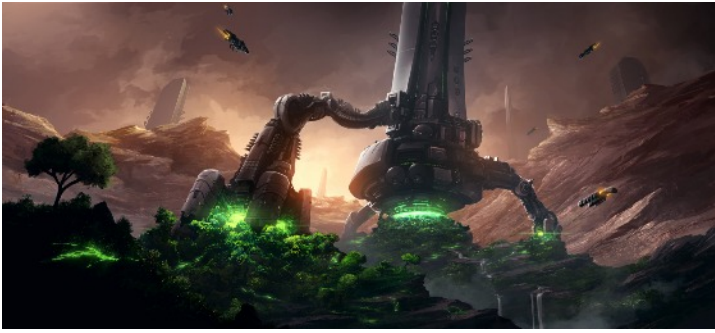
Pressure Bombs

Precursors to Concussion Warheads that were developed too late in Xim's campaign to be fielded en masse. They were effectively superior to any warhead technology of conventional nature of that era.

Manufacturer: Various
Era: Xim+, Cost: 5,760 Credits;
1,152 Credits (Modern)
Warhead: 6D Walker Scale

Notes: Standard matter deflection countermeasures on all modern starships, Kinetic Barriers of any kind, & Shields reduce their effectiveness by 1 Scale.
-Double the Size of the Ordinance for the Xim and early Post Xim eras.

Terraforming Engine



Another technology acquired from the Rakatan Refuge was a study of how to replicate the Terraforming engine that they were using to stay alive for millennia underground. The Rakatan device had other functions like the simulation of sunlight and the production of food from waste... The Unity's adaptation serves only one purpose, to clean polluted, poisoned or irradiated atmospheres. However, they can and will re-seed vegetation and facilitate accelerated growth of those seeded plants, using them to aid in atmospheric cleanup. The seeded vegetation will eventually die from absorbing too much of the spoiled atmosphere's filth. The vegetation acts as an atmospheric scrubber of sorts (much like how standard plants generate oxygen, which these do in addition to the cleansing/absorbing of pollution). These devices are massive in scale and size and will clean the atmosphere of worlds over time.

Scale: Death Star (in cost); Battleship otherwise

Size: 1,880 Meters

Hull Code: 2D (Battleship Scale)

Cost: 840,000/unit

Atmospheric Cleanup: Obviously can be multiplied by using additional units, however, I leave this up to GM discretion.

Thermoguard Body Glove

Manufacturer: Athakam MedTech

Era: PE+; Cost: 6,480 (Mil Spec Cell Included)

Operational Duration: 5 Days (after which it reverts to standard Body Glove functionality + the Fire and Electrical resistance)

Originally designed as an enhanced survival body glove by Athakam MedTech, the suit actually was found perform incredibly well when utilized in certain, mission specific, covert operations. In fact, there's nothing quite like it when attempting to defeat infrared/thermal sensors. While it wasn't designed with this in mind, many clandestine operations have

employed the suit for military applications. It's one of the few items that comes, exclusively, from the Tion Cluster that sells incredibly well outside the Cluster proper.

The thermoguard body glove is an expensive form of body glove that was developed to allow the wearer to become invisible to infrared and thermal scanners. The thermoguard suit is equipped with an internal heating/cooling unit that maintains an external temperature equal to that of the wearer's environment. This means that, to infrared and thermal sensors and other devices, the wearer is virtually invisible.

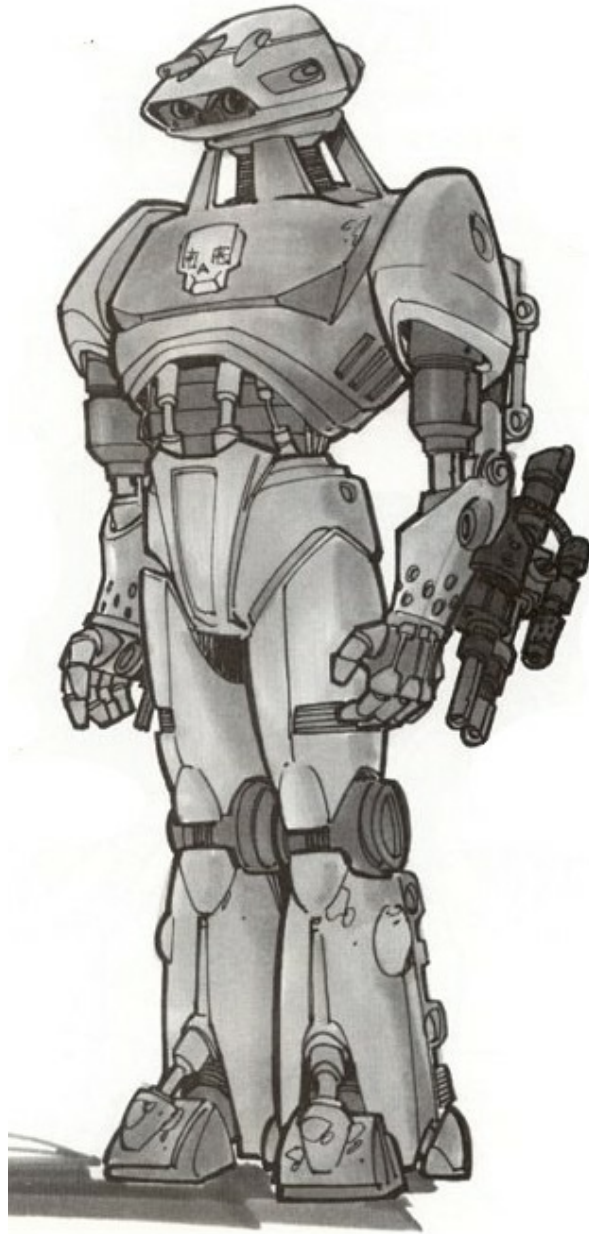
While this sounds possibly hazardous to the wearer in certain environments, that is not how the body glove functions. The body glove keeps the wearer, internally, at appropriate temperatures for survival. It effectively doubles all the base effects of a standard body glove:

Provides enhanced climate control and excellent elemental protection, it is Fire & Shock resistant (+1D *Static* against Fire/Electricity). Provides +1D+1 to all resistance rolls vs the elements and +1D+1 to all Survival rolls. Versus infrared/thermal detection: +4DR to the difficulty to detect the person wearing this suit; +1DR to spot the wearer of this suit with any advanced imaging gear (Macrobinoculars or the like). Fabric is Tear resistant: 4D Body Code, suit only, does not absorb damage. The suit possesses nanites that will repair suit damage on 2 standard healing rolls (daily) as if the Body Code were *Strength* while the suit is powered (always assume -1DR for this roll).



9

Droids of the Tionese Unity



Ebbs and Flows of Technology in the Tion Cluster

The Tion Cluster is ancient by all accounts. For centuries it's been seen as a galactic backwater system. Even with influential worlds such as Lianna hosting the Santhe/Sienar corporation, the sector has rarely been regarded with any level of significance and as a result very few would think of anything of actual value coming out of the Tionesse Cluster. This is not, entirely the case. Over the millennia there have been ups and downs for the sector. One of those markets which the Tionesse Cluster competed fairly well in was the Droid market.

The Empire of Xim is, perhaps, accredited with setting the sector into motion for an earlier desire to produce Droids than most other sectors in the Galaxy. Xim's empire had the first fully functional examples of Droids in the galaxy. They were not mere robots. Xim had actual Droids some of which even gained sentience over the years. While primitive by modern standards, Xim's Droids were no less capable and in many instances incredibly more capable than many modern examples in the art of war.

Over the millennia the sector struggled to retain a sense of self and still had moments where it would aspire to be great again. In the galactic Droid market the Tion Cluster had several models of Droids that were widely fielded and sought after. Here we will list some of their highlights, a handful of designs that were brought back into production and the War Droids that Xim's empire is famous for. Xim's war Droids would live on with new purpose in the Tionesse Unity times when the Unity began actively fielding them, and enhanced designs of them as supplemental combat support units.

There was a manufacturing firm that came together from the fragments of Xim's engineering firm that created the War Droids, *Guardian Corps Technologies*. Guardian Corps Tech would go on to create many other designs over the millennia, eventually waning in profit and ceasing to exist all together sometime in the late stages of the Galactic Republic prior to the onset of the Clone Wars.

With Santhe/Sienar grants behind the scenes, sometime in the intervening years between the Clone wars and the Rise of the Empire the company was revitalized by a handful of bright students that attended

university on Lianna. This small corporation would go on to become the driving force of Droid production in the Tionesse Cluster and the Unity after it's formation. Guardian Corps Technologies would return to prominence through a series of carefully planned and released Droid models.

In the years leading up to the formation of the Unity, Guardian Corps Technologies would begin to gain momentum and they would be the principal force behind the re-introduction of Xim's War Droids as battlefield support units for the Tionesse Unity.

Notes: A bit of correction on a few things is required here. The wiki lists Xim's war Droids as being armed with Pulse Wave technology. This is impossible, since it would be thousands of years prior to the introduction of this technology. The War Droid listed in the core book was something I came up with that seemed to fit at the time. However, after doing extensive research I am pushing that model of Droid into what they would have looked like in their Prototype phase. While there will be tens of thousands of these models, these would be the ones I refer to as not being upgradable. I will list the MK II versions of this Droid here with revised weaponry for the era, as well as, the Corps Commander units that had higher levels of autonomy and ability. Furthermore, I am introducing the models that equipped the force sensitive technologies of the Rakata and an enhanced, more heavily armored and armed model designed for ultimate battlefield dominance. Prices are first listed for Xim's era, then for the Modern Era (Rise of the Empire).



War Droids

Model: Xim Robotics: War Droid Prototype

Type: Heavy Combat Droid

Era: Xim the Despot

DEXTERITY 3D

Gunplay 6D, Dodge 6D, Unarmed Combat 5D

KNOWLEDGE 1D

Tactics 2D+2

MECHANICAL 1D

PERCEPTION 1D

Search 3D

STRENGTH 4D+2

TECHNICAL 1D

Equipped With:

- Humanoid Body
- Optical & Auditory Sensors: *near* Human Range
- Right arm Particle Liquefier: 5D; 2-10/20/40
- Left arm Microwave Melter: 4D+2; 1-5/10/20 (AoE)
- Kiirium Armor: +1D to resist damage
- Optical Magnification: +1D to ranged weapons; doubles Human optical range.
- Vocabulator

Move: 12

Size: 2.2 meters tall

Cost: 17,550 Credits (Xim era); 7,020 (Modern Era)



Thousands of these prototype Droids were recovered from the rediscovered vaults of Xim the Despot. It is largely assumed that these are Xim's initial production run. It is unknown whether or not they were actually fielded or used in any capacity. Unity historians believe that Xim likely placed them in his vaults as a testament to what he had achieved and possibly even for the eventuality that he might require them at some unforeseen point in time.

The vast majority of these Droids were in relatively bad shape. The components utilized in their construction are even more primitive than those found in later models that he produced. The weapons systems alone are highly experimental in nature, fixed mounts that could not easily be removed without full disassembly of the unit's arms. Particle cannons in the Xim era were unheard of, so their presence here is remarkable even though they are clearly only crude examples of what particle beam technology would become in later years. The Microwave gun, that produces a broad Area of Effect cone is a dirty weapon with horrifying results when utilized on living beings. It's incredibly limited range was likely why later models did not see this weapon mounted either. The weapon itself as a disruptive effect on the Droid's internal mechanisms over time as well, causing roughly the same amount of damage it outputs to the war Droid after prolonged usage due to electrical feedback due to poor shielding on the power feeds and the weapon's housing as well.

While not as skilled as later models of the War Droid this is still an incredibly effective combat unit with excellent skills compared to many other more modern units that are available on the market. While these Droids were found to be in terrible and degraded condition, they still are/were capable of being activated and were relatively functional. A testament to the construction methods of Xim's era. Later models discovered had weathered the millennia with much more grace, still remaining largely intact and completely functional.

Model: Xim Robotics: War Droid Mk II

Type: Heavy Combat Droid

Era: Xim the Despot

DEXTERITY 3D
Gunplay 7D, Dodge 7D, Unarmed Combat 6D
KNOWLEDGE 1D
Tactics 2D+2
MECHANICAL 1D
PERCEPTION 1D
Search 3D
STRENGTH 5D
TECHNICAL 1D

Equipped With:

- Humanoid Body
- Optical & Auditory Sensors: *near* Human Range
- Right arm Beam Cannon*: 5D; 5-25/50/75
- *Speeder Scale (*Static*)
- Left arm Repeating Beam Tube: 5D*; 5-20/30/50
- *Light Burst: +1D to hit (*Static*)
- Heavy Kiirium Armor: +2D to resist damage
- Optical Magnification: +1D to ranged weapons; doubles Human optical range.
- Vocabulator

Move: 12

Size: 2.2 meters tall

Cost: 20,400 Credits;
8,160 (Modern)



Model: Xim Robotics: War Droid Mk II; Corps Commander

Type: Heavy Combat Droid

Era: Xim the Despot

DEXTERITY 3D
Gunplay 7D, Dodge 7D, Unarmed Combat 6D
KNOWLEDGE 1D
Tactics 3D+2: *War Droids* 4D+2
MECHANICAL 1D
PERCEPTION 1D
Command 3D: *War Droids* 4D, Search 4D
STRENGTH 5D
TECHNICAL 1D

Equipped With:

- Humanoid Body
- Optical & Auditory Sensors: *near* Human Range
- Right arm Beam Cannon*: 5D; 5-25/50/75
- *Speeder Scale (*Static*)
- Left arm Repeating Beam Tube: 5D*; 5-20/30/50
- *Light Burst: +1D to hit (*Static*)
- Heavy Kiirium Armor: +2D to resist damage
- Optical Magnification: +1D to ranged weapons & Search; doubles Human optical range.
- Heuristic Processor: Can use skills not possessed, learns from each encounter +1 Character Point/combat
- Vocabulator

Move: 12

Character Points: 1

Size: 2.2 meters tall
Cost: 22,680 Credits;
9,072 (Modern)



The Crimson Condottiere

The Crimson Condottiere were the rarest and highest ranking of Xim's war robots. They employed Rakatan Force-energizing dynamics. Covered with thick armor plating that was coated with a mirrored reflective surface for deflecting enemy fire and reinforced stress points, they were/are dangerous foes. The Droid consciousness was transferred from Mark II Corps Commanders into these upgraded bodies in these instances.

Model: Xim Robotics: War Droid Mk III

Type: Heavy Combat Droid

Era: Xim the Despot

DEXTERITY 3D+2

Gunplay 8D, Dodge 8D, Unarmed Combat 7D

KNOWLEDGE 1D+2

Tactics 4D+2; *War Droids* 5D+2, *Huttese* 5D+2

MECHANICAL 1D

Starship Gunnery 4D; *Pressure Bomb Launcher* 6D;

Blaster Artillery AP

PERCEPTION 1D+2

Command 4D; *War Droids* 6D, *Xim's Troops* 5D,

Search 5D

STRENGTH 5D+2

TECHNICAL 1D

Equipped With:

-Humanoid Body

-Optical & Auditory Sensors: Human Range

-Right arm Double Beam Cannon*: 6D; 5-25/50/75 (Fire-Linked) *Speeder Scale (**Static+1: 7/D**)

-Left arm Double Repeating Beam Tube: 6D*; 5-20/30/50 (Fire-Linked); Character Scale

*Light Burst: +1D to hit (**Static+2: 8/D**)

-Right Torso Aft: Pressure Bomb Launcher: 6D; 3-30/60/120; 12 Pressure Bombs; Character Scale

-Heavy Kiiarium Armor: +3D to resist damage

-Energy Reflective Kiiarium Coat: +1D to resist energy

-Optical Magnification: +1D to ranged weapons & Search; doubles Human optical range.

-Heuristic Processor: Can use skills not possessed, learns from each encounter +1 Character Point/combat (Any existing units found will be Sentient)

-Vocaluator

Move: 14

Character Points: 3 (Add 3-9 for discovered units)

Force/Edge Points: 1 (Add 1-3 for discovered units)

Size: 2.78 meters tall

Cost: 33,960 Credits; 13,584 (Modern)

No instances of this "model" of Droid have been discovered as of yet. If the Corps Commander is any indication of this Droid's ability to adapt and learn then any of these that are discovered are likely to be considered sentient and either incredibly dangerous or possibly even a great asset to the Unity should they be able to be convinced to enter into Unity service.

Due to the Rakatan technologies employed these "Droids" could very well have even become Force Sensitive in a sense due to their Force-Energizing dynamics. A find of this nature would herald something the galaxy has never seen before, a Force wielding Droid. Who knows if one or more of these Droids can yet be discovered in one of the many undiscovered of Xim's vaults.

Notes: The base unit is shown here. *Any discovered units will be sentient and will likely have wildly different stats. Assign 1-3D to Attributes and 7-14 additional D to skills (any new skill takes up 1D of additional skill); GM discretion.*



The Beast

Model: Xim Robotics: War Droid Mk IV

Type: Ultra Heavy Combat Droid

Scale: Speeder w/Transport Grade Armor

Era: Xim the Despot

DEXTERITY 3D

Gunplay 8D, Dodge 8D, Unarmed Combat 8D

KNOWLEDGE 1D

Tactics 3D+2: *Siege* 4D+2

MECHANICAL 1D

Starship Gunnery 4D: *Pressure Bomb Launcher* 7D;

Blaster Artillery AP

PERCEPTION 2D

Search 5D

STRENGTH 6D

TECHNICAL 1D

Equipped With:

-Humanoid Body

-Optical & Auditory Sensors: Human Range

-Right arm Double Heavy Beam Cannon:

7D*; 5-25/50/75 *Speeder Scale (*Static*)

(Fire-Linked)

-Left arm Repeating Beam Tube: 8D*; 5-

20/30/50; Character Scale (Fire-Linked)

*Full Burst: +3D to hit (*Static*)

-Right Torso Aft: Heavy Pressure Bomb

Launcher: 6D; 3-40/80/160; RoF: 1, Walker

Scale, Ammo: 36 Pressure Bombs

-Molecularly Bonded Heavy Kiirium Armor:

+3D to resist damage

(36 Points Transport Scale)

-Optical Magnification: +1D to ranged

weapons & Search; double Human optical

range; Thermal Imaging

-Vocabulator

Move: 20

Size: 4.4 meters tall

Cost: 53,440 Credits; 21,376 (Modern)

The Beast is a late model War Droid that was intended to facilitate the destruction of large groups of massed troops and vehicular support. This model was never fielded, and was discovered in the vaults of Xim on Dellalt. They were packed in the vault in massive rotting crates, time dating estimates that the Droids were delivered to the Vault after Xim had already been captured by the Hutts. This War Droid might very well have

turned the tide for Xim at the third battle of Vontor. There were just over a hundred in the vault on Dellalt. While not as robustly “intelligent” as the Mark III models they have an edge in raw perception, clearly showing some signs of late technological gains. The rest of their statistics reflect that the Droid was more an offshoot of the Mark II than the Mark III. The Droids do not appear to have been in an early prototype phase, so it is unknown what happened to other production runs of the Droid. It would seem that Xim may have been fielding them all along. If this was the case, the Hutts must have faced Xim at the third battle of Vontor with Millions of ground forces against Xim’s hundreds of thousands... The death toll to the Hutt forces would have been staggering regardless of their victory.



Unity War Droid

Model: Guardian Corps Technologies: Unity War Droid Mk V (Refit Mark II)

Type: Heavy Combat Support Droid

Era: Tionese Unity 9+ ABY

DEXTERITY 3D

Gunplay 7D, Dodge 7D, Unarmed Combat 6D

KNOWLEDGE 2D

Scholar: *Law Enforcement* 4D: *Tionese Unity* 5D, Planetary Systems 3D, Tactics 3D+2: *Paramilitary Operations* 4D+2

MECHANICAL 1D

Navigation 3D: *Civilian Locales* 4D

PERCEPTION 2D

Search 5D

STRENGTH 5D

Climbing/Jumping 6D, Running 7D

TECHNICAL 1D

Computer Program/Repair 3D: *Data Search* 4D, Droid Repair 2D: *Unity War Droid* 4D

Equipped With:

-Humanoid Body

-Optical & Auditory Sensors: Human Range

-Right arm Riot Cannon: 9D*; 4-16/48/96

*Light Burst (+1D to hit); Stun Only; Ammo: 600;

Integral Laser Sight (+1); Enhanced Stability (+2)

-Left arm "Blazer": Range: 5-75/150/250/400*

*Ranges over 325 meters degrade accuracy by 1 pip per 25 meters (-1 at 350m, -2 at 375m, -1D at 400m)

Damage: 6D+2 **Static**; Light Burst: 7D+2 **Static**, +1D to hit; Medium Burst: 8D+2 **Static**, +2D to hit; Full Burst: 9D+2 **Static**, +3D to hit; dual laser sights (+2); Enhanced Stability & Target Track (See Hit penalties above).

Ammo: Unlimited (Portable Fusion Generator)

-Heavy Kiiirium Armor: +3D to resist damage

-Energy Reflective Kiiirium Coat: +1D to resist energy

-Optical Magnification: +1D to ranged weapons & search; quadruples Human optical range; Low-Light & Thermal; Motion Sensors +1D to Search.

-Droid to computer Uplink

-Encrypted Military Communicator

-Vocabulator: Human Range

Move: 12; 6 Repulsor Pack

Size: 2.2 meters tall

Cost: 25,680 Credits (Newly Built in the Unity); Refit

Cost: 13,680

While the Unity possesses four models of the Xim War Droid they initially only fielded refit versions of the Mark II standard. The military was a bit leery on fielding the Corps Commander version of the droid since it can "think" for itself. This, however, would change as they found many instances where more aware Droids could perform their duties in environments that flesh and blood sentient beings could not. This is the most common of the Unity War Droids and they are a frequent sight.

The old Xim skull has been blacked out and the Unity symbol has been overlaid on top of it. The refit cost is what it costs the Unity to update the old chassis to modern standards and upgrade the weapons package. The higher cost is what it costs the Unity to assemble one of these units from scratch. Refit or built from scratch these are expensive Droids. However, the amount of lives they've saved speaks for itself. Forces fielded with these Droids are formidable to say the least.



Unity Corps Commander

Model: Guardian Corps Technologies: Unity War Droid Mk Va (Refit Mark II Corps Commander)

Type: Heavy Tactical Support Droid

Era: Tionese Unity 10+ ABY

DEXTERITY 3D

Gunplay 7D, Dodge 7D, Unarmed Combat 6D

KNOWLEDGE 2D

Scholar: *Law Enforcement* 4D: *Tionese Unity* 5D, Planetary Systems 3D, Tactics 4D+2: *Paramilitary Operations* 5D+2

MECHANICAL 1D

Navigation 3D: *Civilian Locales* 4D

PERCEPTION 2D

Command 4D, Search 5D

STRENGTH 5D

Climbing/Jumping 6D, Running 7D

TECHNICAL 1D

Computer Program/Repair 3D: *Data Search* 4D, Droid Repair 2D: *Unity War Droid* 4D

Equipped With:

-Humanoid Body

-Optical & Auditory Sensors: Human Range

-Right arm Riot Cannon: 9D*; 4-16/48/96

*Light Burst (+1D to hit); Stun Only; Ammo: 600;

Integral Laser Sight (+1); Enhanced Stability (+2)

-Left arm "Blazer": Range: 5-75/150/250/400*

*Ranges over 325 meters degrade accuracy by 1 pip per 25 meters (-1 at 350m, -2 at 375m, -1D at 400m)

Damage: 6D+2 **Static**; Light Burst: 7D+2 **Static**, +1D to hit; Medium Burst: 8D+2 **Static**, +2D to hit; Full Burst: 9D+2 **Static**, +3D to hit; dual laser sights (+2); Enhanced Stability & Target Track (See Hit penalties above).

Ammo: Unlimited (Portable Fusion Generator)

-Heavy Kiiirium Armor: +3D to resist damage

-Energy Reflective Kiiirium Coat: +1D to resist energy

-Optical Magnification: +1D to ranged weapons & Search; quadruples Human optical range; Low-Light & Thermal; Motion Sensors +1D to Search.

-Droid to computer Uplink

-Encrypted Military Communicator

-Heuristic Processor: Can use skills not possessed, learns from each encounter +1 Character Point/combat

-Vocabulator: Human Range

Move: 12; 6 Repulsor Pack

Character Points: 1

Size: 2.2 meters tall

Cost: 27,120 Credits (Newly Built in the Unity); Refit Cost: 15,120

The only differentiating point to notice about the Unity Corps Commander Droids is the fact that the Tionese Unity emblem is, literally, painted right over the old Golden Skull on the Droid Chassis. Otherwise, the unit is identical to the base model. About the only thing the Unity went cheap on was the paint scheme on both the standard Mk V and the Mk Va refits. The refit cost is what it costs the Unity to update the old chassis to modern standards and upgrade the weapons package. The higher cost is what it costs the Unity to assemble one of these units form scratch.

The presence of one of these units on the field is something to behold. No longer merely a unit awaiting orders, regular troopers have marveled at the Droid's grasp of combat situations and it's uncanny ability to adapt to evolving conflicts.



Unity Juggernaut

Model: Guardian Corps Technologies: Unity Juggernaut Droid Mk VI (Refit Mark IV Beast)

Type: Ultra Heavy Combat Support Droid

Scale: Speeder w/Transport Grade Armor

Era: Tionese Unity

DEXTERITY 3D

Gunplay 8D, Dodge 8D, Unarmed Combat 8D

KNOWLEDGE 1D

Tactics 4D+2; *Siege* 5D+2

MECHANICAL 1D

Starship Gunnery 4D; *Energy Concussion Mortar* 7D;

Blaster Artillery AP

PERCEPTION 2D

Search 5D

STRENGTH 6D

TECHNICAL 1D

Droid Repair 3D; General Maintenance/repair 3D

Equipped With:

-Humanoid Body

-Optical & Auditory Sensors: Human Range

-Right arm Heavy Double "Blazer" (Battery-Linked): Range: 5-100/200/375/550*Ranges over 475 meters degrade accuracy by 1 pip per 25 meters (-1 at 500m, -2 at 525m, -1D at 550m)

Damage: 7D+2 **Static**; Light Burst: 8D+2

Static, +1D to hit; Medium Burst: 9D+2

Static, +2D to hit; Full Burst: 10D+2 **Static**, +3D to hit; dual laser sights (+2); *Enhanced Stability & Target Track* (See Hit penalties above)**Delivers 8 points per D instead of 6.**

Ammo: Unlimited (Fusion Generator)

-Left arm Heavy Double "Blazer" (Battery-Linked): Range: 5-100/200/375/550*Ranges over 475 meters degrade accuracy by 1 pip per 25 meters (-1 at 500m, -2 at 525m, -1D at 550m)

Damage: 7D+2 **Static**; Light Burst: 8D+2

Static, +1D to hit; Medium Burst: 9D+2

Static, +2D to hit; Full Burst: 10D+2 **Static**, +3D to hit; dual laser sights (+2); *Enhanced Stability & Target Track* (See Hit penalties above)**Delivers 8 points per D instead of 6.**

Ammo: Unlimited (Fusion Generator)

-Right Torso Aft: Heavy Energy Concussion Mortar: 8D; 3-300/600/1.2Km; Walker Scale

Ammo: Unlimited (Fusion Generator); RoF: 1

-Ambidextrous: Can engage two targets/ groups simultaneously with it's Heavy Double Blazers.

-Molecularly Bonded Heavy Kiirium Armor: +4D to resist damage (48 Points Transport Scale)

-Molecularly Bonded Heavy Kiirium Reflect Coat: +2D to resist damage Energy Damage (24 points Transport Scale)

-Optical Magnification: +1D to ranged weapons & Search; 5x Human optical range; Thermal Imaging; Low-Light; Motion Sensors +1D Search

-Vocabulator: Human Range

Move: 20; Repulsor Pack: 8

Size: 4.4 meters tall

Cost: 75,680 Cost (New); Refit Cost: 22,240

Just over one hundred of these have been refit and used, occasionally. Depending upon the level of the threat the Unity has faced. New units are produced, however, never more than a dozen in any given year.



“Lug” Laborer Droid

Model: Guardian Corps Technologies: “Lug” Laborer Droid: L1 Series /L2 Series (New Production)

Type: Multi Purpose Labor Droid

Era: Old Republic+ (Still Produced)

DEXTERITY 2D

Gunplay: *Mining Tool Operation* 4D, Melee: *Mining Tool Operation* 4D

KNOWLEDGE 2D

Appraisal 3D, Languages 3D, Scholar: *Mining Practices* 4D

MECHANICAL 2D

Navigation: *Land* 3D, Sensors 3D

PERCEPTION 2D

Search 3D: *Ore Veins* 4D

STRENGTH 4D

Climbing/Jumping 5D, Lifting/Carrying 6D, Pack Mule AP

TECHNICAL 2D

Computer Program/Repair 3D, Demolition 3D, Droid Programming/Repair 3D, First Aid 4D, General Maintenance/Repair 4D, Repulsorlift Repair 3D

Equipped With:

- Humanoid Body
- Optical & Auditory Sensors: Human Range
- Light Kiirium Armor: +1D to resist damage
- Optics: +1D to Search; Human optical range; Thermal Vision.
- Droid to computer Uplink
- Comlink
- Vocabulator

Move: 10

Size: 1.8 meters tall

Cost: 9,337 (New); 7,002 (Used)

The “Lug” Droid has been a somewhat popular model, though it’s true popularity was at it’s heyday in the times of the Old Republic well before the onset of the Clone Wars. It’s truly a multi purpose Droid unit that can carry out a number of tasks on a relatively independent work schedule. Primarily designed for use in mining operations this model received field refits over the centuries it has remained in operation.

The Droid remains incredibly popular amongst mining conglomerates, even though they have become more scarce anywhere outside the Tion Cluster. Many a mining operation has been saved by the presence of

one of these units. They are versed in professional grade First Aid as well as a myriad of other skills. When utilized in a pure labor role the Droid excels where other more basic Droids struggle.

It is not unheard of to see some of these models refit for combat duty over the years. Many outfits in the Old Republic Times could not afford premier combat Droids and thus they turned to the “Lug” Droid and then set about refitting it with skill packages to make it a more effective security or combat unit.

The Tion Cluster continued to produce these at Guardian Corps Technologies until the company became, effectively, defunct. The newly revitalized Guardian Corps would initially re-launch the line, changing nothing and begin selling immediate spare parts for the unit across the greater galaxy.



D Series Astromech Droid “Wobbler”

Model: Guardian Corps Technologies: D Series Astromech Droid: D, D2, D3, etc...

Type: Astromech Droid

Era: Old Republic+ (Still Produced)

DEXTERITY 2D

Dodge: 3D, Melee 3D: *Contact Stunner* 5D

KNOWLEDGE 2D

Scholar 3D: *Planetary Systems* 4D

MECHANICAL 3D

Jet Pack/Rocket Pack Operations 4D, Navigation: 5D,

Sensors 4D, Starship Piloting 4D

PERCEPTION 2D

Search 4D

STRENGTH 2D

Running 4D

TECHNICAL 3D

Computer Program/Repair 4D, First Aid 4D, General

Maintenance/Repair 4D, Repulsorlift Repair 4D,

Starship Repair 4D: *Snubfighters* 5D

Equipped With:

-Optical & Auditory Sensors: Human Range

-Optics: +1D to Search; Human optical range;

Thermal Vision, Low Light

-Light Armor +1D

-Droid to computer Uplink

-Military Encrypted Comlink

-Droid Synthesizer: Droid Language

-2 Fine manipulation appendages (retractable) +1D to all Repair Skills, including First Aid (2m extension)

-Arc Welder (4D; 1.5m extension)

-Contact Stunner: 4D+2 (1m extension)

-Internal Sensors:

Passive 5/0D

Scan 10/0D

Search 15/0D

Focus 1/0D

Maximum 30/-4D

+Ability to interface with existing sensors and bolster them by their above sensor suite.

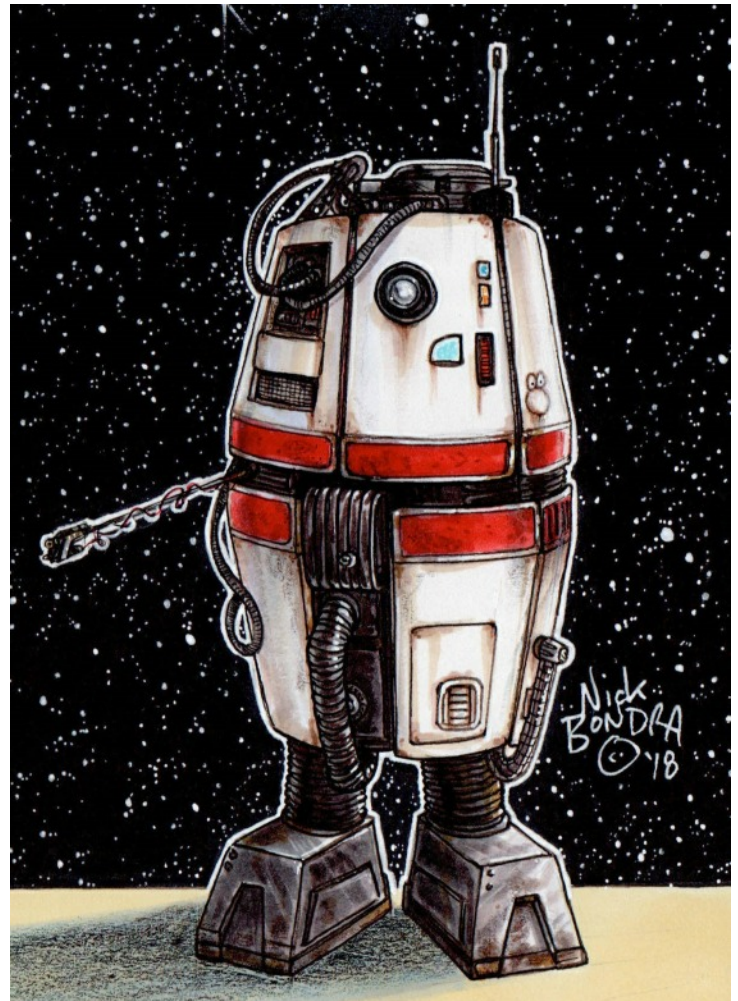
Move: 7 w/Mag-lock Feet; Extendable Ion Thruster: 5 (Any Environment)

Size: 0.9 meters tall

Cost: 10,962 (New); 8,222 (Used)

The D Series Astromech Droid is a true oddity among Astromech Droids. Possessing a full auditory range, enhanced optics, First Aid, and all the hallmarks of a standard Astromech Droid and then some. The Droid

never sold well. It would appear in random markets, regardless of it's being marketed galaxy wide. It would appear that many would regard an Astromech Droid with feet to be inferior to one with tiny wheels on the bottom of it's feet. That quality, alone, seemed to un-nerve many buyers. The principal sales for the unit would come from a myriad of independent worlds. Never selling in any substantial numbers the Droid was relegated to special orders and backup parts more than anything else. The D Series was primarily sold during the times when the Old Republic was at it's height. The D2 Series went into production just prior to the Clone wars and added small wheels to the bottom of the feet (the fact that it could functionally run, still seemed to unnerve clientele) and the D3 Series revamped the design and ditched the ability to run for a pair of legs that straddled the chassis like other Astromech Droids and the model began to sell in quantity as Guardian Corps Technologies resumed operations after the Santhe/Sienar Grant. Refit kits to allow the Droid to have legs are, now a popular refit to the core chassis. *It only failed to sell due to poor marketing originally. 25% discount due to poor market penetration.*



V Series Cleaning Droid “Dusty”

Model: Guardian Corps Technologies: V Series
Cleaning Droid: V, V2
Type: Maid Droid
Era: Old Republic

DEXTERITY 2D
Melee 3D: *Dusting Appendages* 5D
KNOWLEDGE 2D
Appraisal: Cleanliness 4D, Languages: 4D, Scholar:
Cultures 4D
MECHANICAL 1D
Navigation: 4D: *Homestead* 5D, Sensors 3D: *Dirt* 4D
PERCEPTION 2D
Search 3D; *Clutter* 4D
STRENGTH 1D
TECHNICAL 1D
General Maintenance/Repair 4D

Equipped With:

- Optical & Auditory Sensors: Human Range
- Optics: +1D to Search; Human optical range;
Thermal Vision, Low Light
- Comlink
- Vocabulator
- 4 Fine manipulation appendages (retractable) +1D to
all Cleaning Skills (2m extension)

Move: 5

Size: 0.7 meters tall

Cost: 8,496 (New); 6,372 (Used)

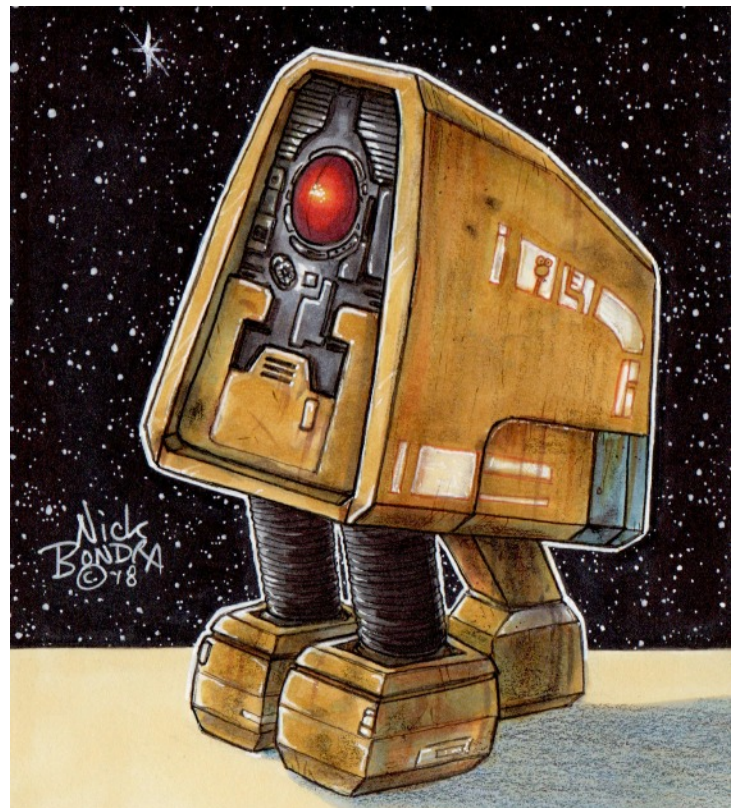
The V Series Cleaning Droid was introduced roughly 2,000 years after the KOTOR era. It was a niche product that was aimed primarily at wealthy households. While it sold well initially, orders started to wane around the mid “Old Republic” era as other more compelling models were introduced. The V2 series was introduced to combat this offering some enhanced abilities for the Droid. However, what Guardian Corps technologies had not fully anticipated at the time was the desire for Droids that were more humanoid in nature. Apparently, the elite tended to relate better to Droids that had humanoid construction. Thus the VV series, even though superior in capabilities began to fall by the wayside.

The Model was largely regarded as a “bread oven” with legs. The last sales of the model ceased well before the Clone Wars and those sales were only to more primitive societies that were pre hyperspace. With no market left, and a series of other venture

failures Guardian Corps Technologies began to slide into the abyss of irrelevance.

It is estimated that over 3,7 million of these Droids were produced in total (possibly far more), the destruction of the central office mainframe due to a porn malware infestation wiped a couple thousand years of past transactions... so the actual figures were lost with the cleansing of their mainframe. These models can be found in junk yards in quantity, on every civilized world in the galaxy. On worlds that initially were more primitive these units continue to operate, having been maintained, meticulously over the centuries of their operation.

Many of these original Maid Droids can be found the galaxy over operating in vastly different roles than originally intended. Everything from waste disposal to Astromech functions to Interpreters for governments and negotiations... In a sense this would imply that the model had value well beyond it’s initial purpose.



F Series Refrigeration Droid "Fridge"

Model: Guardian Corps Technologies: F Series
Cleaning Droid: F1 Models
Type: Coolant Droid
Era: Old Republic

DEXTERITY 1D
Melee 2D: *Coolant Tube Attachment* 3D
KNOWLEDGE 1D
Scholar: *Refrigeration* 3D
MECHANICAL 1D
Sensors 2D
PERCEPTION 1D
Search 2D
STRENGTH 2D
TECHNICAL 1D
General Maintenance/Repair 3D

Equipped With:

- Optical & Auditory Sensors: *near* Human Range
- Droid Synthesizer: Droid Language
- 4 Coolant Tubes (retractable); (3m extension)
- Refrigeration Unit

Move: 4

Size: 1 meter wide, .85 meters tall

Cost: 2,385 (New); 1,789 (Used)

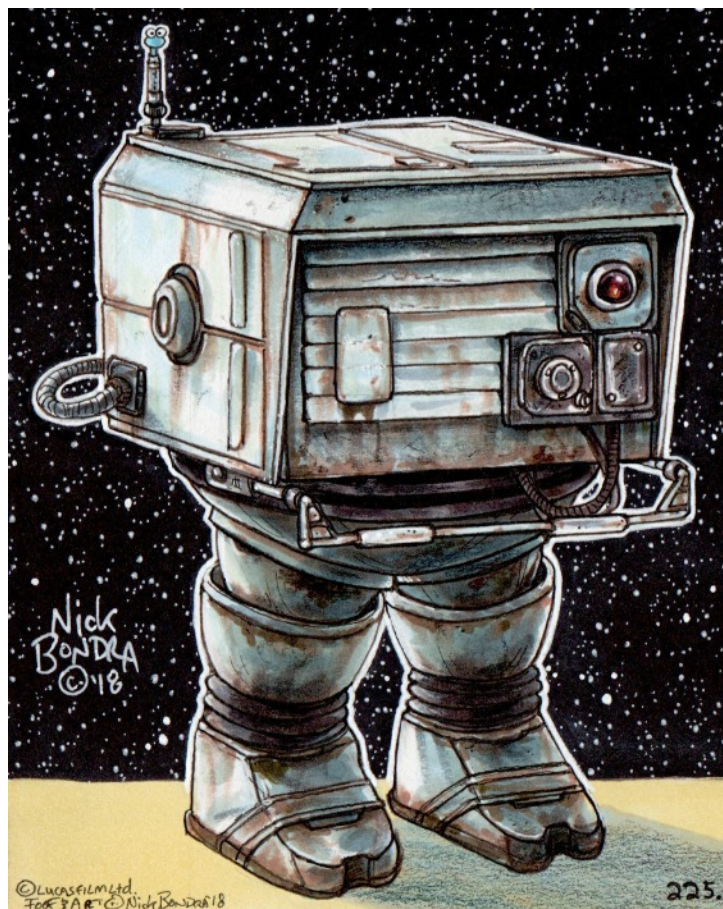
The F Series is another niche product that the Guardian Corps released. It was initially deployed en masse to cool off early weapons systems and electronics that were prone to overheating due to overtaxing. One such unit could completely bring down the core temperature of late Nuclear reactors and even early Fusion Generators when they were over taxed and near critical mass.

The unit sold incredibly well to pre-Fusion societies and not too shabbily to Fusion era societies. These units could cool a capital ship engine that was overheating, as had been discovered in an odd set of circumstances. Quite incredible for such a small Droid. Eventually, over time and with the advent of more advanced technologies and shielding the Droid lost it's purpose. Having been relegated to special needs cases. Most Radiation Containment teams for thousands of years would field at least one of these units until a couple centuries prior to the Clone Wars Era.

While the unit can still be found in operation with a number of entries across the galaxy the droid is no

longer produced. The only thing that Guardian Corps Technologies does with it anymore is produce spare parts for the unit, since the use cases are incredibly rare for the Droid.

In a number of instances the F series has been stripped of it's legs and simply been installed as an Air Conditioner on incredibly hot planets where the more modern coolant systems of a base cannot keep up with the cooling needs of the occupants. At least one was permanently installed on an Imperial I Star Destroyer when rebels sabotaged the containment controls for the main reactor. The Droid was able to stabilize the main reactor and thwart three additional attempts by Rebel forces to breach the Reactor Containment just because to the incredible levels of cooling the Droid provides. The Empire eventually looked into the incident and attempted to replicate the Droid's cooling mechanisms. However, it's engineering was so incredibly advanced that the entirety of the Imperial Core of Engineers could not replicate the Droid's core function at any level that measured up. That Droid remains a permanent fixture on an Imperial I Star Destroyer out there somewhere that, actually, runs better cooler and more efficiently than any other ship in the Imperial Fleet as a result.



P Series Power Droid “Juice”

Model: Guardian Corps Technologies: P Series Power Droid: P,P2,P3 Models

Type: Power Droid

Era: Old Republic+

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

Sensors 2D

PERCEPTION 1D

Search 2D

STRENGTH 2D

TECHNICAL 1D

General Maintenance/Repair 4D: *Recharge* 5D

Equipped With:

- Optical & Auditory Sensors: *near* Human Range
- Droid Synthesizer: Droid Language
- Multiple Recharge points/receptacles
- Robust Fusion Generator (P3)

Move: 4 w/Mag-Locking Feet

Size: 1 meter tall

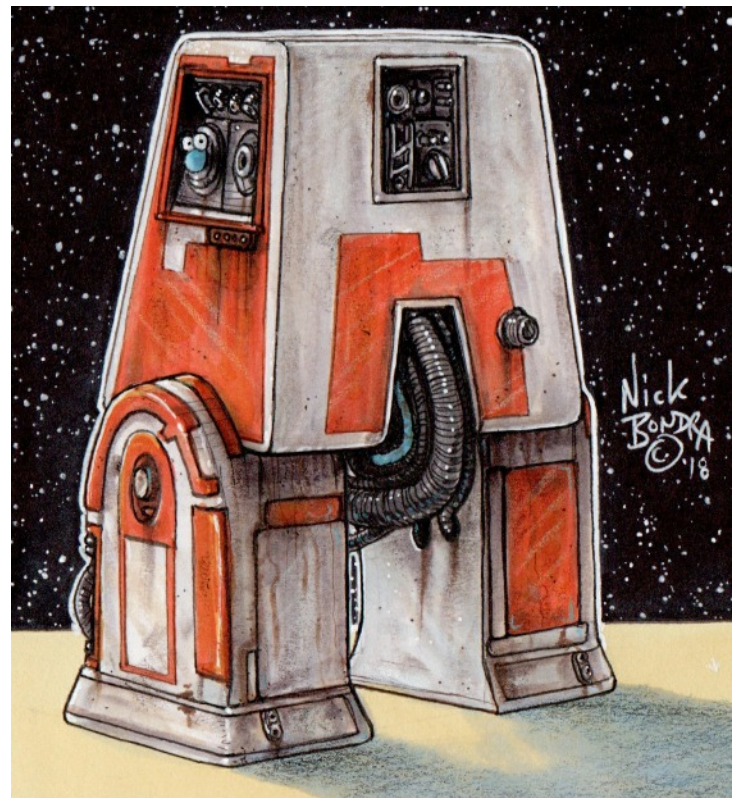
Cost: 2,385 (New); 1,789 (Used)

The P Series Droids were an early attempt at something more akin to the “Gonk” Droids in the galaxy. Initial models had Fusion Generators that were barely more powerful than modern Portable Fusion Generators that are commonplace in Survival Kits in modern times. In the centuries prior to portable fusion generators this series of Droid sold incredibly well across the galaxy.

The Droid, itself, never required a recharge due to the Fusion Generator it carried and that alone made it rather valuable, as earlier model Droids tended to be quite a bit less efficient than modern Droid models. The P1 series was introduced just prior to the KOTOR era over 4,000 years ago. The Droid would not receive a refit to a mid level Fusion Generator until the the time of the Old Republic, some 4 millennia later.

During the Clone Wars the P3 series was introduced with a much more efficient and powerful Fusion Generator. However, it’s introduction went largely unnoticed as Industrial Automation’s GNK Droid released sometime in the latter stages of the Old Republic had been neatly outstripping sales of the P2 model with it’s much more powerful energy delivery

system and the incredible marketing of IA itself. That GNK Droid became a common sight. The P3 was too little too late, while smaller and relatively close in power generation Guardian Corps Technologies had failed to acquire the Republic contract that Industrial Automation had aggressively lobbied for. The P series was then relegated to whatever market would take it and sales figures plummeted. The enhanced engineering required to bring it to market further buried Guardian Corps Technologies in debt. By the time the Clone Wars had ended Guardian Corps Technologies had functionally ceased to exist, even if local branches of the company lingered in the Tion Cluster for years afterward prior to succumbing to the same fate.



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Creatures of the Tionese Unity



Gelagrub

Gelagrubs, also known as Felucian ground beetles, are large insectine creatures that lived on the planet Felucia. Their preferred habitat is among the planet's towering mushroom forests. The gelagrub has a wide mouth above which were two vertically aligned eyes, and two rows of stubby legs endowed with adhesive characteristics that enabled it to climb steep inclines. The gelagrub has to eat constantly to maintain its natural sunscreen.



They are easily domesticated creatures whose larval forms were used as mounts by Gossam colonists. Clone troopers of the Grand Army of the Republic also used them as mounts during the Battle of Felucia in the Clone Wars.

Like the rest of Felucia's flora and fauna, the gelagrub has its own unique adaptations to the intense ultraviolet rays of the planet's sun. The gelatinous larval form was, for example, one of many Felucian creatures with a shimmering, semi-transparent skin. It is able to metabolize UV-filtering chemicals from its lichen food source, and distribute them to hypodermic ducts, affording the gelagrub's internal organs a natural sunscreen. When a gelagrub pupates, the adult emerges as a hard-shelled ground creature, not unlike a giant beetle, with a mirrored carapace in the place of the larval translucent skin to reflect the worst of the sun's rays.

Rothana Heavy Engineering (Later, the Unity) sold a genetically modified gelagrub that was designed to not pupate into their beetle form. They were used as mounts by Imperial troops (Later, the Unity). The company also offered freeze-dried packets of specially formulated food for their gelagrubs, in the event that the world they were dispatched to lacked any fungi such as mushrooms or similar fungus. Unlike other

mounted creatures sold by Rothana, this did not have a specific price listed. Instead, they were available via special order only, and required a representative for the pricing. Their preferred habitat is among the planet's towering mushroom forests. The gelagrub has a wide mouth above which are two vertically aligned eyes, and two rows of stubby legs endowed with adhesive characteristics that enabled it to climb steep inclines.

Type: Domesticated Mount

DEXTERITY 2D

Unarmed Combat 3D: Inherent Attacks 4D

PERCEPTION 2D

Search 3D

STRENGTH 3D

Pack Mule AP, Running 4D. Endurance 9D, Climbing 6D

Special Abilities:

Radiation Resistance: Gelagrubs can process and metabolize any type of radiation. Essentially giving the beast a +4D *Static* resistance to negative radiation emanations.

Adhesive legs: Gelagrubs have adhesive characteristics on their legs allowing them to effectively climb almost sheer surfaces. +3D to their ability to climb and to resist knock down/break their grasp while climbing. It was not uncommon in times of war for the creatures to be shot and die will still attached to a vertical surface, only breaking free as their legs began to rot over the span of weeks.

Move: 12

Size: 4 meters long

Leviathans of Spinax III

Spinax III was viewed romantically by many in the Tion Cluster, as it had a famous tradition of leviathan-hunters: for millennia, hunters would take to Spinax's oceans to hunt the planet's immense crustaceans, creatures with minimal but malevolent intelligence and tough, flexible skeletons useful for a range of crafts. However, careless undersea mining polluted Spinax's seas, and the last leviathans died centuries before the Battle of Yavin.

Due to the Lurrian's efforts the Leviathans have been resurrected from an excellent bone sample and have been effectively cloned back into existence. Though these beasts are less malevolent than their extinct kin, they have become a galactic wonder and there has been a resurgence in tourism to the world.

Type: Ancient Sea Monster (Relatively Docile)

DEXTERITY 3D

Unarmed Combat 5D: Inherent Attacks 6D

PERCEPTION 3D

Creature Sonar 5D

STRENGTH 4D

Walker Scale creature resilience

Special Abilities:

Sonar: Leviathans can effectively sense objects in the water as if they possessed a sensor suite with the following properties:

Sensors:

Passive 20/2D

Scan 30/2D

Search 45/3D

Focus 9/4D

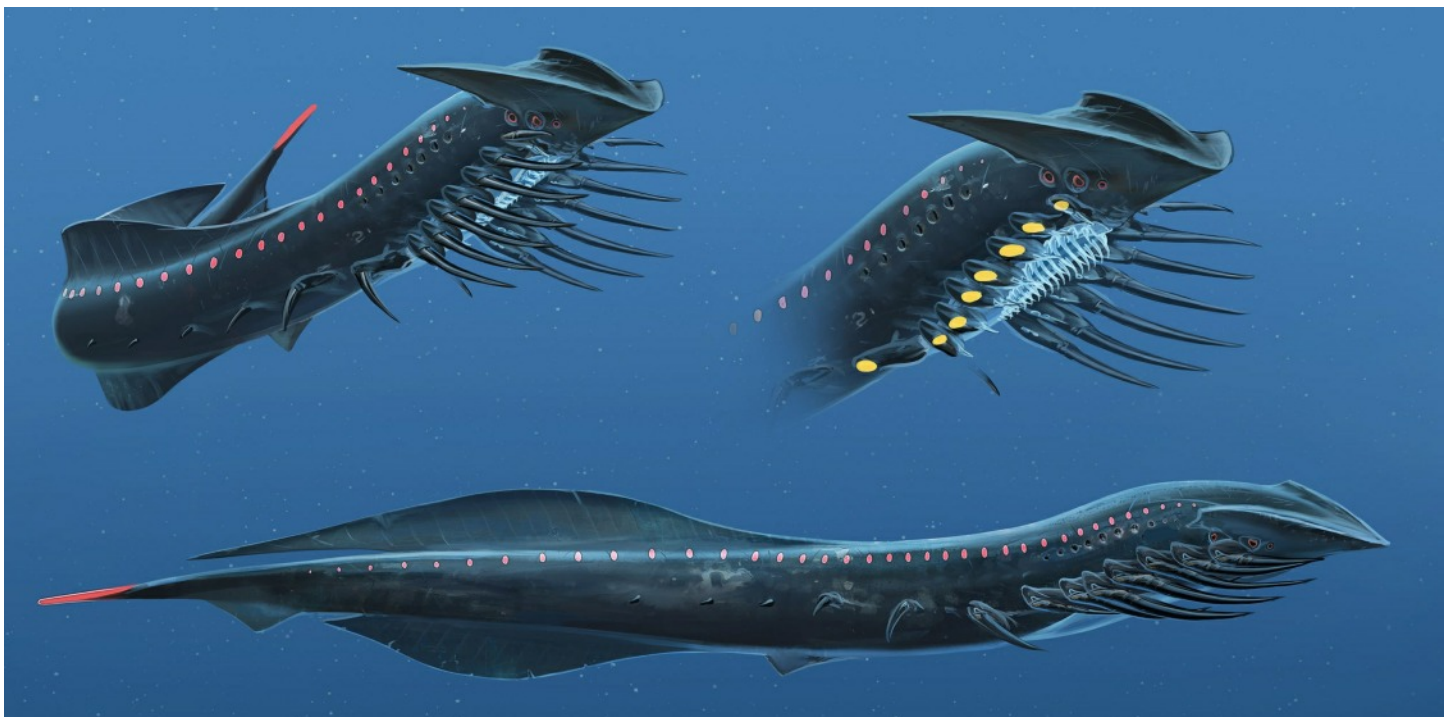
Maximum 90/-1D

This ability ties in with the tourism that now comes to Spinax III to observe the incredible creatures. The genetic Sonar will sense tourist vessels nearby and the creature will arrive to put on a show.

Oceanic Harvesting: Leviathans have an ability that allows them to harvest (aka eat) massive schools of other sea life forms. The Leviathan secretes a paralytic agent that only affects aquatic creatures and it effectively "tractor locks" the creatures in with a genetic ability pulling them into its ventral maw. The waste products that the Leviathans produce are comprised of all the flexible skeletons of the sea life on Spinax III. Harvest teams then set out to recover these skeletons to be utilized in planetary construction, creation of oceanic craft and the creation of objects that are then sold to tourists.

Move: 30

Size: 100 meters long



Marsh Haunts

A marsh haunt is a Force-using red-eyed creature. It has dull, peeling, gray-green skin, camouflaging it in the swampy terrains in which it primarily lives. Its bipedal stance and skull set deeply between its shoulders gave its silhouette the appearance of a humanoid lacking a head. Marsh haunts will occasionally leave their swampy homes to scavenge and acquire small prey in civilized areas. While non-sentient, they worked in loose packs of two to eight creatures to ambush prey, with some of them using their Force powers to scare potential prey toward the rest.

Though they are native to the planet of Abraxin in the Tion Cluster, they can be found on many worlds in the Mid and Outer Rim.

Type: Predator

DEXTERITY 3D

Unarmed Combat 4D:

Inherent Attacks 7D

PERCEPTION 4D

Search 6D, Sneak 6D, Hide 6D

STRENGTH 5D

Punching Bag/Tank AP,

Running 4D. Endurance 8D

Special Abilities:

Camouflage: Marsh Haunts gain natural Camouflage in natural vegetation. +2D to Hide and Sneak.

Force Use: Marsh Haunts can influence lesser creatures and beings into a trap. Use their Perception as if it was Force Attribute to determine the effects of “Effect Mind”. They can also cast force Illusions to disorient their prey.

Force Stealth: Marsh Haunts Use their Perception Attribute as “Force Armor”

for determining the ability to sense them using the force *only*.

Force Sensitive: Yes

Force Points: 2

Move: 10

Size: up to 5 meters tall



The Creatures of Panna

Various native life forms exist on Panna and they are... stupid looking. I have included them here in image format only. I can't even bring myself to stat them out. They seem to have appeared in some obscure reference material from either early comic books or star wars cartoons.

Panna Bird



The Panna bird is an avian that lives on the Mud Moon of Panna. The animal has blue feathers, a long, thin beak, large and pale bulbous eyes, and long, thin legs nearly equal in length to its body, from beak to tail tip.

This bird species feeds at waterways and walks through the garbage heaps outside of Panna City. One specimen witnessed the bounty hunter Boba Fett and Wookiee Rebel Chewbacca leave the city on a Paar's ichthyodont shortly after the Battle of Yavin, being pursued by an Imperial patrol on an Imperial Speeder.

Panna Beast



Apparently, this is some sort of stupid looking creature that can be domesticated and used as a mount. I'm thinking Boba Fett must have been desperate... Perhaps these could represent local cattle that could be harvested for meat that might provide food to hundreds of beings...

Panna Dragon



The Panna dragons are large reptilian creatures that live on Panna Prime. They are large, red skinned, and ordinary blasters could not injure them. They also seemed to like eating metal from starships and various other sources.

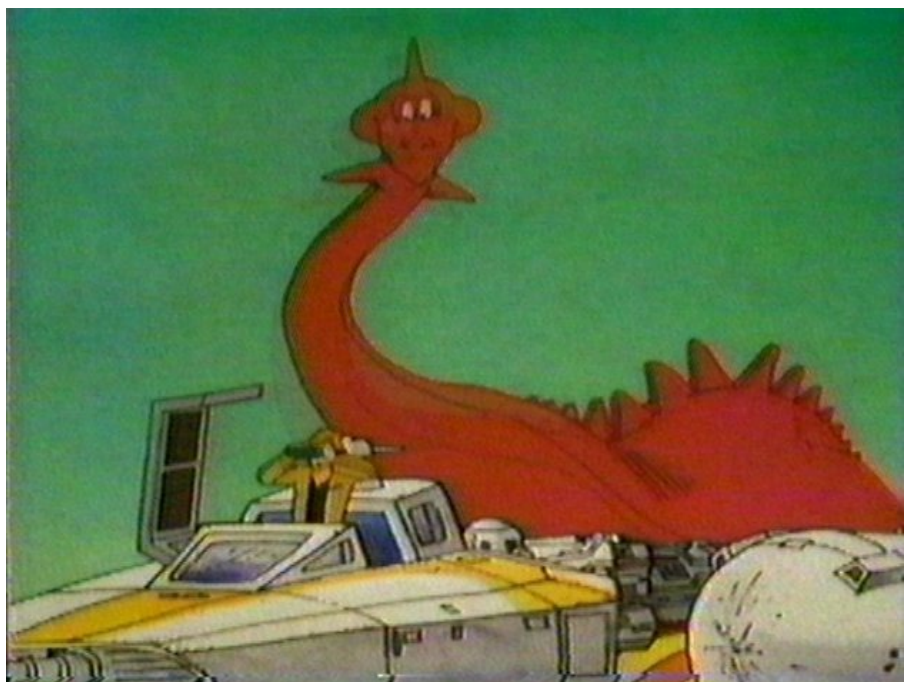
Their physiology includes a spike at the back of their heads, a spike sticking out from both sides of their necks, four ridges along the back of their neck, a single row of dorsal ridges running down the full length of their backs and tails, and four paddle-like flippers.

The greatest distinction between this species and the seemingly genetically related Ichthyodont are their eyes. The Panna dragons have white eyes with small pupils, and were positioned in the front of their head, while the Ichthyodont have red eyes with large pupils positioned at the sides of their heads.

In 0 ABY, Luke Skywalker encountered one after landing on the planet of Panna to look for Han Solo and Chewbacca. The Panna dragon began feeding off Luke's Y-Wing. The dragon was fought off by Boba Fett with the use of a subjugation prong.

The Panna dragons are mentioned in the article Supernatural Encounters: The Trial and Transformation of Arhul Hextrophon, however the article was never officially published. The related information that was to be published in the article is outlined below.

Pannas are a species of dragon that came into being during the primordial era of the the galaxy. As part of a plot by the beings Tilotny and Cold Danda Sine to spread discord in the galaxy, the Duinuogwuin were manipulated into creating monstrous and violent beasts with their Basiliskan offspring. While most of the creatures that were brought forth from this union, the Panna dragon proved to be among the few exceptions, as they adapted the Duinuogwuin cultural benevolence.



Quar Rats of Barancar

Found in the sewers of Barancar Port, the Quar Rats are viewed as lowly, vile creatures by many in the galaxy. These creatures rarely interact with life forms outside of the sewers. Typically feeding off of the denizens of the sewers themselves and devouring filth. These creatures actually perform a necessary function on the decaying world and, as some xenobiologists have surmised, have prevented the extensive underground lairs of Barancar from rotting the surface structures and causing the surface areas to collapse inward.

The Quar Rats are possessed with limited intelligence and some on Barancar, as well as more than a few scientists that study genetic manipulation, believe that there may be a primitive society below the surface though indicators to this are only mere speculation as no one has survived the journey more than a handful of meters below ground. Nor is there an overriding desire to venture there after millennia of horror stories. Some of this speculation is likely due to the Quar Rats being capable of bipedal movement and their actions resembling how primitive societies might band together. Some even speculate that they display the use of tactics and stealth.

Type: Sub Surface Dweller

DEXTERITY 3D

Unarmed Combat 4D: Inherent Attacks 5D

PERCEPTION 4D

Search 5D, Sneak 5D, Hide 5D

STRENGTH 2D+2

Special Abilities:

Filth Consumption: Quar Rats have the ability to filter out and devour the filth that exists in the sewers of Barancar. Effectively acting as a combination of air scrubber and waste reclamation. The creatures can effectively feed off the waste in the sewers and sustain themselves.

Claws and Teeth: +1D to Damage

Plague Infestation: Any attack from a Quar Rat that actually “breaks the skin” of a being will cause an infection that could become terminal over time if not treated by a Bacta Tank or Kolto Tank. Typical onset is 1-3 days with an instant swelling, inflammation of the region and pus dripping from the wound.

Tactics: When more than one Quar Rats are encountered together they display a cunning level of tactical coordination (4D Tactics, +1D Sneak).

Move: 10

Size: 1.1 meters long



Winged-star

Winged-stars are shelled flying insects native to Caluula. Every 300 years they emerge in the Nocturne of the Winged-Stars. However, they are possibly all eliminated in 29 ABY by the Alpha Red virus.

