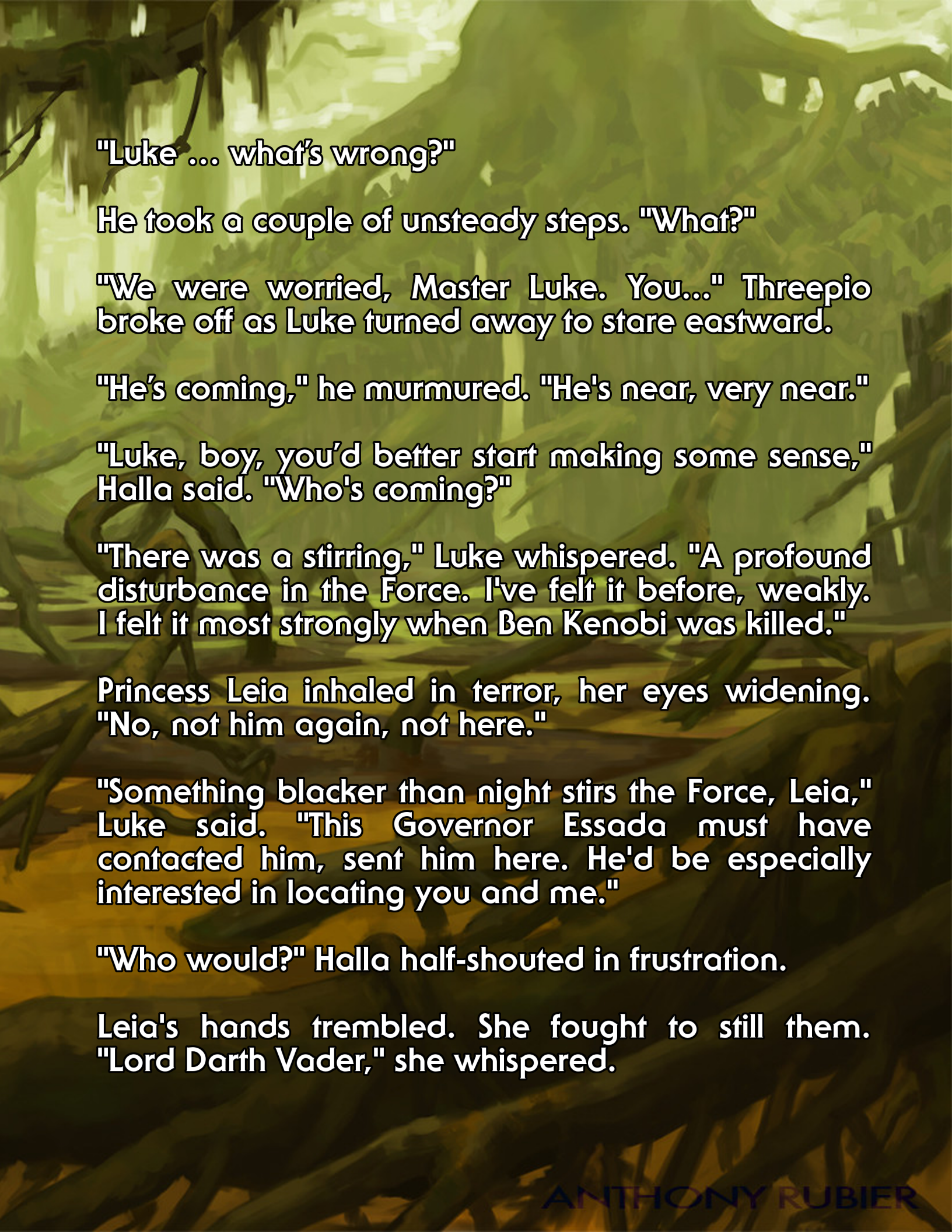


The background of the cover is a dynamic, painterly illustration of a space battle. In the foreground, Anakin Skywalker and Padmé Amidala are depicted in a dramatic pose. Anakin, on the left, is wearing his Jedi robes and is holding a glowing blue lightsaber. Padmé, on the right, is in her black senatorial uniform. They are surrounded by a chaotic scene of orange and red energy blasts, laser fire, and debris. In the background, a large, red, spherical planet or moon is visible, along with other celestial bodies and a starry space. The overall color palette is dominated by the warm tones of the explosions and the cool blues of the lightsaber and space.

STAR WARS

SPLINTER OF THE MIND'S EYE SOURCEBOOK

By Emperor Ollie



"Luke ... what's wrong?"

He took a couple of unsteady steps. "What?"

"We were worried, Master Luke. You..." Threepio broke off as Luke turned away to stare eastward.

"He's coming," he murmured. "He's near, very near."

"Luke, boy, you'd better start making some sense," Halla said. "Who's coming?"

"There was a stirring," Luke whispered. "A profound disturbance in the Force. I've felt it before, weakly. I felt it most strongly when Ben Kenobi was killed."

Princess Leia inhaled in terror, her eyes widening. "No, not him again, not here."

"Something blacker than night stirs the Force, Leia," Luke said. "This Governor Essada must have contacted him, sent him here. He'd be especially interested in locating you and me."

"Who would?" Halla half-shouted in frustration.

Leia's hands trembled. She fought to still them. "Lord Darth Vader," she whispered.

A WORD FROM EMPEROR OLLIE

This project has had some interesting points of discovery. First off is how few people have read the book. Another is, though the book is the first official EU book, being the direct sequel to Star Wars IV: A New Hope, but how it differs greatly from established EU. Granted there has been a lot of retconning to make it fit.

Interestingly enough, this project was supposed to be a quick and easy diversion from "The High Republic: Light of the Jedi" and "The High Republic: Into the Darkness." but took a life of its own, gobbling up a lot of time and energy. Hopefully the reader will find something of interest in this document and GM's fertile soil for their games.

There are a few people I would like to thank for their help making this document better by making suggestions, performing edits, and general creative help: Patrick White, Frank Bonura, and YTAFan.

One final note, in the book it's spelled KAIBURR and not KYBER. It is not a spelling error. I have no idea why it was changed later. Until next time.

May the Force Be With You,



Emperor Ollie
shootingwomprats@gmail.com

Version 1.0 2021-Mar-09

SUMMARY

Luke Skywalker and Princess Leia, accompanied by R2-D2 and C-3PO, are traveling to Circarpous IV for a Rebel Underground meeting. Their ships encounter an energy storm that forces them to crash-land on Mimban, a swamp planet. The group searches for a way to get off the planet. They find a mining town, and Leia discovers that the Empire has a secret energy mine there. Luke and Leia find disguises and enter the facility. A suspicious Imperial begins to question them, so Luke slaps Leia, claiming that she is his servant girl. An old woman named Halla comes over and quietly talks to Luke and Leia. Halla identifies Luke as one who is strong with the Force. She reveals a splinter, a shard of the Kaiburr crystal, which magnifies Force powers. Halla is in search of the entire crystal, and she enlists Luke and Leia's help, agreeing to get them off-world when they find it. They all exit together.

Outside the facility, Leia admonishes Luke for slapping her and calling her his servant girl. Luke falls off the walkway and into the mud, and he pulls Leia down with him. They begin playfully fighting as some miners emerge from the building. They claim that fighting in public is against Imperial law, and they all get into a brawl. Imperial stormtroopers take everyone, except for Halla, C-3PO, and R2-D2, who all hid in the shadows, to the local jail. They are questioned by Captain-Supervisor Grammel, who discovers and confiscates Luke's lightsaber and the crystal shard. Luke and Leia are placed in a cell with two drunken Yuzzem, Hin and Kee, while Grammel reports the incident to Governor Essada.

Halla shows up in the jail cell's window, and she uses the Force to open the cell. The two Yuzzem go on a rampage against the Imperials and reclaim the confiscated weapons. The four prisoners escape. They meet up with Halla, who steals a vehicle, and begin making their way to where Halla believes the Kaiburr crystal to be, the Temple of Pomojema. As they drive through the swamplands, they encounter a wandrella, a monstrous worm. It begins chasing them, and Luke and Leia are forced to split from the rest of their group. Luke and Leia climb into a deep well and hide on a ledge. They escape the creature but are unable to climb back to the surface, so they enter a cavernous passage.

Luke and Leia eventually find an abandoned, underground city, where they are stalked and attacked by Coway natives. Luke and Leia follow the Coway to the rest of the tribe. There, Luke and Leia are reunited with Halla's group, who have been tied up by the Coway. To save his friends, Luke fights and defeats the Coway's champion fighter. The Coway share a feast with Luke, Leia, Halla, Hin, and Kee. However, Luke senses the presence of Darth Vader through the Force. Coway patrols confirm Luke's feeling: Imperials, led by Darth Vader and Captain-Supervisor Grammel, are attacking. The Imperials arrive, but are pushed back by the Coway. Darth Vader and Captain-Supervisor Grammel retreat with the few surviving stormtroopers. Darth Vader kills Grammel and leaves in search of the Temple of Pomojema, while Luke and company steal an Imperial transport and race to the temple.

Luke, Leia, Halla, Hin, and Kee beat Darth Vader to the temple and begin searching for the Kaiburr crystal. As they search, they encounter a creature and defeat it by collapsing a pillar, crushing it. As they continue to search, the two Yuzzem go missing. Darth Vader arrives and drops rubble onto Luke, who becomes pinned, and he states that he killed the Yuzzem. Leia takes up Luke's lightsaber and begins fighting Darth Vader. She is badly injured in the duel. Hin, mortally wounded, shows up and lifts the rubble off of Luke's leg before dying. Luke continues the fight against Darth Vader. Guided by the spirit of Obi-Wan Kenobi and empowered by the Kaiburr crystal, Luke strikes and severs Darth Vader's arm. Undaunted, Darth Vader pursues the exhausted Luke. As Darth Vader approaches Luke to make the killing blow, he falls into a pit. Sometime later, Luke, Leia, R2-D2, and C-3PO set out with Halla into the mists of Mimban, ready to continue their adventures.

HEROES OF THE REBEL ALLIANCE

3PO

A protocol droid designed to interact with organics, programmed primarily for etiquette and protocol. He is fluent in over six million forms of communication, and develops a fussy and worry-prone personality throughout his many decades of operation. Along with his counterpart, the astromech droid R2-D2, C-3PO constantly finds himself directly involved in pivotal moments of galactic history, and aids in saving the galaxy on many occasions.

C-3PO was rebuilt from spare parts by Anakin Skywalker, a human slave who lived in Mos Espa, a city on the Outer Rim world of Tatooine. Shortly after the Clone Wars, C-3PO's memory is erased. C-3PO and R2-D2 are assigned to the Alderaan cruiser Tantive IV, where they serve senator Bail Organa for nineteen years. At some point during this time, 3PO's right leg is fitted with mismatched plating.

They become embroiled in the Galactic Civil War when Leia Organa of the Rebel Alliance entrusted them to bring a copy of the Death Star plans to the Jedi Master Obi-Wan Kenobi on Tatooine. After meeting Luke and the smuggler Han Solo, the droids help rescue princess Leia from the Empire's Death Star. They become directly attached to the three humans.

■ C-3PO (as of the Crash on Mimban)

Type: Cybot Galactica 3PO Human-Cyborg Relations Droid
DEXTERITY 2D

Dodge 4D+2

KNOWLEDGE 5D+2

Alien species 7D+1, bureaucracy 8D, cultures 8D, languages 12D+1, planetary systems 6D, survival 5D+2, value 5D+2

MECHANICAL 3D

Repulsorlift operation 4D

PERCEPTION 3D+1

Bargain 6D, con 5D

STRENGTH 2D

TECHNICAL 3D

Equipped With:

Humanoid body (two arms, two legs, head)

Two visual and two audial sensors - Human range

Broad-band antenna receiver

AA-1 Verba-brain

TranLang III Communication module with over six million languages

Voculator speech/sound system capable of providing an extraordinarily wide range of sound effects and exact impersonations of voices.

Character Points: 12

Move: 8

Size: 1.75 meters tall

Leia Organa

A Force-sensitive human female political and military leader who serves in the Alliance to Restore the Republic during the Imperial Era. Adopted into the House of Organa, the Alderaanian royal family, she is Princess Leia Organa of Alderaan, a planet known for its dedication to pacifism. The princess is raised as the

daughter of Senator Bail Organa and his wife, Queen Breha Organa. Instilled with the values of her adopted homeworld, Organa devotes her life to the restoration of democracy by opposing authoritarian regimes such as the Galactic Empire and the First Order.

Born in 19 BBY as Leia Amidala Skywalker, she is the biological offspring of the Jedi Knight Anakin Skywalker and Senator Padmé Amidala of Naboo. Her birth occurs in the aftermath of the Clone Wars, which sees the Jedi Order purged and the Galactic Republic reorganized into the Galactic Empire. With her mother's death in childbirth and her father's fall to the dark side of the Force, Leia and her twin brother Luke Skywalker are separated to keep them hidden from the Sith Lords Darth Sidious and Darth Vader. As the adopted daughter of a politician, Leia Organa eventually succeeds Bail by representing their homeworld in the Imperial Senate, though secretly she supports the Rebellion. During the Galactic Civil War, however, Alderaan is destroyed along with its inhabitants and the royal family by the Death Star Mobile Battle Station, causing Organa to openly fight the New Order as a leader of the Rebel Alliance.



■ Princess Leia Organa (as of the Crash on Mimban)

Type: Princess of Alderaan/Alliance Leader

DEXTERITY 3D

Blaster 7D+1, blaster artillery 3D+2, brawling parry 4D, dodge 7D, grenade 4D, melee combat 5D, melee parry 4D, vehicle blasters 4D

KNOWLEDGE 4D

Alien species 7D, bureaucracy 9D+1, Cultures 9D, languages 6D+2, planetary systems 9D, streetwise 6D, survival 7D+1, value 6D+1, willpower 6D+1

MECHANICAL 2D+2

Astrogation 4D, beast riding 3D+2, repulsorlift operation 4D+2, starfighter piloting 5D, starship gunnery 4D, starship shields 5D

PERCEPTION 3D+1

Bargain 6D, command 10D, con 5D+1, gambling 4D, hide 6D, persuasion 7D, persuasion: debate 8D+2, search 5D+2, sneak 6D

STRENGTH 3D

Brawling 4D, climbing/jumping 4D, stamina 4D, swimming 4D

TECHNICAL 2D

Computer programming/repair 4D+2, droid programming 3D, droid repair 4D, first aid 6D, security 3D

This character is Force-sensitive.

Force Points: 3

Character Points: 20

Move: 10

Equipment: Blaster pistol (4D), comlink

R2-D2

An astromech droid manufactured by Industrial Automaton with masculine programming. A smart, spunky droid who served a multitude of masters over his lifetime, R2-D2 has never been given a full memory wipe (apart from a partial wipe of select information by Cad Bane during the senate hostage crisis) nor does he ever receive new programming, with these factors resulting in an adventurous and independent attitude. Often finding himself in pivotal moments in galactic history, his bravery and ingenuity saved the galaxy on numerous occasions.

Beginning his service in the employ of Queen Amidala of Naboo, R2-D2 winds up serving Jedi Knight Anakin Skywalker during the waning years of the Galactic Republic, often accompanied by the protocol droid C-3PO in many adventures throughout the Clone Wars. After Anakin Skywalker turns to the dark side of the Force, the droid serves Senator Bail Organa for a time in the Imperial Senate. Nineteen years following the purge of the Galactic Republic, R2-D2 plays a pivotal role in helping the Rebel Alliance destroy the Empire's Death Star superweapon. He carried technical readouts vital to its destruction. Serving Luke Skywalker throughout the Galactic Civil War,

■ **R2-D2 (as of the Crash on Mimban)**

Type: Industrial Automaton R2 Astromech Droid

DEXTERITY 2D

Dodge 4D, electroshock prod 4D+1

KNOWLEDGE 2D

Planetary systems 8D+2, survival 6D+2, value 6D+2

MECHANICAL 4D

Astrogation 10D+2, communications 6D, sensors 7D, starfighter piloting 6D, starfighter piloting: X-wing 8D+1, starship gunnery 4D+1, starship shields 4D+1

PERCEPTION 3D

Con 3D+2, gambling 6D, sneak 4D+1

STRENGTH 3D

Lifting 4D

TECHNICAL 4D

Computer programming/repair 8D+2, droid programming 5D+1, droid repair 6D+2, machinery repair 5D+2,

repulsorlift repair 4D, security 6D, starfighter repair 6D+1, starfighter repair: X-wing 7D+2, space transports repair 5D+2, space transports repair: YT-1300 transports 7D+1

Equipped With:

Three wheeled legs (one retractable)

Retractable heavy grasper arm (+1D to lifting)

Retractable fine work grasper arm

Extendable 0.3 meter long video sensor (360° rotation)

Small electric arc welder (3D damage, 0.3 meter range)

Small circular saw (4D damage, 0.3 meter range)

Video display screen

Holographic projector/recorder (one meter range)

Fire extinguisher

Small internal "cargo" area (20 cm by 8 cm)

High pitch acoustic signaller

One long range sensing array; includes radar, Geiger counter and life form sensor, infrared receptors. electromagnetic field receptor (+3D to search at range of up to 100 meters)

Broad-band antenna receiver (can monitor all broadcast and communication frequencies)

Information storage/retrieval jack for computer link-up

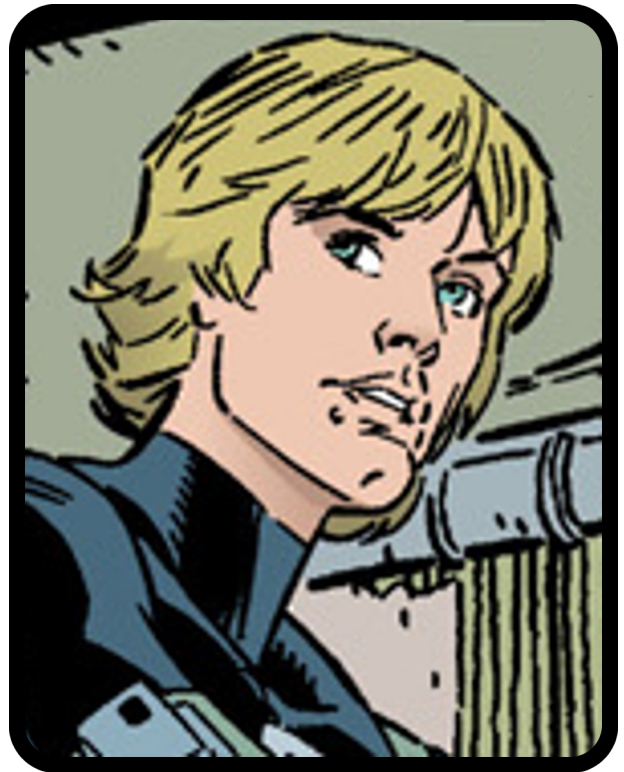
One compressed air launcher

Force Points: 2

Character Points: 18

Move: 5

Size: 0.96 meters tall



Luke Skywalker

A Force-sensitive human male who fought in the Galactic Civil War during the reign of the Galactic Empire. Along with his companions, Princess Leia Organa and Han Solo, Skywalker serves on the side of the Alliance to Restore the Republic—an organization committed to the downfall of the Galactic Empire and the restoration of democracy.

The son of Jedi Knight Anakin Skywalker and Senator Padmé Amidala, Luke Skywalker is born with his twin sister, Leia, in 19 BBY. As a result of Amidala's death and Anakin's fall to the dark side of the Force, the Skywalker children are separated and sent into hiding, with Leia adopted by the royal family of Alderaan while Luke was raised by his relatives on Tatooine. Longing for a life of adventure and purpose, Skywalker joins the Rebellion and begins learning the ways of the Force under the guidance of Jedi Master Obi-Wan Kenobi, whose first apprentice was Luke's own father. During the Battle of Yavin in 0 BBY, Skywalker saves the Alliance from annihilation by destroying the Empire's planet-killing superweapon, the Death Star. He continues his training in the years that follow, determined to become a Jedi Knight like his father before him.

■ Luke Skywalker (as of the Crash on Mimban)

Type: Brash Pilot

DEXTERITY 3D

Blaster 6D+2, brawling parry 5D+2, dodge 7D+1, lightsaber 7D+2, melee combat 9D, melee parry 5D

KNOWLEDGE 2D

Alien species 4D, bureaucracy 5D+1, streetwise 6D, survival 6D, value 4D

MECHANICAL 4D

Astrogation 6D, beast riding 4D+2, repulsorlift operation 8D, repulsorlift operation: airspeeder 8D, sensors 4D+1, starfighter piloting 7D, starfighter piloting: X-wing 9D+2, starship gunnery 7D+1, starship shields 7D

PERCEPTION 2D+1

Bargain 3D, command 5D, hide 4D+2, search 5D, sneak 4D+2

STRENGTH 3D

Brawling 5D+1, climbing/jumping 6D, lifting 4D, stamina 6D

TECHNICAL 3D

Computer programming/repair 5D, droid programming 5D, droid repair 6D, first aid 4D+2, lightsaber repair/engineering 7D+1, repulsorlift repair 7D, security 4D+1, starfighter repair 5D+2

Special Abilities:

Force Skills: Control 6D, sense 4D+1, alter 3D

Control: Accelerate healing, concentration

Sense: Direction sense, sense Force

Alter: Telekinesis

Control and Sense: Lightsaber Combat

This character is Force-sensitive.

Force Points: 5

Character Points: 10

Move: 10

Equipment: Lightsaber (5D), blaster pistol (4D), macrobinoculars (+3D to search at ranges greater than 100 meters), comlink

sensitive to light. He has curling black hair, touched with white at the sides and dyed orange in a spiral pattern on top.

Famed as an expert on unusual radiations, Moff Bin Essada serves as an Imperial military governor presiding over the Circarpous sector, based on the territorial administrative world of Gyndine. In the year 2 ABY, he receives a First Priority communication from Captain-Supervisor Grammel, the commander of the Imperial garrison on Circarpous V, informs him that two strangers have been captured on the planet carrying a strange crystal. Just as he shows Essada the fluorescent crystal on the holo connection, the governor becomes curious, speculating on the phenomenon. Afterwards, he wants more information about the strangers, and after a description, he concludes it could be Leia Organa, he does not tell Grammel. He also attributes a possible meaning to her male companion, Luke Skywalker, but cannot identify him. He orders Grammel that nothing should happen to the prisoners and will soon send an important representative of the Empire.



■ Moff Bin Essada

Type: Imperial Military Sector Governor

DEXTERITY 3D

Blaster 3D+2, dodge 4D

KNOWLEDGE 4D

Bureaucracy 8D, law enforcement 5D+1, planetary systems 4D, planetary systems: Circarpous sector 7D+2, scholar: radiation types 7D

MECHANICAL 3D+2

PERCEPTION 3D+1

FORCES OF THE EMPIRE

Moff Bin Essada

Essada is an overweight, swarthy man, whose most outstanding feature is a series of chins falling in steps to the upper part of his chest. It is suspected that, while he appears Human, his origins may not have been so, hinted at by his perpetually squinted dark eyes, which feature pink pupils ever

Command 6D, command: Imperial troops 9D+1, investigation: scientific research 6D+2

STRENGTH 2D

Brawling 4D

TECHNICAL 2D

Computer programming/repair 5D, security 4D

Character Points: 2

Move: 10

Equipment: Blaster pistol (4D), rank cylinder, code cylinder, datapad, comlink.

Captain Supervisor Grammel

A square-jawed, mustached, black-haired Human male and Imperial Army officer who commands the Imperial mining operation on Circarpous V. Grammel earns a reputation as a ruthless, sadistic officer, routinely torturing prisoners, whether he needed to or not.

When he learns of the existence of the Kaiburr crystal and the presence of Luke Skywalker and Leia Organa, he informs Governor Bin Essada, who in turn informs Darth Vader.

However, the two prisoners manage to escape from custody with the help of two Yuzzem, Hin and Kee, and their fellow Human Halla. During the chaos, Grammel is injured in an explosion resulting in a significant portion of his face being burned, his right arm having to be "re-formed" and his ear damaged. Upon Darth Vader's arrival, the Sith Lord is disappointed with Grammel over his failure to prevent them from escaping. Worse, Vader takes command of Grammel's troops.

Grammel is ordered to seize the Rebel Alliance leaders, a task he fails to complete. Despite — or perhaps as a result of — his pleas and excuses, Grammel is bisected by Darth Vader's lightsaber for his incompetence.

■ Captain-Supervisor Grammel

Type: Imperial Captain-Supervisor Grammel

DEXTERITY 2D+2

Blaster 4D+1, dodge 4D

KNOWLEDGE 3D

Bureaucracy 3D+2, intimidation 6D, intimidation: torture 7D+1, law enforcement 5D, tactics 4D

MECHANICAL 3D+2

Astrogation 4D, communications 4D+1, ground vehicle operations 4D, sensors 4D

PERCEPTION 3D+1

Con 5D+1, command 4D+2, command: Imperial mining operations 6D+2

STRENGTH 2D+1

Brawling 4D

TECHNICAL 3D

Security 4D+2

Character Points: 5

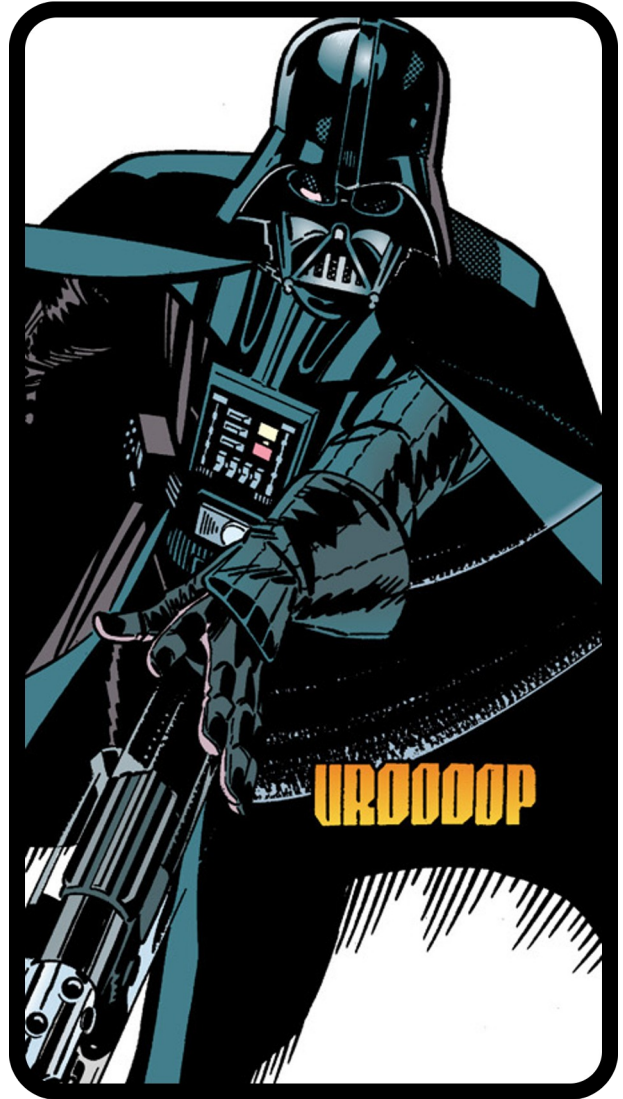
Move: 10

Equipment: Blaster pistol (4D), rank cylinder, code cylinder, datapad, comlink.

Puddra

A stormtrooper who is assigned to the detention area of the Imperial energy mining facility on the planet Mimban.

Refer to Stormtrooper on p.xx for Puddra's stats.



Darth Vader

A Force-sensitive Human male who served the Galactic Republic as a Jedi Knight and later serves the Galactic Empire as the Sith Lord Darth Vader. Born to the slave Shmi Skywalker in 41.9 BBY, Anakin was conceived by midi-chlorians, the symbiotic organisms that allows individuals to touch the Force, and he and his mother were brought to the desert planet of Tatooine to be the slaves of Gardulla the Hutt. They soon ended up as the property of the Toydarian Watto, and Skywalker exhibits exceptional piloting skills and a reputation for being able to build and repair anything even at a young age. In 32 BBY, Skywalker encounters the Jedi Qui-Gon Jinn and Padmé Amidala, and helps them secure the parts they need for their starship by winning the Boonta Eve Classic podrace event—only to learn that he has also won his freedom in doing so.

Reluctantly leaving his mother behind, Skywalker accompanies Jinn and his group to the Republic's capital of Coruscant and participates in the Battle of Naboo, helping to free Amidala's homeworld from the armies of the Trade Federation. While Jinn is killed during the battle, Jinn's student Obi-Wan Kenobi follows Jinn's wishes and takes Skywalker as his Padawan, many of the Jedi Council believe Skywalker is the Chosen One of Jedi prophecy: one who would bring balance to

the Force by destroying the Sith Order. Skywalker and Kenobi have many adventures during the Padawan's decade of training to become a Jedi, but as the Separatist Crisis threatens to tear the Republic apart in 22 BBY, Skywalker is reunited with Amidala when he is assigned to protect her from assassins. The two grow close during the course of the assignment, though they are caught up in the Battle of Geonosis and the beginning of the Clone Wars between the Republic and the Confederacy of Independent Systems. Losing an arm during the fighting, Skywalker receives a cybernetic replacement, and he and Amidala are secretly married in the days after the battle, despite the Jedi Code's restrictions on romantic attachments.

During the Clone Wars, which rage for the next three years, Skywalker is granted the rank of Jedi Knight and becomes known to the public as the "Hero with No Fear." Taking on the Togruta Ahsoka Tano as his apprentice, Skywalker fights alongside Kenobi and his fellow Jedi in scores of battles, and his friendship with Supreme Chancellor Palpatine deepens despite the Jedi Order's wariness of Palpatine's rapid acquisition of further powers during the course of the war. Throughout the Clone Wars, Skywalker's anger and sense of loss push him ever closer to the dark side of the Force, and his visions of Amidala dying in childbirth in 19 BBY makes him desperate to find a way to save his wife. Palpatine, who is in fact the Sith Lord Darth Sidious, manipulates Skywalker into becoming his apprentice with the promise of saving Amidala, and Skywalker becoming the Sith Lord Darth Vader as Palpatine transforms the Republic into the Galactic Empire and eradicated the Jedi Order.

Vader and Kenobi clash on Mustafar after Vader attacks his wife in the belief that she has betrayed him, and the newly christened Sith Lord is left limbless and ravaged by fire at the end of their battle. Encased in a suit of life-sustaining black armor and believing his wife to be dead, Vader embraces his role as the Emperor's right hand and enforcer, hunting down Jedi survivors and enforcing the will of the Empire for years to come. Galactic Civil War erupts between the Empire and the Alliance to Restore the Republic in 2 BBY. In 0 BBY, the Death Star—the Empire's greatest superweapon—is destroyed by a young Rebel pilot despite Vader's efforts, and Vader becomes obsessed with discovering the pilot's identity.

When Governor Bin Essada learns that Luke Skywalker and Princess Leia are on Mimban in 2 ABY searching for a powerful Force relic known as the Kaiburr crystal, he contacts the Dark Lord. Vader travels to the jungle world hoping both to capture Skywalker and get hold of the powerful crystal. He tracks the Rebels to the abandoned Temple of Pomojema deep in one of Mimban's jungles. Luke, Leia and Halla, a Force-sensitive local Human with whom they have undertaken the search for the crystal, leaves C-3PO and R2-D2 outside the temple while they went in to look for the crystal.

Vader coldly deactivates the droid he created and the droid that had been his faithful companion in the Clone Wars, without even recognizing them. He then enters the temple to face Skywalker and the Princess. Vader immobilizes Luke by dropping a ceiling stone at him with the Force, but the Kaiburr crystal's proximity has intensified the Sith Lord's anger, and he is surprised at being overcome with the desire to kill the two rebels. Leia briefly duels with Vader using Luke's lightsaber, but the Dark Lord quickly subdues her and slashes her body repeatedly with his blade as a form of torture. When Luke emerges from under the stone, Leia throws him his lightsaber, and Vader and Luke cross sabers for the first time. In his uncontrolled rage, Vader attempts

to kill Luke with Kinetite but Luke's actions are guided by Obi-Wan Kenobi. This guidance coupled with the fact that Luke is in possession of the crystal, are enough to deflect the Kinetite and slice Vader's arm off. However, this act drained Kenobi's spirit to the point that he can no longer aid Luke, and Vader shrugs off the injury. As he advances on the two siblings, he catches sight of the lightsaber Luke was holding, which looks just like his own old one, but topples into a deep sacrificial well, allowing the Rebels to escape. Vader is unconscious for over an hour at the bottom of the pit, but the battle makes him realize that Luke could help him overthrow the Emperor.

■ Darth Vader (as of the Coway Village Ambush)

Type: Sith Lord

DEXTERITY 3D

Blaster 5D, blaster artillery 4D+1, brawling parry 6D+1, dodge 7D, lightsaber 11D+2, melee combat 7D, melee parry 9D, vehicle blasters 6D

KNOWLEDGE 3D+2

Alien species 7D+1, bureaucracy 9D+1, cultures 7D, intimidation 10D+1, languages 6D+1, planetary systems 7D, streetwise 7D survival 5D, value 6D, willpower 8D+1

MECHANICAL 4D

Astrogation 6D+1, capital ship piloting 8D, capital ship gunnery 8D, capital ship shields 5D, repulsorlift operation 5D+2, starfighter piloting 10D, starship gunnery 8D, starship shields 5D

PERCEPTION 3D+1

Bargain 4D, command 11D, con 4D, gambling 4D+1, hide 5D+2, persuasion 8D+1, search 8D, sneak 5D+2

STRENGTH 3D

Brawling 9D, climbing/jumping 7D+1, lifting 8D+1, stamina 8D+1

TECHNICAL 3D

Armor repair 6D+1, capital ship repair 5D, lightsaber repair/engineering 7D+2, security 6D+2, starfighter repair 5D

Special Abilities:

Force Skills: Control 11D+1, sense 12D+1, alter 11D

Force Powers (These are the known powers Vader possessed and it is believed that he had access to many other powers):

Control: Absorb/dissipate energy, accelerate healing, concentration, control pain, detoxify poison, enhance attribute, hibernation trance, reduce injury, remain conscious, resist stun

Sense: Combat sense, danger sense, instinctive astrogation, life detection, life sense, magnify senses, merge senses, receptive telepathy, sense Force,

Alter: Injure/kill, telekinesis

Control and Sense: Farseeing, lightsaber combat, projective telepathy.

Control and Alter: Feed on the dark side, inflict pain

Control, Sense, and Alter: Affect mind, telekinetic kill

This character is Force-Sensitive.

Force Points: 10

Dark Side Points: 17

Character Points: 25

Move: 10

Equipment: Lightsaber (5D), body armor (+1D all attacks, respirator is necessary to keep Vader alive).

IMPERIAL PERSONNEL

Imperial Army Trooper

Soldiers deploy during the reign of the Galactic Empire by the Imperial Army, as its main infantry throughout the galaxy. Formed from eager and often young conscripts, Army troopers serve as expeditionary units of the Empire's ground forces, tasked with the subjugation of worlds that dare to resist the Emperor's rule. They are often members of local planetary defense forces who fought during the Clone Wars and conscripted into the Imperial Military. Though they are separate from the more elite stormtroopers, army infantry fight alongside the notoriously zealous shock troops in order to bolster Imperial effectiveness during battle. As the Imperials reinforce their grip on the galaxy, these units are gradually phased out in favor of stormtroopers, elite shock troops fanatically loyal to the Emperor himself.

- **Army Trooper:** all stats 2D except for: Dexterity 3D, blaster 4D+1, dodge 4D+1, grenade 3D+2, vehicle blaster 3D+2, Knowledge 1D+1, survival 2D+1, Mechanical 1D+1, repulsorlift operation 2D+1, Perception 2D, Strength 3D+1, brawling 4D+1. Technical 1D. Move: 10. Equipment: Blaster rifle (5D), field armor and helmet (+1D physical, +2 energy), 2x grenades (5D), helmet comlink, survival gear, utility belt with supplies.

Stormtroopers

Nicknamed "bucketheads", are the elite shock troops of the Galactic Empire. As members of the Stormtrooper Corps, an independent branch that operates under the Imperial Army, they serve as frontline assault forces and form the backbone of the Imperial Military. Indoctrinated to support the ideology of the "New Order" that the galaxy is chaotic and needs strong unflinching order to bring peace, justice and security. Stormtroopers are fanatically loyal to the Empire, making them unlikely to betray the Imperial cause. With their signature white armor and the E-11 blaster rifle, stormtroopers became the face of the Galactic Empire on countless worlds they patrol throughout the galaxy.

- **Stormtrooper:** All stats are 2D except for: Dexterity 3D, blaster 4D, brawling parry 4D, dodge 4D, brawling 3D. Move: 10. Equipment: Stormtrooper armor (+2D physical, +1D energy, -1D to Dexterity and related skills), blaster rifle (5D), blaster pistol (4D). Source: REUP (p.273).
- **Stormtrooper Squad Leader:** all stats 2D except for: Dexterity 3D, blaster 4D, brawling parry 4D, dodge 4D, grenade 4D+2, command 3D. Move: 10. Equipment: Stormtrooper armor (+2D physical, +1D energy, -1D to Dexterity and related skills), blaster rifle (5D), blaster pistol (4D).

Top Tracker

known as a terrain tracer is a professional adept at tracking the movements of individuals or animals across various terrain types. A number of top trackers serve the Galactic Empire. Due to the similar demands of their occupation, many bounty hunters are top trackers as well.

- **Top Tracker:** all stats 2D except for: Dexterity 2D+2, Blaster 3D+2, dodge 4D, grenade 3D+2, melee combat 3D+1, melee parry 3D, Survival 5D+2, willpower 4D, Mechanical 2D+2, Sensors 3D+1, Perception 3D+2, Hide 5D, search 4D+1, search: tracking, sneak 6D, Strength 3D, Brawling 3D+2, climbing/jumping 5D, stamina 4D+1, First aid 3D. Move: 10. Equipment: Blaster carbine (5D), camouflage gear (+1D to hide skill checks), blast vest (+1D vs physical, +1 vs energy), low-lite monoculars, utility belt, military comlink, hand sensor (detects movement up to 60 meters, +1D to search rolls).



FRINGERS

Bot

A mysterious, hooded, small orange reptilian henchman-spy and informant of Captain-Supervisor Grammel.

- **Bot:** all stats 2D except for: streetwise 3D, survival 4D, Perception 3D, Con 4D+1, hide 6D, investigation 5D, search 5D, sneak 5D, sneak: eavesdrop 6D. Move: 10. Equipment: All-weather cloak.

Elarles

A Human male waiter at a tavern located in one of the Imperial energy mining facilities on Circarpous V. When taking orders, he would remain distant from customers since he wants to keep the substance that he smokes while working from making them lose their appetite. Around 2 ABY, Elarles notes something suspicious about two supposed miners he is waiting on. Though the male has the calloused hands of a typical miner, his female companion did not. Elarles informs a nearby Imperial bureaucrat of his suspicions.

- **Elarles:** all stats 2D except for: streetwise 4D+1, value 3D+1, Perception 3D, con 4D+2, investigation 4D+2, persuasion 4D+1, search 3D+2. Move: 10.

Jake

A large Human male miner who works on Mimban. Jake sells some ancient artifacts to Bwahl the Hutt. Bwahl has Han Solo and Chewbacca deliver the credits to Jake, but the Hutt doesn't send the amount Jake is expecting. When Solo and Chewbacca are ambushed by a group of Coway, Jake is wounded. Solo and Chewbacca proceed to finish off the ambushers. Years later, Jake makes advances at Leia Organa, provoking a brawl with Luke Skywalker. The fight is broken up and the participants placed under Imperial arrest. Grammel then pokes out one of Jake's eyes.



- **Jake:** all stats 2D except for: Dexterity 3D, Dodge 3D+2, melee combat 4D+2, melee parry 4D, intimidation 3D, mining 5D+2, survival 3D, streetwise 4D+1, survival 4D+1, value 4D+1, ground vehicle operation 3D, mining equipment 4D, repulsorlift operation 3D, gambling 4D, search 3D+2, Strength 3D, brawling 4D, climbing/jumping 3D+2, lifting 4D+1, stamina 4D. Move: 10. Equipment: mining suit, double-bladed boots, double-bladed stiletto vambrace.

- **Jake's Crew (4):** all stats 2D except for: melee combat 3D+2, brawling 3D+2. Move: 10. Equipment: mining suit.

CITIZENS OF THE GALAXY

Halla

An eccentric, Force-sensitive, old human female Halla lives on Mimban where she is popular with the mining community. The Temple of Pomojema is known to hold the legendary Kaiburr crystal, which she seeks; she spends seven years searching, often asking natives in return for alcoholic beverages.

Claiming to be a master of the Force, she strikes a deal with Luke Skywalker and Princess Leia Organa for them to help her find the crystal; if they do, Halla will help them get off the planet Mimban on which they are stranded. She soon has to rescue Luke and Leia from a prison cell by using the Force to guide a food tray over to open the cell, and she later joins Luke and Leia to speed through the swampy lands of Mimban in a stolen craft, only to encounter a fearsome wandrella.

Halla escapes, and finds Luke and Leia in a Thrella well. She instructs them to make their way through a tunnel in the well to meet up with her on the other side. Halla makes her way to the opposite end of the tunnel, goes down in it, but is captured by the Coway. She is tied up and forced to watch Luke battle a Coway. When Luke wins, Halla is released.

She feasts with the Coway, but soon Luke senses the Dark Lord's approach. The Coway and the Imperials fight a fierce underground battle until the Coway won, and Halla travels with Luke and Leia to find the crystal at the temple. There she takes it and gives it to Luke, who, after defeating Darth Vader and healing Leia's wounds, gives it back to her. She then leaves Mimban with Luke and Leia to join the Rebel Alliance, but not before admitting to Luke that rather than being a master of the Force, she is really a faker and a charlatan, capable of doing "parlor tricks" but little more.



- **Halla (as of the Cantina Meeting)**

Type: Eccentric Charlatan

DEXTERITY 3D

Blaster 4D, dodge 3D+2

KNOWLEDGE 3D+2

Archaeology 4D, cultures: Mimban 4D, streetwise 4D, survival: Mimban 4D+1, value 4D, willpower 4D

MECHANICAL 3D+1

Ground vehicle operation 4D, machinery operation 4D+1, repulsorlift operation 3D+2

PERCEPTION 3D+2

Bargain 4D, con 5D+2, forgery 4D, gambling 4D, hide 5D+1, investigation 5D, persuasion 4D, search 5D+2, sneak 4D+2

STRENGTH 2D

Climbing/jumping 4D+2

TECHNICAL 2D+1

Demolitions 3D+1

Special Abilities:

Force Skills: Sense 1D, alter 1D+2

Alter: Telekinesis

This character is Force-Sensitive.

Force Points: 2

Character Points: 5

Move: 10

Equipment: Stained all-weather cloak, utility belt, Kaibur crystal shard, small slipcase with papers, map to the Temple of Pomojema.



Hin and Kee

Like many other Yuzzem, Hin and Kee are enslaved as part of the Humanocentric policies of the Galactic Empire and are put to work on the jungle world of Mimban, where the Imperials have mining operations, due to their incredible strength. When they protest, the mining official waves documents at them and mocks them. In response, the two disgruntled Yuzzem take their equipment and start to fill in the mine instead of emptying it.

However, Captain-Supervisor Grammel does not have them shot, as an average Yuzzem does three times the work of the average Human miner, and both Yuzzem had been intoxicated out of their minds. Interestingly, the species has long hangovers due to their massive size. So both Yuzzem are incarcerated at a maximum secure holding cell due to their strength.

By coincidence, Rebel agents Luke Skywalker and Leia Organa are put in the same cell as them since there is no more space in the prison. During this time, the Rebels make friends with Hin and Kee. When Grammel arrives at the cell to interrogate Luke and Leia, who has claimed to be escaped criminals from nearby Circarpous IV, Kee grabs Grammel's neck and is shot by a stormtrooper. However, Kee recovers quickly due to his unique anatomy.

Later, Halla (who has befriended Luke and Leia earlier) frees the captives from their cell by using the Force to throw a food tray at the photoplate in the corridor which opens the cell's doors. Due to the incredible strength of the two Yuzzem, the inmates and Halla manage to escape from the base. They are then joined by the droids R2-D2 and C-3PO and escape into the surrounding jungle in a stolen military Swamp crawler.

Together with their newly-found friends, Hin and Kee survive encounters with a massive Wandrella, a tribe of territorial Coway and Imperial stormtroopers sent after them. However, they are slain while guarding the swamp speeder by Darth Vader at the Temple of Pomojema. When Luke's leg gets stuck under a massive rock, Hin gathers all his strength to free him. He dies only moments later from his severe wounds.

- **Hin and Kee:** all stats 2D except for: blaster 3D+2 (Kee has blaster 4D+2), brawling parry 4D, melee combat 4D+2, melee parry 2D+2, Knowledge 1D+1, survival 3D+1, Mechanical 1D, Perception 1D+2, Strength 6D+2, brawling 7D+2. SQ: use Strength to intimidate, +1D willpower vs fear. Move: 10.

HEROES OF THE COSMIC FORCE

Obi-Wan Kenobi (Force ghost)

The spirit of Kenobi plays a vital role in guiding Luke Skywalker. In 2 ABY, his spirit helps Lukes survive his first duel with Darth Vader by joining with Luke through the Force and supplanting some of Luke's skills with his own. Specifically his skills with lightsaber and accompanying Force skills for using lightsaber combat. He is not able to do this for long before rejoining the Cosmic Force.

- **Obi-Wan Kenobi (Force ghost)**

Lightsaber 11D

Special Abilities:

Force Skills: Control 12D, sense 12D, alter 8D

Force Points: 10

Character Points: 20

ALIENS

Coway

Humanoid race, Batracian in appearance, with gray skin covered with a fine red down. They have large eyelids and small eyes which are capable of seeing into the infrared spectrum, which they use to survive in the subterranean darkness. A Coway's diet typically consists of fruits, lichens, raw meats and fungus which can be poisonous to them if not for the strong amino acids of his or her digestive system.

Compared to the space-age cultures of the rest of the galaxy, the Coway are a primitive lot. Their main technological achievements are fire and weapons made of flowstone. They have little to no sense of higher learning or technology and are

fond of charms. They treat death as an inevitable, everyday occurrence.

Coway tribes live in large villages where order is maintained by brute force. Any outsiders who venture too close will be attacked. Males are dominant in Coway society and each village is ruled by a triumvirate of chiefs who answer only to the will of Canu, a warrior god.

If the chiefs encounter gridlock when they attempt to resolve an issue by themselves, they submit the problem to Canu. Because the Coway believe that Canu demands strength from his followers, the greatest warriors of the conflicting parties face each other in single combat until one quits or dies. The winner of the contest is presumed favored by Canu and the chiefs would rule in favor of the party that the winner fights for. If the loser has lost because he quit, he and the party that he champions would abide by Canu's judgment and pay respects to him by hitting the winner in the face. The winner is expected to return the favor or else face the prospect of angering Canu—and another physical contest.

The largest known Coway village contains a population of at least two hundred, located in a large subterranean amphitheater near an ancient Thrella city, adjacent to a subterranean lake. The village itself contains two Thrella structures that the tribe keep in an outward state of repair at the very least.



■ Coway

Home Planet: Mimban

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+2/4D+1

PERCEPTION 1D/3D+2

STRENGTH 2D/4D+2

TECHNICAL 1D/3D

Special Abilities:

Darkvision: Coway can see up to 20 meters in total darkness.

Stealth: Coway are naturally stealthy, especially within their underground cave systems, as well as moving through Mimban's swamps and mud, +2D to hide and stealth skill checks.

Tough: Coway receive a +1D bonus to Stamina checks.

Story Factors:

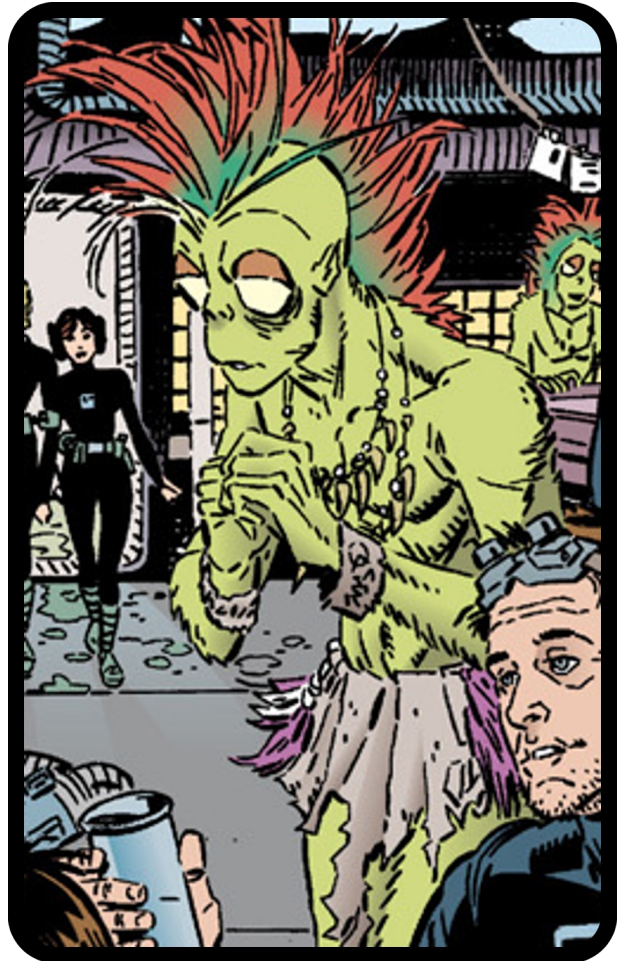
Violent Culture: The Coway are a primitive people, violent and initially difficult for others to understand. Coway approaches physical violence and death as natural occurrences. Disputes are often decided by combat, with their god Canu obviously siding with the victor.

Move: 10/12

Size: 1.6 meters

Mimbanite

Like the Coway, Mimbanites are humanoids with short fur, but smaller and less robust. Their fur is green rather than red, hence the derogatory nickname Greenies. The term "Mimbanite" also refers to a race of furry quadrupeds which inhabit the planet. It is unclear if the quadrupeds are sentient, non-sentient, or semi-sentient.



■ Mimbanite

Home Planet: Mimban

Attribute Dice: 11D

DEXTERITY 1D/3D+1

KNOWLEDGE 2D/4D+1

MECHANICAL 1D/4D

PERCEPTION 1D/3D+2

STRENGTH 1D/3D

TECHNICAL 2D/4D+2

Special Abilities:

Stealthy: Mimbanites gain a +2 pip bonus when making hide or sneak skill rolls.

Move: 10
Size: 1.5
Source: Aliens stats (p.96)

Yuzzem

Large, furred, massively built humanoid. They have hair-covered arms that reach to the ground. A long snout protrudes from the center of the face, obscuring any mouth, and two huge black eyes. Yuzzem language is a combination of chittering, growls, and shrieks. Their homeworld is the forested planet Ragna III. They are quite strong and temperamental. They fight fiercely, and their large size makes them hard to subdue. Yuzzem also adheres to strict codes of honor and debt-fulfillment.



- **Yuzzem**
Home Planet: Ragna III
Attribute Dice: 12D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D/2D
MECHANICAL 1D/3D
PERCEPTION 1D/2D+1
STRENGTH 4D/7D
TECHNICAL 1D/3D
Special Abilities:

Large: Yuzzem are powerfully built with large hands, suffering a -2D to skill checks when this is a factor. They also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blaster rifles; most weapons used by Yuzzems have had their finger guards removed or redesigned to allow for the Yuzzem's use.

Physically Intimidating: Yuzzem may roll Strength instead of knowledge to intimidate.

Fearless: Yuzzem don't frighten easily and gain a +1D bonus to willpower to resist fear.

Story Factors:

Honorable: Although rash and volatile, the Yuzzem follow a strict code of honor and insist on paying their debts.

Language: Yuzzem cannot speak Basic, but they can understand it. A Yuzzem's intent is seldom misunderstood.

Move: 10/12

Size: 2.5 meters tall on average

CREATURES

Lake-Spirit

An amorphous, translucent, and phosphorescent creature, the creature inhabits the subterranean waterways of the planet Mimban. It sends out tentacle-like pseudopods to grasp prey. It has a rudimentary nervous system which reabsorbs the pseudopods in the presence of adverse stimuli (such as lightsabers)



■ Lake-Spirit

Type: Bioluminescent Water Pseudopod

Planet of Origin: Mimban

DEXTERITY 2D+2

PERCEPTION 1D+1

Search 3D+2

STRENGTH 3D+2

Grapple 4D, swimming 5D

Special Abilities:

Pseudopod Skin: The creature doesn't have limbs or sensory organs. Instead, its muscles allow it to form and extrude up to six limbs as needed (the creature's skin is extremely flexible). Each additional limb gives a +1 modifier to grappling skill checks. Limbs created by the creature cause STR+1D damage.

Grapple: A creature can grapple a human-sized (or smaller) target. If successful, it immobilizes the target completely. The victim can escape by succeeding at an opposed Strength check against the creature. Typically the creature will drag grappled opponents underwater in an attempt to drown them.

Bioluminescence: The creature is clear, gelatinous, and gives off a soft white glow.

Rudimentary Nervous System: The creature does not suffer normal damage but if it is wounded or worse 3 or more times it will attempt to escape.

Move: 14 swimming
Size: 2-3 meters

Mimbanite

Mimbanites are large dark brown furry balls, with patches and stripes of green covering its body, roughly a meter in diameter. Four short furry legs support it, ending in thick, double digits. It also has four arms and a modest hairless tail. They dwell in the mixture of jungle and swamp that covers the surface of the planet.

■ Mimbanite

Type: Jungle/Swamp creature

Planet of Origin: Mimban

DEXTERITY 2D

Running: Swamp/jungle 5D

PERCEPTION 2D+2

STRENGTH 3D

Brawling 4D, climbing/jumping 5D

Special Abilities:

Four Legs and Arms: 1D+1 modifier to brawling, grappling, and climbing skill checks.

Ambidexterity: Mimbanites are naturally ambidextrous, and suffer no off-hand penalties.

Move: 12

Size: 1 meter tall

Mimban Swamp Lizard

The creature looks like vicious reptiles, about three meters in length, with a green, scaly hide. In addition to these three meters, they have a meter long tail.



■ Mimban Swamp Lizard

Type: Ferocious swamp lizard

Planet of Origin: Mimban

DEXTERITY 1D+1

Dodge 4D, tongue attack 3D+1

PERCEPTION 2D+1

Search 5D

STRENGTH 5D

Brawling 4D+1, swimming 5D

Special Abilities:

Teeth: Do STR+1D damage.

Claws: Do STR+2 damage.

Snare Tongue Attack: The creature may target a creature with its tongue up to 3 meters away. If the target is hit by the creature's tongue, it can attempt to break free by making a Difficult Strength. Failure indicates that the creature draws the prey into its mouth and bites at the beginning of its next turn, doing STR+1D damage.

Tail Slap: Does STR+1D damage, Dexterity or appropriate skill vs damage or be knocked prone 1D meters away.

Trample: The creature must move its full move in in a straight line, ending its turn past its target, trampling does STR damage.

Natural Armor: The creature has thick natural armor that grants it a +2D vs damage.

Vision: These creatures have excellent night vision and ignore all darkness penalties.

Move: 8, 14 (leaping), 14 (swimming)

Size: 3-4 meters long



Wandrella

Giant worms native to the plains and swamps of the planet Mimban, a sparsely populated, largely unexplored world, allowing the Wandrella free to roam over much of the planet. Notorious for

their simple intelligence and rudimentary thinking, the Wandrella are omnivores with only basic tactics in hunting, demonstrated by their charging headlong after prey, flattening anything in their path.

Wandrella have pale cream-pink colored bodies with brown streaks, thick hides, plated underbellies, and reach lengths of 15 meters or more. A wandrella's blunt head consist of dull eyes set in a large group of haphazardly-spaced spots similar to those of a spider, and powerful jaws surrounding a mouthful of jet-black teeth set in large concentric circles. The wandrellla's body has a faint phosphorescent glow, and the suction organs on its underbelly allow it to move across or through the ground. Wandrellas are sensitive to surface movement when they are burrowing below ground, and are known to burst up through the surface to attack unsuspecting prey. Wandrella are slow to react to outside forces, possibly due to their nervous systems being too evenly distributed throughout their large mass to provide a vital center.

■ Wandrella

Type: Plains and swamp predator

Planet of Origin: Mimban

DEXTERITY 1D+2

PERCEPTION 1D

Hide: ambush 3D, search 3D+2

STRENGTH 4D

Brawling 5D

Special Abilities:

Bite: The Wandrella has a devastating firm, crushing bite doing STR+1D damage.

Body Slam: The wandrella can lift 10 meters of its body and head off the ground, then slam its bodydown doing STR+2D damage to anyone struck by its body.

Primitive Nervous System: The Wandrella's primitive nervous system does not register damage efficiently and suffers no negative modifiers from damage. Furthermore, they are slow to react and suffer a -1D to initiative rolls.

Gargantuan: Because of the Wandrella's size, treat it as if speeder scale.

Move: 10

Size: 15 meters in length

EQUIPMENT

PROTECTIVE GEAR

Coveralls

Also known as a jumpsuit, is a term for any one-piece garment which covers much of the body excluding the head, hands, and feet. Jumpsuits are designed to protect the body of its wearer and to provide maximal mobility on ground-based missions in addition to obvious advantages for starfighter piloting. Since they are often comfortable, come equipped with numerous pockets and used for a variety of roles, they are used for a variety of dangerous operations including intensive labor and combat operations. They are also commonly used by a range of organizations ranging from the armed forces of various galactic governments like the Galactic Republic, Galactic Empire, and Galactic Alliance.

■ Coverall

Type: Typical flight suit

Scale: Character

Cost: 250

Availability: 2

Game Notes: A durable one-piece reinforced fabric coverall provides +2 modifier to resist physical damage. If used with a helmet and life support, protects the wearer from hostile environments for up to 10 hours.

Flight suit

A one-piece coverall that provides life support, protection against hostile environments, and prevents the wearer from being adversely affected from the g-force effects commonly associated with high-velocity flying. They typically come with a helmet to provide maximum benefits. Jointly, the two items weigh roughly 3 kilograms, and provide life support in outer space for up to three hours.

■ Flight Suit

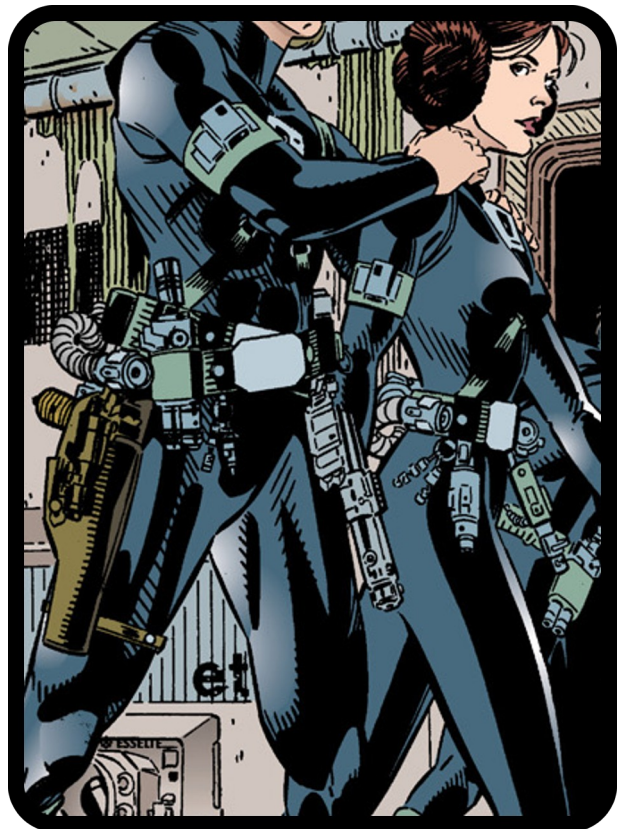
Type: Typical flight suit

Cost: 250

Availability: 1

Game Notes: The flight suit is a one-piece coverall (plus helmet) that provides life support, protects the wearer from hostile environments, and prevents the wearer from succumbing to the adverse effects of high-velocity flying.

Source: Equipment Stats (p.12)



Mining Suit

A type of jumpsuit worn by miners throughout the Galactic Empire. They are made of black, reflective material that tucks into high black boots. The suit also includes a hood that

fastenforms to fit the head of the wearer, or removed and folded flat against the suit's upper back.

■ Mining Suit

Type: Protective work suit

Cost: 500

Availability: 2 or 3

Game Notes: Jumpsuit that provides life support (up to 10 hours), protection from the elements (+2 survival or stamina), and a utility belt for tools and equipment.

ENVIRONMENTAL SUITS

Thermal Cape

Also known as a "thermal wrap" or all-temperature cloak, is a poncho that helps its wearer to retain his or her body heat in cold conditions and typically includes in most survival packs. In addition to being worn, a thermal cape can be used as an impromptu blanket or shelter. A combination of alcomase and Vectinian spider's silk are commonly used in the manufacture of thermal capes.

■ All-Temperature Cloak

Type: Typical weather cloak

Cost: 100

Availability: 1

Game Notes: Provides a +2 bonus to stamina checks to resist severe weather.

Source: Equipment Stats (p.8)

Thermal Suit

Also spelled thermasuits, are suits used on ice planets across the galaxy to keep warm. They are sold throughout the galaxy for four hundred credits.

■ Thermal Suit

Model: Merkadin Pesil-14

Type: Cold weather clothes

Cost: 400

Availability: 1

Game Notes: provide enough heat to keep a person alive in temperatures down to -75 degrees C for as many as 8 hours, perhaps a day or two with careful regulation.

SURVIVAL

Luma

Also known as a glowrod, light-stick, flashlight or glowlamp, is a portable hand-held device that produces light.

■ Glow Rod

Type: Typical glow rod

Cost: 10

Availability: 1

Range: 50 meters

Source: Equipment Stats (p.71)

Survival Pack

Backpacks issued to both regular Alliance Forces and Alliance Special Forces for field survival. The backpack contains a wide

array of gear, including two weeks worth of ration packs, three medpacs, glowrod, two thermal flares, di-chrome shelter, breath mask, six meters of syntherope, utility knife with self-sharpening sheath, blaster power pack, and a portable fusion power generator. Depending on the mission requirements, additional equipment is available for Alliance forces, including a vibropick, fusion cutter, pocket computer, recording rod, portable field scanner, macrobinoculars, an explosive charge, exposure suit, and a portable moisture vaporator.

■ Survival Pack

Model: Chedak Survival Kit

Type: Typical survival knapsack

Cost: 750

Availability: 2

Game Notes: Contains two week's rations, three medpacs, a glow rod, two thermal flares, a single-person di-chrome shelter, a breath mask, six meters of syntherope, a knife, and a portable fusion power generator. Special missions-issue packs may include vibropick, fusion cutter, pocket computer, recording rod, portable field scanner, macrobinoculars, standard explosive charge, exposure suit, portable moisture vaporator.

Source: Equipment Stats (p.73-74)

Tracomp

A device that allows the user to determine his or her location while on a planetary body by detecting nearby navigational beacons and the planet's axial and magnetic poles. It can be part of a starship's sensor array or used as a portable device. Some thermal suits and mining uniforms came with tracomps built into their sleeves.



■ Tracomp

Type: Hand-hold

Cost: 300

Availability: 1 or 2

Game Notes: Electronic compass and geo-locator (if there is a navigational beacon on the planet). Navigational data and waypoints can be downloaded to the device, +2D modifier to survival skill checks to not get lost.

BREATHING GEAR

Breath Mask

A typical oxygen mask is a small, portable device that allows an oxygen-breather to survive in low-oxygen atmospheres. Although not suitable for use in outer-space, these hands-free masks are essential equipment for deep-space travel that might require activity outside of a starship.

■ Breath Mask

Model: VargeCorp Easy Breathing Breath Mask

Type: Breath mask

Cost: 200 (25 for atmosphere canister/filter)

Availability: 1

Game Notes: A breath mask provides 1 hour of breathable atmosphere before the filter and atmosphere canister must be replaced. A functional breath mask grants immunity to inhaled poisons, including poisonous atmospheres. A breath mask offers no protection from extreme temperatures or hard vacuum.

Source: REUP (p.339)

SHELTERS

Emergency Shelter

A lightweight two-person tent constructed of a composite-metal skin over a metal skeletal frame. They are carried and stored in a soldier's backpack. Specially ordered emergency shelters can be completely sealed from the elements with access ports for communications antennas.

■ Emergency Shelter

Type: Two-person multi-environment shelter

Crew: 2

Cost: 200

Availability: 2

INFORMATION

RECORDERS & PROJECTORS

Recorder Rod

Also known as recording units, are long, clear cylindrical tubes that record and play audio and visual images. The data stored in chips or storage crystals and the recording material plays in two-dimensions on the exterior of the rod. The controls are located on the ends of the rod.

■ Recording Rod

Type: Data storage device

Cost: 30

Availability: 1

Range: 15 meters

Game Notes: Can store up to 100 standard hours worth of audio-visual data.

Source: Equipment Stats (p.92)

SHIP & VEHICLE EQUIPMENT

TOOLS

Fusion Cutter (as cutting flame)

A handheld industrial cutting and welding torch found throughout the galaxy. The common fusion cutter consists of a handgrip and a long emitter, producing a high-energy plasma beam. This beam slices through dense metals, duraplast, and other reinforced materials. The cutting beam is often adjustable, allowing the user to decrease the beam for fine, precise work, or to generate a wide-dispersion laser. Some fusion cutters can also unscrew bolts. A fusion cutter's beam can be dangerous if not used correctly, though its limited range ensures the tool cannot be effectively used as a weapon.

■ Heavy Fusion Cutter

Model: Borallis Metalworking & Materials PCW-880

Type: Heavy fusion cutter

Skill: Assorted Technical skills (possible Melee combat)

Cost: 150

Availability: 1

Damage: 3D

Game Notes: This unit is 1.2 meters long and uses a rechargeable power pack.

Source: Equipment Stats (p.132)

THE FORCE

FORCE-SENSITIVE

Also known as Force-users, Force wielders, or Force Adepts, were sentient and non-sentient lifeforms that possessed a strong connection to the mystical energy field known as the Force. Though the term applied to anyone who was sensitive to the spiritual energy, those who harnessed powers given by the dark side of the Force were known as dark side adepts. The progeny of Force-sensitives could inherit their progenitor's power, as was the case in the Skywalker family.

Throughout galactic history various religious orders have trained Force-sensitives to control their abilities, such as the Jedi Order and the Sith. During the Imperial Era, Force-sensitives were hunted by a team of Jedi hunters known as the Inquisitorius.

DISTURBANCE IN THE FORCE

A powerful energy field which bounds all beings and could be sensed by Force-sensitives. Feeling a disturbance in the Force let the one who felt it to know what was happening elsewhere in the galaxy. It channeled through the heart and mind. It could be caused by events of a cataclysmic nature, such as a large group of people dying at the same time. One sensing a disturbance in the Force might react in pain and confusion, due to feeling empathetic mental anguish at the time.

DARK SIDE OF THE FORCE

One of two methods of using the Force. To tap into the power of the dark side was to indulge in raw emotions such as aggression, fear, anger, hatred, and passion. The Sith were well known practitioners of the dark side, and were the mortal enemies of the Jedi, who served the will of the Force and thus

the light side. The power of the dark side was not greater than that of the light side, although it was comparatively quicker and easier to reach for individuals who yielded to their emotions. The power of the dark side was channeled by Force-sensitives who twisted their gifted ability to use the Force to acquire power for themselves, in return for allowing the dark side to override their character and consume their soul.

FORCE POWERS

Control Powers

Deflection Energy

A Force power used by Jedi and Sith who are without a lightsaber, or chose not to carry one. It takes a lot of skill in the Force to use this power, however, most Jedi use their lightsabers instead to deflect incoming attacks.

■ Deflect Energy

Control Difficulty: Moderate plus the damage roll of the attack.

Required Powers: Absorb/dissipate energy

Effect: Rather than absorbing or dissipating the energy from a blaster bolt, the Jedi can attempt to deflect the blaster bolt with his or her bare hand. With this power, which is a part of the tutaminis family of Force powers, the Jedi can do barehanded what the Jedi would normally be able to do with a lightsaber – deflect and possibly redirect blaster fire. A successful roll means the Jedi suffers no damage from the blaster bolt. If the Jedi wishes to redirect the blaster bolt back to the source, he or she must make a control roll against a difficulty that’s established by the target’s dodge or the distance to the target. The Jedi can also use this power to catch the energy blade of an opponent’s lightsaber as a reflex reaction. Again, a successful roll means no damage to the user.

Author’s Note: Consider this the redirected energy Force power designed for blaster bolts rather than Force lightning or bolt of hatred.

Appeared where: Freedom Nadd Uprising, The Old Republic: Hope cinematic trailer, Dark Nest I: The Joiner King

Example: Nomi Sunrider used this to deflect a blaster bolt barehanded in The Freedom Nadd Uprising. Various other Jedi have performed this as well. Satele Shan used this to catch Darth Malgus’ lightsaber with her bare hand in The Old Republic: Hope cinematic trailer. Jacen Solo used this to deflect the blaster bolts fired by the Hapan guards in Dark Nest I: The Joiner King.

Source: The Force Compendium (p.14)

Alter Powers

Kinetite

A variation on the Force lightning ability. It involves molding "Force energized lightning" into a sphere of restrained kinetic energy which can be thrown at an enemy. Instead of burning or electrocuting its target like most forms of Force lightning, it acts as a solid projectile. Nevertheless, if the target of the kinetite employed the Force defensively, the kinetite can be deflected back to its origin.

■ Kinetite

Alter Difficulty: Difficult

Required Powers: Electric judgment

Time to Use: One round

Effect: Derived from electric judgment, a Jedi concentrates the energy from that power into a fist-sized ball of kinetic force. The Jedi then throws this ball at a target within his line of sight. After making a successful alter roll, the Jedi makes a thrown weapons roll to launch this at the target. A target hit by this receives damage equal to the user’s alter die. However, if a target uses the Force defensively, such as using absorb/dissipate energy, lesser Force shield, or redirect energy, the target can reflect this power back at the caster.

The energy of the reflected kinetite is half of what it was. The energy from electric judgment is concentrated into this ball, so the energy is much more powerful. A kinetite can only inflict harm; therefore, this power is viewed as a dark side power. Any Jedi using this power automatically receives a Dark Side Point.

Author’s Note: The Jedi Path states that the energies from electric judgment can be contained into a ball of kinetic energy. So, I made electric judgment a required power for kinetite. According to the Wookieepedia, a kinetite can batter down most obstacles in its path, including a ferrocrete bunker. It is a destructive power, so that makes it a dark side power. Darth Vader was the only one to use this power, and since the kinetite is made of kinetic energy rather than electrical energy, this did not interfere with his cybernetics.

Source: The Force Compendium (p.76)

Control and Alter Powers

True Healing

By placing a hand over the wound and pouring their own life energy into it, healing the target, at the expense of the user’s own vitality. The ability is also capable of curing the user’s target of poisoning.

■ True Healing

Control Difficulty: Moderate

Alter Difficulty: Easy if wounded 1, Moderate if wounded 2, Difficult if incapacitated, Very Difficult if mortally wounded, Heroic if killed, modified by relationship.

Time to Use: 5 minutes or longer.

Special: Healer must spend a Force point.

Effect: The healer enters a deep meditative state, concentrating on their connection to the Force while holding the kaiburr crystal. After five or more minutes

Control Skill Roll ≥	
Difficulty By:	Amount of Healing
0-4	1 wound level
5-8	2 wound levels
9-12	3 wound levels
13-15	4 wound levels
16+	5 wound levels

FORCE ARTIFACTS

Kaiburr Crystal

An ancient Force relic, initially located on the planet Circarpous V, locally known as Mimban. In its natural location in the Temple of Pomojema on Mimban, the crystal increases a Force-sensitive's power one thousand times over. Among its magnification of abilities are the ability to heal, to further augment a Force-user's connection to the Force, to project Force lightning by those typically unable, and to empower and energize a tired being close in proximity to the crystal. If cut properly, the Kaiburr crystal also works as a lightsaber crystal.

The Kaiburr crystal is initially used by priests to heal the sick in the Temple of Pomojema. However, for reasons unknown, the area is abandoned, and the crystal becomes a legend in the eyes of the local Mimbanites. The crystal goes on as a legend until around 2 ABY, when an elder woman named Halla purchases from one of the Mimbanites a shard of the crystal, as well as a map which leads to Pomojema's temple. The woman enlists the help of Luke Skywalker and Leia Organa, on Mimban due to a crash-landing, and helps the two escape from prison. Unknown to the three of them, this catches the attention of the Dark Lord of the Sith Darth Vader; unaware, she and her allies go on an expedition to acquire the ancient relic.



■ Kaiburr Crystal

Type: Force artifact

Cost: Not for sale

Availability: 4

Force Skills: Control 5D, alter 5D

Game Notes: The Kaiburr Crystal, though not sentient, does recognize ebbs and flows in the Force and will attempt to fulfill the will of the Cosmic Force within its ability. The Crystal's known abilities are true healing and possible reanimation, though it probably has other unknown abilities. It must be held by a Force-sensitive who enters a meditative state, joining with the crystal through the Force. The crystal adds its Force skills to those of the joined character. If the Force-sensitive does not have Force skills, default to that of the crystal. When healing, use the True Healing power (p.xx). Healing of mortally wounded or killed characters require a Force Point be spent by either the healer or the injured character. If no Force points are available, the injured character passes into the Cosmic Force.

Kaiburr Splinter

The splinter looks like red glass that glows softly. The color, deeper, richer than conundrum wine. It has a vitreous luster resembling crystalized honey. When touched by a Force-sensitive it feels exactly what it resembles, a piece of glowing, heatless

glass. Sensations that courses through the person touching it, are not carried by nerves, but a sensation like touching live current. The splinter increases the Force-sensitive perception of the Force.



■ Kaiburr Splinter

Type: Force artifact

Cost: Not for sale

Availability: 4

Game Notes: While touching the splinter, a Force-sensitive character can feel the flow of the Force with greater clarity. Though the splinter is meant as a plot device, a creative GM might allow a Force-sensitive holding the splinter a small modifier to a skill check, Force sense skill check, give a feeling of direction or rightness of a decision, or possibly a Force vision. How the GM wishes to use it in their game is limited only by imagination.

PLANETS

Circarpous system

Region: Expansion Region

Sector: Circarpous

Sun(s): 1: Circarpous Major

Trade Route(s): Nanth'ri

Strategic Location: -

Circarpous I

The first planet in the Circarpous system, a scorched ball.

Circarpous II: 2 moons

The second planet in the Circarpous system, a hostile hothouse.

Circarpous III: 2 moons

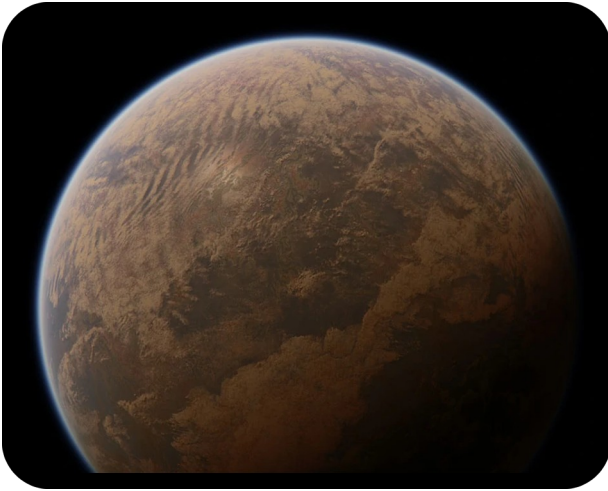
The third planet in the Circarpous system, a terrestrial world.

Circarpous IV (Mentioned): 1 moon

The tenth planet in the Circarpous system, often called simply Circarpous, one of the financial capitals of the region.

Circarpous V: 2 moons

Locally known as Mimban is a cloud-covered jungle world that is largely unexplored. The atmosphere over Mimban is turbulent, starships without special hulls face danger from the energy storms that streak the stratosphere. The surface of the planet is damp, and the perpetual mist makes it difficult to distinguish night from day. At the time of the Battle of Yavin, Imperial control of the planet is entrusted to Captain-Supervisor Grammel, who rules from the Imperial planetary headquarters built into an ancient towering ziggurat. During the Imperial Period, the planet's environment is devastated. The Galactic Empire uses Mimban as the site for Imperial energy mining operations. This consists of five makeshift mining towns, all run by Imperials at the height of their operations.



■ Mimban

Orbital Position: 5

Moon(s): 2

Length of Day: 21 standard hours

Length of Year: 334 local days

Starport(s): 1 standard, 5 landing fields

Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I

Hydrosphere: Moderate

Gravity: Standard

Terrain: Jungles, swamps, quick clay

Points of Interest: Mining towns, ancient abandoned temples, Thrella wells

Native Flora: Pseudo-cypress

Native Fauna: Circarpousian swamp fly, Circarpousian water snake, Wandrella, Water bug

Native Species: Coway, Mimbanite (formerly Thrella)

Immigrated Species: Varied

Population: 1 million (75% Mimbanite, 22% Coway, 3% Varied)

Languages: Galactic basic, mimbanite, coway

Government: Imperial governor, tribal (outside of mining towns)

Tech Level: Hyperspace

Planet Function: Homeworld, resources

Major Cities: Mining towns

Major Exports: Dolovite, swamp gas

Major Imports: Foodstuffs, industrial equipment

Special: -

Coway Shaft: Underground tunnels used by the Coway to travel beneath the surface of Mimban. They are well-lit with phosphorescent growths. The Coway often connects these tunnels to existing Thrella wells for surface access. They don't bother to hide their egresses to the surface. The Coway shafts can be extensive, including underground rivers and lakes, and large chambers that house entire tribes of Coway numbering in the hundreds.

Imperial Headquarters: The center of government for the five mine towns, plus the location of the prison. Converted from ruins originally built by one of the native species of Mimban, though the Imperials don't believe the Mimbanites or Coway are responsible, but rather an extinct species. The structure is a gray stone ziggurat, made of gray stone inside and out. To dress up the spartan surroundings the offices of the Captain-Supervisor is lavishly decorated with fur, both real and artificial. The offices also contain a false wall hiding a Viewscreen. In the rear of the facility are holding cells for minor offenders, while another part of the structure near an outside wall has been converted into a secure jail.

Mine Towns: Each of the five towns contain a human population. Established and overseen by the Galactic Empire, they consist primarily of miners operating energy drills and other mine equipment gathering resources for the Empire.

Temple of Pomojema: A shrine to the deity Pomojema. A large ziggurat made of volcanic rock, it contains an enormous statue of Pomojema, imbedded with a Kaiburr crystal. The temple also has a deep sacrificial well within it.

Thrella Well: Age-old vertical shafts created by the Thrella. Many years after the Thrella's extinction, Coway tribes connect a number of their own tunnels to the Thrella wells in order to access the surface of the planet from their subterranean civilization.

Circarpous VI: 8 moons

The sixth planet in the Circarpous system, a gas giant.

Circarpous VII: 17 moons

The seventh planet in the Circarpous system, a gas giant.

Circarpous VIII

The eighth planet in the Circarpous system, a gas giant.

Circarpous IX

The ninth planet in the Circarpous system, a barren rock.

Circarpous X

The tenth planet in the Circarpous system, a frozen planet is home to a small outpost colony with possible Rebel Alliance sympathizers. There is a traffic monitoring station there, which interrogates all large traffic moving through the system. Their sensors are geared toward star cruisers and other large ships, but an X-wing or two could slip past.

Circarpous XI: 6 moons

The eleventh planet in the Circarpous system, a gas giant.

Circarpous XII: 1 moon

The twelfth planet in the Circarpous system, a barren rock.

Circarpous XIII

The eighth planet in the Circarpous system, a barren rock.

Circarpous XIV: 11 moons

The fourteenth and outermost planet in the Circarpous system. Its fifth moon has extensive volcanic activity which keeps it warm and habitable.

Rebel Base: Established during the Galactic Civil War. Halla knows of this base, but doesn't betray its location to the Galactic Empire.



Gyndine

Considered as a world of secondary importance, Gyndine is a fortress world, capital of the sector, and administrative headquarters of Imperial Governor Bin Essada, whose responsibilities included the entire Circarpous sector. The planet is known for its prosperous grain markets and native ethersquid creatures. The planet possesses its own modest shipyards, where Kuat Drive Yards conducts research and development.

■ Gyndine

Region: Expansion Region

Sector: Circarpous

System: Gyndine

Trade Route(s): Nanth'ri Route, Ootmian Pabol

Strategic Location: -

Sun(s): 1

Orbital Position: -

Moon(s): 1

Length of Day: 23 standard hours

Length of Year: 341 local days

Starport(s): 1: Imperial, 4: standard

Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I

Hydrosphere: Moderate

Gravity: Standard

Terrain: Industrial, forests, lakes

Points of Interest: Gyndine Shipyards, Tendrando Refueling and Repair Station

Native Flora: -

Native Fauna: Ethersquids

Native Species: -

Immigrated Species: Human

Population: 1-10 million

Languages: Galactic basic

Government: Sector capital

Tech Level: Hyperspace

Planet Function: Sector government

Major Cities: Yractus (capital)

Major Exports: -

Major Imports: -

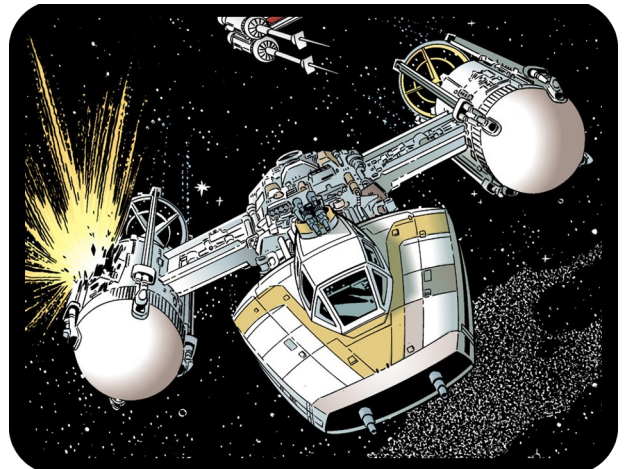
Special: -

STARSHIPS

STARFIGHTERS

Y-wing

Affectionately known as a "wishbone" to Rebel Alliance pilots, the Y-wing starfighter is deployed as a fighter-bomber, designed to fight its way to its objective, deliver its payload of high explosives, and fight its way out again. Its weaponry includes two laser cannons, two ion cannons, and two proton torpedo launchers. An astromech droid, such as an R2 unit, can be plugged into a socket behind the cockpit to act as a co-pilot and manage the ship's various systems.



■ BTL Y-wing starfighter Y-Wing

Craft: Koensayr BTL-S3 Y-wing

Type: Attack starfighter

Scale: Starfighter

Length: 16 meters

Skill: Starfighter piloting: Y-wing

Crew: 1, gunners: 1, 1 astromech droid (can coordinate)

Cargo Capacity: 110 kilograms

Consumables: 1 week

Cost: 135,000 (new), 65,000 (used)

Hyperdrive Multiplier: x1

Nav Computer: No (uses astromech droid programmed with 10 jumps)

Maneuverability: 2D

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 4D

Shields: 1D+2

Sensors:*Passive:* 20/0D*Scan:* 35/1D*Search:* 40/2D*Focus:* 2/3D**Weapons:****2 Laser Cannons (fire linked)***Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 2D*Space Range:* 1-3/12/25*Atmosphere Range:* 100-300/1.2/2.5 km*Damage:* 5D**2 Proton Torpedo Launchers***Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 2D*Space Range:* 1/3/7*Atmosphere Range:* 50-100/300/700 m*Damage:* 9D**2 Light Ion Cannons (fire linked)***Fire Arc:* Turret (may be fixed to forward to be fired by pilot at only 1D fire control)*Crew:* 1*Skill:* Starship gunnery*Fire Control:* 3D*Space Range:* 1/3/7*Atmosphere Range:* 100-300/700/3.6 km*Damage:* 4D**Source:** Starships Stats (p.23)**Cargo Capacity:** 110 kilograms**Consumables:** 1 week**Cost:** 150,000 (new)**Hyperdrive Multiplier:** x1**Nav Computer:** No (uses astromech droid programmed with 10 jumps)**Maneuverability:** 3D**Space:** 8**Atmosphere:** 365; 1,050 kmh**Hull:** 4D**Shields:** 1D**Sensors:***Passive:* 25/0D*Scan:* 50/1D*Search:* 75/2D*Focus:* 3/4D**Weapons:****4 Laser Cannons (fire linked)***Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 3D*Space Range:* 1-3/12/25*Atmosphere Range:* 100-300/1.2/2.5 km*Damage:* 6D**2 Proton Torpedo Launchers***Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 2D*Space Range:* 1/3/7*Atmosphere Range:* 30-100/300/700*Damage:* 9D**Source:** Starships Stats (p.54)

T-65 X-wing Starfighter

The primary all-purpose starfighter of the Rebel Alliance. Known for its versatility and exceptional combat performance, it is a favorite with Rebel pilots. Possessing deflector shields, a hyperdrive, an R2 astromech for repairs and navigation, and a complement of proton torpedoes, the X-wing allows the Rebellion to launch raids in Imperial space with improved odds of a successful mission when handled by an experienced pilot.



■ X-wing

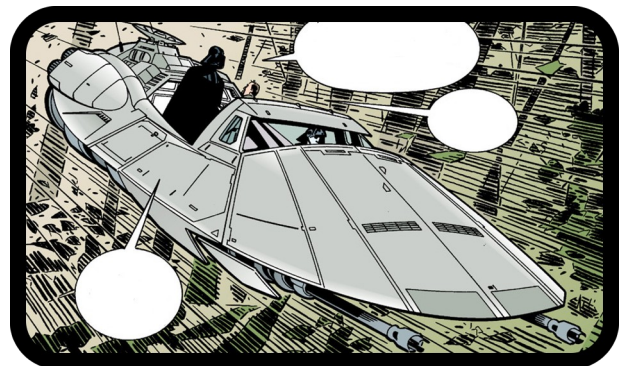
Craft: Incom T-65B X-Wing**Type:** Space superiority fighter**Scale:** Starfighter**Length:** 12.5 meters**Skill:** Starfighter piloting: X-wing**Crew:** 1 and astromech droid (can coordinate)

VEHICLES

REPULSORCRAFT

Troop Carrier

An armored repulsorlift vehicle designed to carry troops.



■ Troop Carrier

Craft: Uulshos LAVr QH-7-APT**Type:** Troop transport**Scale:** Speeder**Length:** 11.8 meters**Skill:** Repulsorlift operation: LAVr QH-7-APT**Crew:** 2 (pilot, co-pilot)**Cargo Capacity:** None**Passengers:** 8

Cover: 1/2 passengers, full pilot (from front)
Altitude Range: Ground level-8 meters
Cost: Not available for sale
Maneuverability: 1D+1
Move: 35; 100 kmh
Body Strength: 4D
Weapons:

Laser Cannon

Fire Arc: Front
Crew: 1 (pilot, or co-pilot)
Skill: Vehicle blasters
Fire Control: 1D
Range: 3-50/100/200
Damage: 3D

WHEELED VEHICLE

Swamp Crawler

Also known as a mudhauler, is a wheeled personnel and cargo transport in Imperial service. The swamp crawler is commonly used on remote outposts, where Imperial troops and officers expect to encounter rough terrain. The crawler features a unique central wheel, which allows its drivers to turn the vehicle almost immediately, in response to the terrain. The crawler is split into three segments, with the two drivers' seats before the controls, and a rear-facing blaster cannon on the end segment. Two more seats are fixed to the middle of the vehicle, which run on six large wheels.



■ Swamp Crawler

Craft: Kuat Drive Yards' SC3aV
Type: Swamp crawler
Scale: Speeder
Length: 8.2 meters
Skill: Ground vehicle operation: swamp crawler
Crew: 2; gunners: 1
Passengers: 8
Cargo Capacity: None
Consumables: 4 weeks
Cover: 1/2
Cost: Not available for sale
Maneuverability: 0D
Move: 18; 50 kmh
Body Strength: 4D
Weapons:
Medium Laster Canon
Fire Arc: Turret (Left, rear, right)
Crew: 1
Skill: Vehicle blasters
Fire Control: 1D

Range: 50-250/750/1.5 Km
Damage: 4D

Game Notes: Treat Difficult or harder swamp terrain as one difficulty level lower.

WEAPONS

BLASTER PISTOL

■ Blaster Pistol

Type: Typical Blaster pistol
Scale: Character
Skill: Blaster: blaster pistol
Ammo: 100
Cost: 500 (power packs: 25)
Availability: 1, F, R or X
Fire Rate: 1
Range: 3-10/30/120
Damage: 4D
Source: Weapons Stats (p.38)

BLASTER RIFLE

E-11 Blaster Rifle

The E-11 blaster rifle combined lethal firepower with impressive range and a versatile design. Featuring three power settings; lethal, stun, and sting, the rifle proved useful for a variety of combat situations. An advanced cooling system resulted in the blaster's superior performance, especially useful for its fully automatic fire setting. The E-11 also included a telescopic range-finding sight and a folding three-position stock, which could convert the blaster into a full-length rifle and could be modified to house a glowrod. Its standard issue power cells carried energy for 200 shots however the rifle could also be loaded with plasma cartridges that could last for more than 500 shots.

■ BlasTech E-11

Model: BlasTech E-11 Military Issue Blaster Rifle
Type: Blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 1,000 (power packs: 25)
Availability: 1, R
Range: 3-30/100/300
Damage: 5D

Game Notes: If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to blaster.

Source: Weapons Stats (p.46-47)

■ Heavy Blaster Rifle

Type: Typical Blaster rifle
Scale: Character
Skill: Blaster: blaster rifle
Ammo: 100
Cost: 1,600
Availability: 2, X
Fire Rate: 1

Range: 3-30/100/300

Damage: 5D+2

Game Notes: If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to blaster.

MELEE WEAPONS

Double-Bladed Boots

Weapons that look like ordinary work boots, but when the boot is given a kick twin blades emerge from the toe.



■ Double-Bladed Boots

Type: Hidden blade boots

Scale: Character

Skill: Brawling: bladed boots

Cost: 150

Availability: 2 or 3, F or X

Difficulty: Moderate

Damage: STR+2D

Game Notes: These boots appear as normal boots, requiring a Difficult search roll to figure out they are actually blade boots. To extend the blades, the boots are clicked together, this require 1 action.

Double-Bladed Stiletto

A weapon that contains two long, thin blades attached to a wrist sheathe, so the twin blades extend over the back of the hand. The blades can be retracted into the wrist sheathe and concealed under long sleeves, then extended with a flick of the forearm.

■ Double-bladed Stiletto Vambrace

Type: Wrist mounted telescoping stiletto

Scale: Character:

Skill: Melee combat: double-bladed stiletto vambrace

Cost: 200

Availability: 3, X

Difficulty: Easy

Damage: STR+2 (Max 6D)

Game Notes: The stilettos require 1 action to extend.



MELEE WEAPONS, STANDARD

■ Coway Double-bladed Axe

Type: Typical stone axe

Scale: Character

Skill: Melee combat: axe

Cost: Not available for sale

Availability: 4

Difficulty: Moderate

Damage: STR+2D (Max: 6D)

Game Notes: An axe normally can only be swung once to round, but the design of the double-axe allows a second action as a back-swing against the original target or those standing 1 meter to either side of the target. It can also be used as an improvised thrown weapon doing STR+1D damage with a range of 2-3/6/10.

THROWN WEAPONS

■ coway Spear

Type: Typical spear

Scale: Character

Skill: Melee combat/Thrown weapons

Cost: 60

Availability: 1

Difficulty: Easy

Range: 3-10/20/30

Damage: STR+1D+1, 2D+1 (if thrown)

Source: Equipment Stats (p.8)



■ Coway Weighted Net

Type: Primitive missile weapon

Scale: Character

Skill: Thrown weapons: Net

Cost: Not available for sale

Availability: 3

Range: 1-3/5/10

Damage: Entangles with a Strength of 8D

Game Notes: Any character successfully entangled by a net suffers a -2D penalty to all actions, including initiative rolls.

Untangling oneself from a net can be accomplished in one of two ways: either the entangled character must succeed at a Moderate Dexterity check and take 1D turns to free himself (failure indicates he may try again, but at one difficulty level lower), or he must make an opposed Strength check against the net's Strength score.

Source: Equipment Stats (P.30 "Ewok Net")

MISCELLANEA

Alliance Advisory Council: Legally, the Council's only power is to approve or disapprove of the Chief of State's policy decisions, and can remove the Chief of State and call for a new election with a two-thirds majority. The Treaty also mandates that after the Alliance's victory, the Council will assume Executive Power and convene a Constitutional Convention to determine the shape of the Second Galactic Republic that will be formed.

Anti-personnel Charge: A catch-all term for any self-contained explosive device, usually thrown by hand, but sometimes launched.

Arthropod: A group of living creatures. Insects and insectoid sentient species are arthropods.

Bas-Relief Sculpture: A sculptural technique where the sculpted elements remain attached to a solid background of the same material.

Bone Welder: Also known as a bone welder, bone fuser or bone stabilizer, is an electronic device, found in some medpacs. It is used to help set and mend fractures in bones, when professional medical aid is not available.

Booktape: Information source used by the upper classes

Bootop: A Mimban slang term that refers to an act of degradation where a Mimbanite drops to its belly and licks the grime and mud from a miner's boots. They are often forced to do this to earn "vickerman", or liquor.

Bulk-Boys: A slang term used by Halla on Mimban to refer to burly miners picking a fight in the streets.

Canu: A deity worshiped by the Coway. The deity is responsible for passing judgments of worthiness through rites of physical combat and extending its hospitality and honor through the Coway people. The rulings interpretations, and adjudications of the deity were observed by a triumvirate of Coway Chieftains.

Chou-shou: A type of food.

Circarpous Resistance: Groups opposed to the Galactic Empire during the Galactic Civil War. As of 2 ABY these groups are underground, as the Circarpous system is unwilling to openly support the Alliance to Restore the Republic. The Alliance to Restore the Republic establishes a secret base on Circarpous XIV, and organizes a secret Conference on Circarpous IV in the hopes of supporting the underground resistance movements and coaxing the system into declaring open support for the Rebellion.

Cloak of Office: A piece of clothing designating that the wearer holds a particular position within the Galactic Empire.

Corundum: A hard, crystalline mineral that has a red color. Though it is commonly used for manufacturing purposes, pure corundum is also incorporated into jewelry. "Harder-than-corundum" is a common simile to refer to tough, stoic individuals.

Communicator Monitor: Device capable of detecting and intercepting communications transmissions.

Coway Triumvirate: The ruling body of each Coway tribe. They wear headdresses of stone, bone, and other materials to designate their rank. Decisions are made with a majority vote, which can lead to heated arguments if two chiefs disagree as each tries to persuade the third to their side. If the chiefs cannot reach a decision, they might appeal to their deity Canu, who favors the winner of a trial by combat.

Datatape: Also known as an information tape, is a recording device read by a holoprojector, such as the one standard in R2 units, or a computer terminal.

Demon: A generic term for a malevolent supernatural creature, used to refer to creatures in a number of cultures' mythologies.

Dipill: A stress-relieving drug that acts as a sedative in large doses.

Directional Landing Beacon: Also known as an automated beacon, is a device that transmits fixed signals that starships use to orient themselves in space.

Double Moons: An expletive.

Emergency Cube Concentrate: Small dehydrated edible cubes containing nutrient concentrates. They are colored pink and blue, have no flavor, and are used in emergency situations by Rebel operatives.

Emergency Rations: A compact meal designed to provide basic sustenance. It is often used by ground forces, usually Clone commandos. It includes sweet energy cubes. Six of them can fit into a datapad pouch. It can provide one day's nourishment.

Emergency Standby Station: A very basic facility capable of emergency repair and other simple necessities. In a populous system it can be reasonably expected any world with a breathable atmosphere would be equipped with such a basic facility.

Emergency Stud: A structural device located aboard X-wing starfighters, and presumably other starfighters as well. When pressed, the emergency stud triggers a series of small explosive bolts which jettison the canopy allowing the pilot to make an emergency exit from the cockpit.

Emperor's Dualities: Something very difficult or dangerous to steal.

Emperor's Royal Guard: Rumored for being a fierce fighting force and personally hand picked by the Emperor to serve as his bodyguards. They are indoctrinated in the service of the Emperor to the point that they are completely subservient to his will. The members of this bodyguard detail are completely devoted to Palpatine and gladly give their lives in his service. Those individuals that are part of the organization are trained to serve the Emperor loyally and completely. They can instantly turn against one another if commanded to do so and kill their fellow guardsmen without hesitation. They are so well trained that even when injured, they do not ask for mercy and none is afforded to them.

Energy Drill: A mining tool that fires plasma bolts to disintegrate a target area in a process known as energy mining. Use of an energy drill causes excess charges to be launched skyward. Any vehicle not specially insulated that passes through the area suffers catastrophic damage and equipment failure. Because of the fallout and byproducts of energy drilling, it is forbidden by Imperial law on any planet with a native population.

Energy Mining: A form of mining that utilizes energy drills to disintegrate a target area with plasma bolts. The process produces residual energy that dissipates into a planet's atmosphere in the form of lightning unless properly shielded. Debris around the mining area is also subject to irradiation. Because of the fallout, energy mining is forbidden by Imperial law on any planet with a native population.

Epidermal Flush: A medical procedure carried out after a significant skin graft. It ensures that the new skin will not be rejected by the host.

Flowstone: Composed of sheetlike deposits of calcite formed where water flows down the walls or along the floors of a cave. They are typically found in "solution, or limestone caves, where they are the most common cave formation. However, they have formed in any type of cave where water enters that has picked up dissolved minerals.

G-Lock: A safety mechanism, a common component of acceleration straps aboard spacefaring vessels. In instances when a vessel accelerates, decelerates or does anything else that causes a sudden change in momentum, a g-lock reacts by tightening the restraints of a seat.

Gyro-Balance Circuitry: Provides machines with three-dimensional direction-sensing capabilities. The devices are found in droids—as the part of the behavioral circuitry matrix—and vehicles, giving them stability in all three planes.

Heat-Seal: Applied to a reconstructed bone, after replacing the marrow. The heat-seal prepares the bone so that muscle, flesh, and skin can re-formed around it.

Helicite: A gypsum found on Tatooine.

Homing Beacon: A homing beacon is an automated signal broadcast that incoming starships can trace to a location in space or on a planetary surface. The signal typically carries basic information, like the name of the location and if there are any special conditions while approaching the beacon's origin.

Imperial Charter: Also known as the Constitutions of the New Order is the highest set of laws in the Galactic Empire. It represents the branch of Imperial legal statutes concerned with Constitutional law. The Galactic Constitution of the Galactic Republic presumably is the basis for the Imperial Charter, with several major changes including the nature of the executive branch, military and law enforcement, and Rights of Sentience as well as the laws passed by Palpatine as Supreme Chancellor. The Emergency Military Powers Act and Decree 77-92465-001 are part of them. The Imperial Senate has the ability to pass amendments to them. Whatever constitution the Empire used is presumably overridden by the state of emergency declared in 0 BBY. One of the Charter's passages states that senators cannot question an edict of the Galactic Emperor. It also includes segments detailing the relationships (including political, military, colonial, transportation, and economic) between the Imperial government and the local systems it ruled.

Imperial Department of Resources: Also known as Imperial Mining, is a bureau within the Imperial government. It supervises the development and/or exploitation of star systems, usually for the purposes of mineral extraction and colonization.

Infrared Receptor: A type of sensor. The R2-series astromech droid R2-D0 was equipped with an infrared receptor.

Kommerken Steak: A hearty slice of meat that is often served with ootoowergs. It is a favorite dish of many throughout the galaxy.

Landspeeder: Also known as an overlander or floater, is a hovering ground-based vehicle capable of traveling across most terrain at relatively high speed.

Life Ship: Also known as escape pods. While there are as many different types of escape pods as there are starships, they all share a few characteristics. The interior of an escape pod is spartan—passengers are expected to use the pod only for a few hours. Some pods seat as few as two people, while larger pods carry over a dozen beings. Padded g-couches protect occupants from injury.

Medical Cocoon: A portable enclosure to move a person from one place to another. The medical cocoon comes with a mini power generator to keep it running and a regulator used for controlling temperature. The cocoon is also equipped with a monitoring bank.

Methanol: A type of flammable chemical substance. Methanol rolls are prized by the Mimbanites of the planet Mimban.

Mind-ugly-ug: A slang term used by Halla on Mimban to refer to Captain-Supervisor Grammel.

Missile Launcher: A missile launcher fires a high-speed projectile with an explosive warhead. The standard missile explodes metal shrapnel in a 3-meter blast radius. Whether handheld and portable or mounted on a vehicle or vessel, missile launchers are common heavy assault weapons used by many military forces for artillery barrage. Missile launchers are necessary in various types of combat to destroy enemy vehicles and vessels, command stations, and eradicate large numbers of infantrymen.

Mudhen: A creature known to the miners on the planet Mimban.

Narcotic Incense: A substance when burned produces an aromatic smoke capable of stimulating or depressing the nervous systems of beings who inhaled it. The various states of euphoria that a user experiences during this process give narcotic incense a highly addictive quality. However, one notable drawback of the use of narcotic incense is that death was a symptom of prolonged exposure to it.

Ootoowerg: Vegetables often served with a Kommerken steak.

Photoplate: A photosensitive switch recessed into the wall of the cell corridor of a prison. Placed between 1 and 1.5 meters from the floor, when a hand or other object is waved in front of its surface, an opening is provided in the bars of the designated cell. When activated again, the dematerialized bars reappear forming a solid barrier once again.

Phototropic Shielding: A process by which transparent materials are turned into filters for intense light radiation without losing their transparency.

Pitter: A mining tool equipped with a laser.

Pok: A male Yuzzem slave of a merchant in Anchorhead on Tatooine. He was a friend of Luke Skywalker while the young moisture farmer lived on Tatooine.

Pomojema (Statue): A minor god worshiped by natives of Mimban as a healer-god, before the planet's mining settlements grew culturally disruptive. Believed to have a humanoid body, wings, and a face of tentacles. Priests of the Temple of Pomojema use a Kaiburr crystal to amplify their Force powers.

The Mimbanites, Coways, Thrella, and other sentients of the planet Mimban have thousands of deities, each of which has their own temples and sanctuaries scattered across the planet. Of these Pomojema hardly stands out. A minor god of healing, the exact nature of Pomojema's worship and powers has been all but lost to history by the time of Imperial occupation during the Galactic Civil War. Those who do know about Pomojema often think the tales of miraculous healing done in his service are little more than superstitions. However, the Temple of Pomojema is the resting place of the fabulous Kaiburr crystal, an artifact that amplifies the Force power of anyone who uses it. It is possible that the tales of Pomojema's healing abilities are a result of Force healing amplified through use of the Kaiburr crystal.

By the year 2 ABY the Temple of Pomojema has been abandoned, except for a Hssiss who has taken up residence there, possibly due to the Kaiburr crystal's connection with the Force. Princess Leia Organa and Luke Skywalker duel Darth Vader, who seeks the Kaiburr crystal in the temple, giving their associate Halla the chance to claim the crystal.

Pomojema is known for his healing ability. The statue of Pomojema in his temple depicts him as vaguely humanoid, with two leathery wings, and hands and feet with enormous claws. Beneath his eyes there is no humanoid face, but rather a collection of writhing tentacles.

Quick Clay: A type of sticky, green-gray soil prevalent on Mimban. It is a hazard because it gives way easily under pressure, which can result in an object or individual being sucked in and becoming trapped in it, much like quicksand. It is harder than mud or sand, and more like clay

Repair Station: An outpost used to repair and refuel starships.

Scomp Link: Also known as a computer interface arm, or computer-coupler is an astromech droid accessory that allows the droid to plug into computers, via a computer terminal, and other equipment. It consists of an extensible arm with a rotating tip. Other names included standard access adapter, computer input port, and computer interface socket. Code cylinders also contain a scomp link that allows them to interface with security systems and computers.

Selenite: A type of transparent crystal.

Silicate: An organic material.

Stang: An expletive originating on Alderaan.

Swaddle-Clothes: A derogatory term for someone who is young, implying that they are no more than an infant.

Subspace Planetary Relay: A deep-space communications satellite serving to receive, amplify, and retransmit commo transmissions toward some specified direction. While most relays are deployed in the void of deep space, some could be deployed on celestial bodies.

Supply Ship: A starship carrying a variety of supplies.

T-16 Skyhopper: The Incom Corporation T-16 Skyhopper is equipped with an ion drive and a fully pressurized cockpit, allowing it to operate at trans-orbital altitudes. The skyhopper is a common sight across the galaxy, with versions of the craft found on nearly every settled world.

Target Tracker: A component of a targeting computer responsible for tracking individual threats, predicting their possible movements, and automatically adjusting the starship's fire control and flight control systems.

Thrella: An extinct sentient species indigenous to Mimban. They left behind numerous deep vertical shafts on the planet.

Tipples: A slang term for liquor used on Mimban

Town Decrees: Also known as mine law, are the declarations of law within the five mine towns on Imperial-controlled Mimban. Among the decrees are laws against public fighting, and against use of deadly weapons. The decrees call upon all miners to apprehend any lawbreakers if possible.

Vanadinite: A crystalline mineral that has a crimson hue comparable to that of the Kaiburr crystal.

Vickerman: A term used by at least one Mimbanite beggar to address miners when soliciting them for alcoholic beverages.

Vis Pickup: A part of audiovisual communication systems and scanners responsible for transmitting and receiving video information.

Vo Pickup: A component of an audiovisual communication system that is responsible for transmitting and receiving audio information.

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