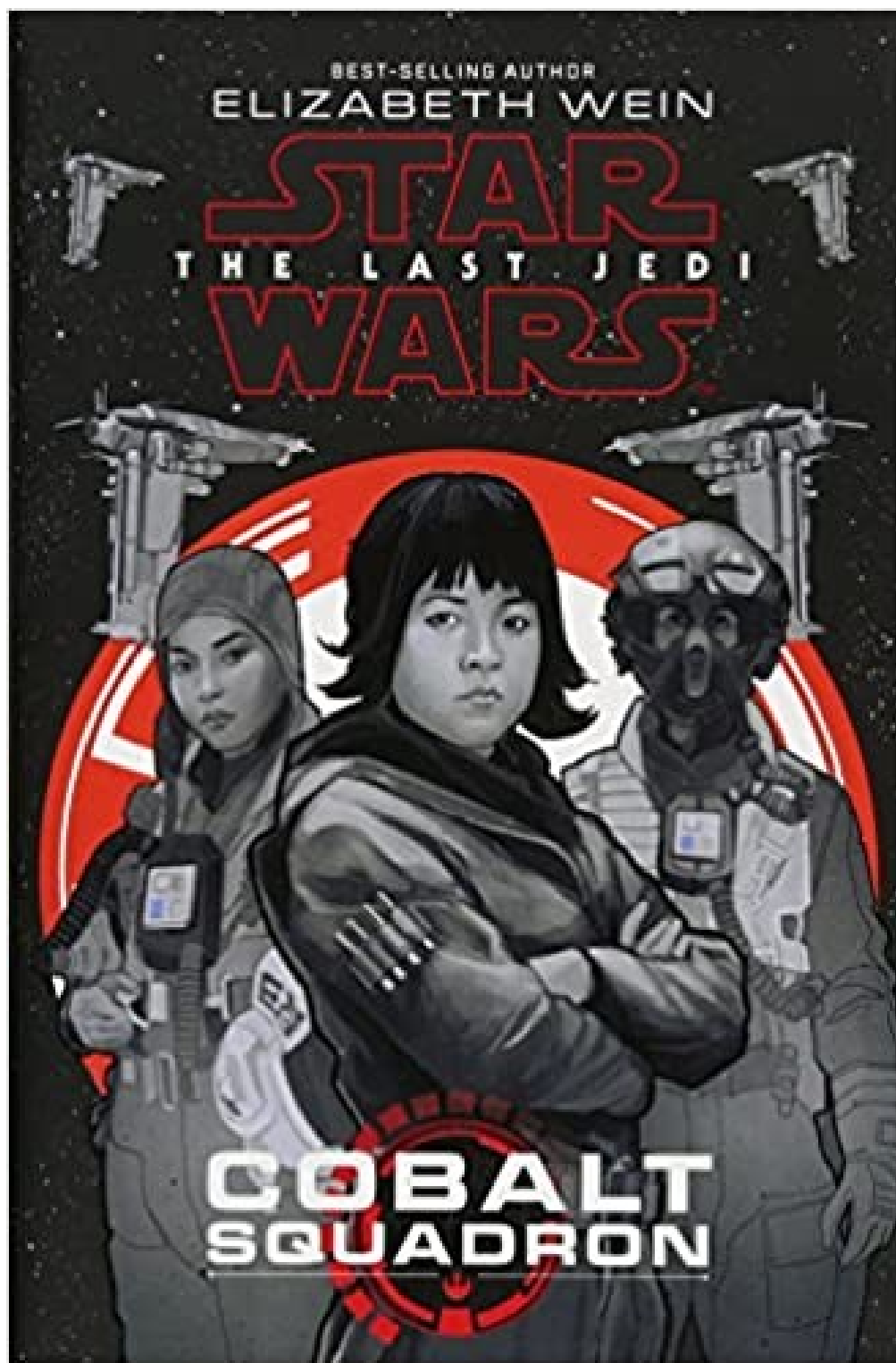


# THE LAST JEDI: COBALT SQUADRON SOURCEBOOK

v1.0 2021-01-28



by +Oliver Queen

## A WORD FROM EMPEROR OLLIE

Greetings fellow Star Wars D6 enthusiasts. This is a project that I toyed with nearly four years ago, but never got very far into it. Luckily, my creative fervor has returned and I not only returned to the project but finished it.

While working on this book, I was surprised how little new information was presented for the main characters (Rose and Paige Tico). This goes beyond the standard rants against TLJ. If you go through the available information looking for history, motivation, personality and so on, there is very little. Honestly though, the book "The Last Jedi: Cobalt Squadron" does elaborate a little bit on their history and motivation, but its seriously lacking.

I would like to give a quick nod of the hat to Kiss My Wookiee who helped with the editing of this book and was uncredited for doing the same with "Leia, Princess of Alderaan". Sorry buddy, better late than never.

Okay, so that's that. I hope you enjoy the material and able to use at least some of it in your own games. Until next time ...

May the Force Be With You

Emperor Ollie  
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## PLOT SUMMARY

Rose and Paige Tico are sisters working on a bomber ship for the Resistance: Paige mans the gun turret while Rose is a mechanic in charge of testing out a new stealth technology. The two lost their homeworld when the First Order destroyed it, and one of the few tokens they share from their planet is each has one half of a medallion carved with their planet's symbol.

During their mission to deploy and recover probe droids to the Atterra System, the Tico sisters spot a ship being chased by the First Order. Before the Resistance crew can leave the system with the recovered probes, the First Order's quarry unexpectedly crashes into their recovery bay and they blast off into hyperspace while carrying the smaller vessel. The ship has two people aboard: Casca Panzoro and her grandson Reeve, refugees from Atterra who are searching for help. The First Order has been squeezing the system and its people are dying of thirst. The two Panzoros convince the crew of their need and are brought back to the Resistance base to General Leia Organa and Admiral Amilyn Holdo.

Leia hears them out and agrees to offer aide, but says they first must come up with a plan. Rose, Paige, and Reeve are sent back to Atterra Bravo on a retrofitted spy ship to gather reconnaissance and devise a method to deliver aide. They determine the location is too far from the rebel base on D'Qar to make direct supply runs and decide on a nearby planet, Refnu, to serve as an intermediate base. The ship heads to Refnu to prepare accommodations and a cover story. Speaking to a few locals, they determine that Refnu Corporation is hiring ice breakers and the bomber ships of the Cobalt Squadron would be a perfect fit. They devise to have a portion of the squadron work jobs for Refnu while the remaining ones can freely use the base in order to deliver supplies to Atterra.

The first supply run does not go off without a hitch; First Order TIE fighters spot them due to a failing stealth module. The heavy bombers manage to kill all but one of the First Order fighters and suffer no casualties themselves. During the second run they are not nearly so lucky: the First Order prepared an ambush for the Resistance and manages to take out four bombers before the rest can get away.

In desperate need of a new plan, Paige realizes that the First Order is expecting them adhere to regular squadron tactics, but that they might stand a better chance if they operate in an unexpected way. Paige suggests that the Resistance use a decoy ship to draw fire while a slower, burdened bomber makes the supply drop. Once the drop is finished, that now-empty bomber can then fly decoy for the next run, and so on. Rose's commander asks that she work on one of the ships experiencing intermittent stealth issues so that she can troubleshoot the problem, but she is reluctant to fly without her sister. Another mechanic offers to take the post, relieving Rose of needing to deal with the anxiety of being away from Paige.

The new plan works, but in hyperspace on their way back to the Resistance a great disturbance in the galaxy is felt by everyone in the squadron. Meeting back up with Holdo, the squad is informed that the disturbance was in fact a super weapon used by the First Order to destroy the entire Hosnian star system. An all-out war between the First Order and the Resistance has begun. Holdo says she needs a mechanic to work on board her ship, the Ninka, and asks Rose if she's willing to take the post. Rose accepts because even though her sister won't be there with her physically, as long as they are both wearing the medallions of their homeworld then they are never apart.

## CHARACTERS:

### Zanyo Arak

Member of Resistance bomber crew who is assigned by Vice Admiral Amilyn Holdo to pilot a starfighter for the Resistance during the evacuation of their base on D'Qar.

### Hadeen Bissel

A human male who serves as a technician and crew chief for the Resistance's Starfortress unit.

### Cat

Nefrian male who suffers from agoraphobia and serves as the flight engineer of the MG-100 StarFortress SF-17 Cobalt Treasure during the Atterra campaign. He later takes over the duties as flight engineer of the Cobalt Wasp after the bomber's previous flight engineer returns sick after struggling to adjust to the climate on Refnu. On the second run of Atterra campaign, Cobalt and Crimson Squadron are attacked by the First Order. Cat is killed when the Cobalt Wasp is destroyed by TIE fighters.

### Orion Chalk

The uncle of Reeve Panzoro and member of the Bravo Rising resistance movement, which fights against the First Order on the planet Atterra Bravo. When Reeve brings Rose and Paige Tico of the Resistance to meet the members of Bravo Rising, Orion introduces the Tico sisters. He is known to use a solar crossbow.

## Finch Dallow

A human male member of the Resistance's Cobalt Squadron. Dallow serves in the New Republic scout service before joining the Resistance. He is relentlessly cheerful. Finch pilots the bomber Cobalt Hammer during the Atterra campaign and the later evacuation of D'Qar.

**Finch Dallow:** all stats 2D except for: Dexterity 2D+2, blaster 3D, dodge 3D+1, survival 2D+2, Mechanical 3D, astrogation 3D+2, space transports 4D+1, starship gunnery 4D, starship shields 4D, con 2D+2. Character Points: 6. Move: 10. Equipment: Equipment: Flight suit and helmet, hands-free comlink, blaster pistol.

## Vober Dand

Tarsunt male from Suntilla who serves in the Resistance's Ground Logistics Division as a controller. He is stationed in the Resistance's base of operations on the planet D'Qar. Dand is a stickler for detail and refuses to tolerate anyone operating outside of protocol. He wears a yellow GLD controller's coat with 'GLD Landing Officer' printed on it. He also wears a pair of brown pants and boots as well as a comlink headset. Dand has brown hair, black eyes and gray skin.

## Dario

A Nefrian male miner who lives on the planet Refnu. Dario helps Paige and Rose Tico to find a job with the Refnu Corporation.

## Fossil

Also known as "the Old Lady" by the bomber crews of the Resistance, Fossil is a female Martigrade lieutenant who is the commanding officer of the Resistance's StarFortress unit, including Cobalt and Crimson Squadrons.

**Fossil:** all stats 2D except for: Knowledge 3D, bureaucracy 4D, planetary systems 4D, tactics 3D+2, command 4D+2. Equipment: datapad, comlink.

## Tanya Helios

A human female and the chief instructor of the Firestone Technical Academy on the planet Atterra Bravo. Tanya is a member of the Bravo Rising resistance movement against the First Order. When Reeve Panzoro brings Rose and Paige Tico of the Resistance to meet the members of Bravo Rising, Helios shakes both Tico sisters' hands and thanks them for their aide. Tanya has dark skin tones.

## Amilyn Holdo

A human female Vice Admiral of the Resistance. She hails from the planet Gatalenta. In her youth, Holdo serves in the Apprentice Legislature of the Imperial Senate, where she becomes friends with Princess Leia Organa of Alderaan. During their time together, Leia confides with her about involvement with the rebellion against the Galactic Empire. Holdo later becomes a member of the Alliance to Restore the Republic as well, garnering a reputation as a master strategist. By 34 ABY, Holdo is a Vice Admiral in Organa's Resistance and assumes command of the cruiser Ninka.

## Nix Jerd

A human male from the Mid Rim world Lantillies who is a bombardier in the Resistance's Cobalt Squadron. He keeps a firm grip on the release trigger of the Resistance bomber Cobalt Hammer, ready to release the bomber's payload onto First Order targets. Nix has a good head for numbers and is usually calm and unaffected when his bomber comes under attack. When things get too intense, however, he likes to yell at pilot Finch Dallow "a lot," according to Paige Tico.

**Nix Jerd:** all stats 2D except for: blaster 2D+2, dodge 3D, missile weapons 4D, survival 2D+2, sensors 3D, starship gunnery 3D+2, search 3D+1, gambling 4D+1. Character Points: 3. Move: 10. Equipment: Flight suit and helmet, hands-free comlink, blaster pistol, datapad loaded with various racer magazines.

## Tiggs Kaiga

A female Faust flight surgeon for Cobalt Squadron on D'Qar. She is tall and skinny and known to not have a sense of humor. She is trained to look for medical reasons, both physical and mental, that might cause a crew member to fail to perform their duties on a mission.

## Leia Organa

The political and military leader of the Resistance. Leia is a Force-sensitive human female who is a Rebel war hero and a leader of the Alliance to Restore the Republic during the Galactic Civil War, before serving as a senator in the New Republic. Adopted into the Alderaanian royal family (also known as House Organa), Leia is a princess of Alderaan, a planet in the Core Worlds known for its dedication to pacifism. The princess is raised as the daughter of Senator Bail Organa and his wife, Queen Breha Organa, making her the heir to the Alderaanian monarchy. 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.

Leia's biological father is Darth Vader, a Sith Lord and the chief enforcer of Emperor Sheev Palpatine before his death during the Battle of Endor.

In the aftermath of the Battle of Endor, Organa marries the Corellian smuggler Han Solo. She learns the Jedi arts as her twin brother's apprentice until giving birth to her son, Ben Solo, on the day of the Empire's capitulation in 5 ABY. Her personal and political life suffers in the years that follow, with Ben turning to the Dark Side like his grandfather before him and adopting the persona of Kylo Ren whilst the Galactic Senate sidelines Organa's career. Adopting the military rank of General, she leads the Resistance during the Cold War and seeks to make amends with her son Ben.

## Casca Panzoro

A human female district representative of the Firestone Islands on Atterra Bravo and a commander in the united resistance movement Bravo Rising at the time of the Atterra campaign. She is the grandmother of fellow resistance member Reeve Panzoro.

**Casca Panzoro:** all stats 2D except for: Knowledge 3D, bureaucracy 3D+2, willpower 4D, command 3D+2, persuasion 3D+2. Move: 10.

## Reeve Panzoro

A human male member of the united resistance movement Bravo Rising at the time of the Atterra campaign. He is the grandson of fellow resistance member Casca Panzoro.

**Reeve Panzoro:** all stats 2D except for: Dexterity 3D, blaster 3D+1, dodge 3D+2, running 3D+2, tactics 3D+1, survival 2D+2, Mechanical 3D+1, space transports 5D+1, starfighter piloting 4D+1, Perception 2D+2, command 3D+1, hide 3D, sneak 3D+1. Character Points: 5. Move: 10.

## Rendal Panzoro

An Atterran human male pilot in the Firestone Islands Guards security force on the planet Atterra Bravo before the security force is disbanded by the First Order. He is the father of Reeve Panzoro and the son of Casca Panzoro. After the First Order blockades the Atterra system, Rendal's law-enforcement starfighter is attacked by two First Order TIE fighters. Though Rendal makes it back to the Firestone Islands, he dies of his injuries.

## Darrus Rantarovo

Foreman of the Big Settlement hydro farm on the planet Atterra Bravo until the planet's hydro farms are taken over by the First Order. He is also a member of the Bravo Rising resistance movement against the First Order. When Reeve Panzoro brings Rose and Paige Tico of the Resistance to meet the members of Bravo Rising, Rantarovo shakes the Tico sisters' hands, but is too overcome by emotion to speak. Darrus is an Atterran human male with a dark skin tone.

## Kaiden Scorbo

Member of Resistance bomber crew assigned by Vice Admiral Amilyn Holdo to pilot a starfighter for the Resistance during the evacuation of their base on D'Qar.

## Spennie

The tail gunner of the Resistance bomber Cobalt Hammer during the Atterra campaign and the later evacuation of D'Qar. Spennie is a human female member of the Resistance's Cobalt Squadron.

**Spennie:** all stats 2D except for: blaster 2D+2, dodge 3D, survival 2D+2, starship gunnery 4D. Move: 10. Equipment: Flight suit and helmet, hands free comlink, blaster pistol.

## Hue Tico

The father of Paige and Rose Tico. He is a human male, and is married to Thanya Tico.

## Paige Tico

A human female Resistance fighter, Resistance bomber tail gunner, and elder sister of Rose Tico. After witnessing firsthand the brutality of the First Order on their homeworld in the Otomok system, both Paige and Rose fled from the Otomok system and joined the Resistance.

The First Order had come to their world, Hays Minor, to mine its ores regardless of the effect it had on the people. Seeing how it

devastated the planet, she and Rose sabotaged First Order ships; frustratingly, their action did little to stop the strip mining. Their parents told both sisters to join the Resistance, which they did. Later they would learn in horror that the First Order had blockaded and torn apart the planet. Vowing vengeance, the Tico sisters had decided to leave the Resistance and strike against the First Order themselves, but were persuaded out of the idea by Leia Organa, who encouraged them that staying with the Resistance would be more effective than a personal crusade.

As a Resistance soldier Paige has become an exceptional gunner and pilot. She has now survived several missions, leading her to become superstitious — occasionally she wraps her medallion around the struts of her cannons for good luck. During their downtime between bombing runs, the two sisters always discuss their chance to see the galaxy.

Paige has been extremely close to her younger sister, Rose, since childhood and feels incomplete when they are separated. When they joined the Resistance, Paige insists that she and Rose must be assigned to the same ship. The two sisters frequently sit together at Paige's gunner station while traveling to and from missions. Paige thinks that Rose underestimates herself and her importance in the Resistance and often provides moral support.

Paige has a fascination for fathiers, deciding that they are the one creature above all else she wants to see in person. On her suggestion, the crew of the Cobalt Hammer uses imaginary stables of fathiers as markers in the crew's card games.

While Paige hates the First Order's leadership for the destruction of her homeworld and their other atrocities, she doesn't hold the same vitriol for the First Order soldiers and pilots. She feels that many of them are people just like her who might have chosen to serve in the First Order to escape dangerous situations at home.

Paige participates in the Atterra Campaign as the tail gunner of the bomber Cobalt Hammer. It is her tactical recommendation to use unladen decoy bombers to protect each bomber in the process of delivering its payload that directly leads to the success of the third supply run and overall mission success.

### Paige Tico (as of The Atterra Campaign)

**Type:** Resistance Gunner

**DEXTERITY 3D**

Blaster 3D+2, dodge 4D

**KNOWLEDGE 3D+1**

**MECHANICAL 3D+2**

Space transports 4D+2, starship gunnery 5D+1, starfighter piloting 4D

**PERCEPTION 2D+2**

**STRENGTH 2D+2**

**TECHNICAL 2D+2**

**Special Abilities:**

*Arctic Dwellers:* +1D bonus to survival in arctic/cold conditions.

**Force Points:** 1

**Character Points:** 7

**Move:** 10

**Equipment:** Flight suit and helmet, hands-free comlink, blaster pistol, Haysian ore medallion.

## Rose Tico

A human female Resistance fighter, flight engineer, inventor, and the younger sister of Paige Tico. Like her older sister Paige and her parents, Hue and Thanya, Rose grew up on Hays Minor, an impoverished mining colony in the Otomok system. Rose and her

sister trained in their grandmother Etta's Z-95 Headhunter simulator, though Rose crashed during the simulations. She and her family would watch holodramas, some of which included fathiers.

The First Order took over Hays Minor's mines and forced Rose's people to mine their planet's resources to feed their war machine. Rose and Paige protected their parents and fellow citizens from the First Order and their mining pollution. Rose was able to blow up twelve OreDiggers and stop the First Order's mining operations for three days. After her parents told her that she and Paige had to find the Resistance and join them in their fight against the First Order, Rose and Paige were welcomed into the Resistance by Admirals Gial Ackbar and Amilyn Holdo. The two of them joined the Resistance's Cobalt Squadron.

Rose eventually received news that the First Order shelled her people during a weapons test. The two of them were approached by General Leia Organa, who offered them her condolences for the First Order's genocide of Hays Minor. Vowing vengeance, Rose and Paige decided to leave the Resistance and strike against the First Order on their own, but were convinced not to by Leia, who encouraged them that they would do more to help those oppressed by the evil First Order regime as part of the Resistance than they would alone. Rose and Paige promised themselves that they would stop the First Order from pillaging and destroying other worlds.

During the Atterra Campaign, Rose tests a prototype stealth technology that she has invented and installed aboard Resistance bombers. Called Bafflers and nicknamed the "Resistance-Cloak," these devices combine engine baffles, emergency shunts, and modified fuel tanks in order to make a starship's ion exhaust harder for another ship's sensors to detect. After the Atterra Campaign, Vice Admiral Holdo transferred to her to the engineer team aboard her ship the Ninka during the preparation to abandon the Resistance base on D'Qar.

#### Rose Tico (as of the Atterra Campaign)

**Type:** Resistance Flight Engineer/Gunner

**DEXTERITY 2D+1**

Blaster 3D+1, dodge 3D+2

**KNOWLEDGE 3D**

**MECHANICAL 3D**

Astrogation 3D+2, repulsorlift operation 4D, sensors 3D+2, space transports 3D+2, starship gunnery 3D+2, starship piloting 3D+2

**PERCEPTION 3D+2**

**STRENGTH 2D**

**TECHNICAL 4D**

Droid programming 4D+1, space transport repair 5D

**Special Abilities:**

*Arctic Dwellers:* +1D bonus to survival in arctic/cold conditions.

**Force Points:** 1

**Character Points:** 7

**Move:** 10

**Equipment:** Flight suit and helmet, hands-free comlink, blaster pistol, Haysian ore medallion.

#### Thanya Tico

The mother of Paige and Rose Tico. She is a human female and is married Hue Tico. She flew an OreDigger for Central Ridge Mining when her daughters were young.

## Vennie

A human female member of Resistance bomber crew who, during the Atterra campaign, serves as the pilot of the MG-100 StarFortress SF-17 Crimson Cutter. On occasion Vennie flies an A-wing starfighter as an escort for the bombers. After the campaign, Vennie is assigned by Vice Admiral Amilyn Holdo to pilot a starfighter for the Resistance during the evacuation of their base on D'Qar.

## CREATURES

**BIRD:**

**Sonar Swallow:** A hand-sized type of bird with iridescent black feathers from D'Qar. They travel in pairs or flocks and seem to find noise irresistible. They are especially fascinated by humans. Many of the inhabitants of the Resistance base thought them as nuisances because they had little fear of people.

**Fathier:** A quadruped species, fathiers are distinguished by their long legs, brown fur, and large ears, which dissipate body heat. Fathiers can run at great speeds (up to 75 kilometers per hour) across various terrains, including beaches, fields, and cliff faces. Their speed makes them sought after by wealthy residents of the galaxy, and the creatures are viewed as graceful and majestic. On average, fathiers stand three meters high at the shoulder; people seeing one in person for the first time are often shocked by their size. When cooped up, fathiers require endurance exercises, so fathier transports are equipped with double-gravity chambers. They are known for their stinky, spicy smell.

**Stinging Midge:** Small creatures that fly in swarms and live in the jungles of D'Qar, near the Resistance base.

## DROID MODELS

### Spy Droid

A type of droid used in espionage.

#### Resistance Spy Droid

Small self-propelled probe droid launched from a starship into a planet's orbit. The probes circle the planet over the course of 18 hours, gathering data, recording comm traffic, making recordings and observations without drawing attention, then return to the ship. They have mini spy-shields and an energy "baffle" designed by Rose Tico, dropping their energy signature to nearly zero, making them nearly impossible to detect with routine scans. In case the probe was damaged it has a self-destruct. One thousand of the probes could fit into the bay of a MG-100 StarFortress SF-17.

#### Resistance Spy Droid

**Type:** Reconnaissance spy droid

**Scale:** Character

**Skills:** Sensors 4D, starfighter piloting 3D

**Cost:** 25,000 for 1,000 (estimated)

**Availability:** 3 or 4, X

**Space:** 1

**Hull:** 1D

**Sensors:**

*Passive:* 3/1D

**Game Notes:** Resistance spy droids work in large clusters upwards of 1,000 units. Each spy droid navigates around a planetary system scanning, recording and making observations. The units are designed to be difficult to spot using sensors. If discovered, the units are able to send a narrow-band encrypted datalog to the droid starship pickup then autodestruct. The self-destruct can also be remote triggered from the starship.

## EVENTS

**Five Sabers:** A prestigious piloting championship held on Theron. As its name suggests, the contest is comprised of five stages: the atmospheric dash, the orbital sprints, the lunar relays, the sublight relays, and hyperspace orienteering. While the first two stages are mainly watched live or in full, the latter three are best watched in post-race edited footage, due to them lasting hours, days and weeks respectively.

### IMPERIAL ERA

**The Disaster:** Also known as the Destruction of Alderaan, this is the name given to the destruction of the planet Alderaan in the Coruscant Core at the hands of the Galactic Empire during the Galactic Civil War. Alderaanians who were off-world at the time took to calling Alderaan's destruction "the Disaster". Riots broke out in Alderaanian immigrant areas of the planet Coruscant, and the Empire killed many rioters and arrested many more immigrants.

### NEW REPUBLIC ERA:

**Blockade of the Otomok System:** During the New Republic Era, the First Order blockaded the Otomok system in the galaxy's Outer Rim Territories. The New Republic objected to the blockade, but the Order told the Republic it was an internal affair, which they accepted.

**COLD WAR (29 ABY to 34 ABY):** The intense five-year galactic geopolitical tensions between the New Republic, the reigning interstellar republic, and the First Order, which claims legitimacy as a successor to the Galactic Empire that emerged from the outer reaches of the galaxy. The Republic was aided covertly by the Resistance, a splinter cell of the New Republic Defense Force during the rising period of tensions.

The informal term "cold war" is used because there was no direct, large-scale fighting between the two sides. While minor skirmishes did break out, they did not lead to open war. The Resistance was formed by former Senator Leia Organa to act as a check on the First Order due to the New Republic downplaying the threat of the First Order as a credible threat to galactic peace. Skirmishes were more frequent between the Resistance and the First Order, and eventually led to open war after the First Order attacked the Republic.

**Atterra Campaign:** Also known as the Atterra crisis, this campaign is a mission undertaken by the Resistance to transport supplies to the Atterrans in the Atterra system.

## LOCATIONS

### Atterra Alpha

A planet located in the Atterra system within the Outer Rim Territories that was controlled by the First Order. During the last years of the Galactic Empire, the planet was turned into a prison.

### ATTERRA ALPHA

**Region:** Outer Rim Territories

**Sector:** -

**System:** Atterra

**Sun(s):** 2

**Trade Route(s):** -

**Orbital Position:** 1 (shared with Atterra Bravo)

**Moon(s):** 0

**Length of Day:** 371 standard hours

**Length of Year:** 24 local days

**Starport(s):** 1: Standard class

**Type:** Terrestrial

**Temperature:** Terrestrial

**Atmosphere:** Type I

**Hydrosphere:** Moderate

**Gravity:** Standard

**Primary Terrain:** -

**Points of Interest:** Imperial prison

**Native Flora:** -

**Native Fauna:** -

**Native Species:** None

**Immigrated Species:** Humans

**Population:** -

**Languages:** Galactic Basic Standard

**Government:** First Order

**Tech Level:** Space

**Planet Function:** Outpost

**Major Cities:** -

**Major Exports:** -

**Major Imports:** -

**Special Conditions:** -

### Atterra Bravo

A planet located in the Atterra system within the Outer Rim Territories. The Firestone Islands are located on Atterra Bravo. It has a sister planet named Atterra Alpha and both are surrounded by a thick asteroid belt.

From space, Atterra Bravo appears pearly dark gold, seemingly glowing in the sunlight. The oceans give off a sharp, faintly rotten egg smell that is turbulent, yellow and briny. The ocean churns and boils north of the Firestone Islands. The ocean is highly acidic; a starship floating on its surface for five minutes will start to have its hull eaten away. At night, from the planet's surface the countless asteroids of the system asteroid belt appear to glow like tiny hanging lamps, much smaller than a moon but bigger than stars.

During the Cold War between the First Order and New Republic, the planet enters into a lockdown due to a First Order blockade of the system. Very few ships are left from the First Order's sweep of the old security forces. Many people did not have their own moisture vaporators, so the blockade left many dead from thirst. The brutality of the First Order leads to the development of Bravo Rising, a local resistance movement. The Resistance arrives in the form of Cobalt Squadron, which delivers important medical, food, water and fuel supplies to aid their fight against the First Order.

### ATTERRA BRAVO

**Region:** Outer Rim Region

**Sector:** -

**System:** Atterra

**Sun(s):** 1  
**Trade Route(s):** -  
**Orbital Position:** 1 (shared with Atterra Alpha)  
**Moon(s):** 1  
**Length of Day:** 371 standard hours  
**Length of Year:** 24 local days  
**Starport(s):** None

**Type:** Terrestrial  
**Temperature:** Terrestrial  
**Atmosphere:** Type I  
**Hydrosphere:** Moderate  
**Gravity:** Standard  
**Primary Terrain:** Acidic oceans, islands, pumice fields  
**Points of Interest:** Firestone Islands, Firestone Technical Academy, Rockland Plate mines, starport ruins  
**Native Flora:** -  
**Native Fauna:** -

**Native Species:** None  
**Immigrated Species:** Human  
**Population:** 1,000  
**Languages:** Galactic Basic Standard  
**Government:** Tribal  
**Tech Level:** Space  
**Planet Function:** Colony, subsistence  
**Major Cities:** Big Settlement  
**Major Exports:** Minerals  
**Major Imports:** Water

**Special Conditions:**

1. **Atterra Belt:** Between the gas giant Atterra Primo and the twin inner planets Eterra Alpha and Atterra Bravo is an asteroid field (Difficult terrain).
2. **Acidic Oceans:** The acid causes 3D damage per minute without protection, ignoring scale modifiers up to starship.

**POINTS OF INTEREST:**

**Firestone Islands:** An archipelago on the planet Atterra Bravo. The terrain mostly consists of porous ground and towering volcanic columns of pumice. The outlying islets are uninhabited, while the main island is home to big hydro farms.

**Big Settlement:** A major town located in Atterra Bravo's Firestone Islands. The settlement is composed of a number of saltstone homes and a large hydrofarm, which helps to provide its water. When the First Order occupied Atterra Bravo, the settlement became a ghost town.

**Big Settlement Hydro Farm:** A major hydro farm located in Big Settlement on Atterra Bravo. The hydro farm provides much of the town's water until it is seized by the First Order shortly before the Atterra campaign. The facility's foreman is Darrus Rantarovo.

**Pumice Forest:** A region located near Big Settlement, the largest town on the planet Atterra Bravo. The "forest" is composed of a number of tall columns of pumice, each of which contains a number of holes. The wind moves through the holes and creates a strange whistling sound.

**Firestone Technical Academy:** An academy located in Big Settlement, a major settlement on the planet Atterra Bravo. Tanya Helios is the chief instructor of the Academy.

**Rockland Plate:** A location on the planet Atterra Bravo. Located to the north of the Firestone Islands, it contains the major settlement known as Big Settlement.

## Atterra Primo

A gas giant located in the Atterra system.

## D'Qar

D'Qar is a verdant planet located in the Ileenium system on the edge of the galaxy's Mid Rim and Outer Rim Territories, relatively close to Naboo and Crait. An obscure world far from the main space lanes, the remote D'Qar is surrounded by a wide planetary ring that casts a shadow on its forested surface. The lush, jungle-covered terrain does not host intelligent life, though creatures such as birds and insects called the huge trees and fast-growing roots of the jungle home, as does the carnivorous plant known as the creepervine. Aside from the foliage, D'Qar's surface features plains and mountains. The world has a comfortable, temperate climate despite its challenging ecosystem and dangerous predators.

During the Galactic Civil War, D'Qar served as a shadow planet and deep space cache for the Alliance to Restore the Republic. D'Qar was included in a map of the galaxy that listed safe worlds, starfighter hubs at level five or higher, regional headquarters and operations sectors, and deep space caches. The map was then incorporated into The Rebel Files.

Following the Battle of Hoth, Corona Two, Four and Five of Corona Squadron were sent to D'Qar to investigate possible signs of Imperial outposts and activity. This occurred after reports from deep-cover spies on Coruscant revealed that the Empire had been processing massive amounts of material for the Imperial Starfleet, as well as circulating rumors of a new large-ship construction facility. Nonetheless, after exhaustive scans in the planet's hemispheres, planetary and solar orbits the squadron came up empty and returned to its MC80 Star Cruiser Liberty.

The Rebel Alliance then established a small outpost on the planet. However, after the Galactic Civil War ended with the signing of the Galactic Concordance, a D'Qar base was no longer necessary.

After The Rebel Files were rediscovered on Durkteel in 34 ABY and handed to the Resistance, Major Caluan Ematt and General Leia Organa wrote annotations. Organa wrote a question, asking if the Alliance built up D'Qar during the early rebellion, or if it was later. Ematt rebutted that it was later along with Mirrin Prime, after the Battle of Yavin, and he would know as it was his Shrikes that scouted both locations.

In the same year, the outpost was used as the base of operations for the Resistance, a small military force funded by like-minded New Republic senators who feared the growing power of the First Order, a military junta that aimed to succeed the Galactic Empire. Most of the base was hidden underground, with the planet's thick foliage helping to conceal the facility from air and ground sensors.

After the First Order's destruction of the Hosnian system, D'Qar was to be the next target of the First Order's superweapon, Starkiller Base. However, the Resistance managed to launch an attack against the weapon, destroying it and ending its threat of outright destruction. Shortly afterward, the Resistance began to evacuate their base to avoid getting caught in a one-sided conflict with the stronger First Order Navy.

At one point, D'Qar had been home to a culture advanced enough to build cities. By the time of the Galactic Civil War, D'Qar lacked intelligent life, but the planet teemed with a wide variety of species. Large trees with fast-growing roots covered the planet's surface, inhabited by many insects and nocturnal creatures, while

flocks of avians dominated the skies, and the carnivorous creepervine ensnared creatures to eat among the jungles.

## D'QAR

**Region:** Outer Rim Territories

**Sector:** Sanbra

**System:** Ileenium

**Sun(s):** 1: Ileenium

**Trade Route(s):** None

**Orbital Position:** -

**Moon(s):** 2

**Length of Day:** 415 standard hours

**Length of Year:** 23 local days

**Starport(s):** None

**Type:** Terrestrial

**Temperature:** Temperate

**Atmosphere:** Type I

**Hydrosphere:** Moderate

**Gravity:** Standard

**Primary Terrain:** Jungle, plains, forest canopies

**Points of Interest:** Resistance Base

**Native Flora:** Trees, creepervine

**Native Fauna:** Castua crane, dragonflies, dressto, sonar swallow, squonk, stinging midge

**Native Species:** None

**Immigrated Species:** None

**Population:** 500 approximate (Resistance base)

**Languages:** None

**Government:** None

**Tech Level:** None

**Planet Function:** Resistance base

**Major Cities:** None

**Major Exports:** None

**Major Imports:** None

**Special Conditions:** None

## POINTS OF INTEREST:

**Resistance Base:** The Resistance base is located mostly underneath the surface of D'Qar, with only the facility's landing areas and antenna arrays exposed. Inside the base are a command center and multiple hangars, situated both above and underground, which are used to store T-70 X-wing starfighters. Underneath the hangars is the maintenance level, where damaged vehicles could go to be repaired. Surrounding the base is thick jungle foliage, which helps hide the facility from air and ground sensors and conceal potential power leaks. Most of the equipment used at the base is portable, a feature insisted by General Leia Organa due to her experience of the Rebel Alliance's near-extinction on Hoth.

When Sith Lord Darth Vader was revealed to be Senator Leia Organa's biological father twenty-four years after the formation of the New Republic, Organa's reputation was impacted dramatically. Believing there to be a new threat facing the galaxy, Organa pleaded with the Republic to investigate, however, her protests about the Military Disarmament Act were dismissed as paranoia, while her warnings of the growing First Order were misconstrued as warmongering. Having no other option, she formed the Resistance to combat the threat of full-scale war once again engulfing the galaxy.

The upper levels of the Resistance hierarchy consist mainly of veterans of the Galactic Civil War who have served alongside Leia Organa in the Rebel Alliance. High ranking individuals include General Cypress, a commander of the Resistance ground forces, Major Taslin Brance, a communications officer who kept Organa up-to-date on First Order operations, Major Caluan Ematt, a well-traveled veteran of the Galactic Civil War, Admiral Statura, who fought against the Empire during the liberation of his home planet of Garel, and Admiral Gial Ackbar, an experienced commander who fought in the Clone Wars and was instrumental to the Rebel Alliance's victory over the Galactic Empire.

## Otomok system

A binary star system located in the galaxy's Outer Rim Territories containing the planets Hays Major and Hays Minor. Also referred to simply as Otomok.

**Hays Major:** A planet in the Otomok system. It, along with its sister planet Hays Minor, spins at the edge of what could be considered habitable in the system.

**Hays Minor:** A planet in the Otomok system that is the homeworld of Rose and Paige Tico. Prior to the pair joining the Resistance, the First Order used the world to test weapons and steal children to become stormtroopers. After the First Order's arrival, the once quiet and unspoiled planet became dark and polluted.

## Refnu

A planet that serves as the departure point for the Atterra campaign as it is not as far from the Atterra system as D'Qar was. It is barely warm enough to support life. At the extreme range of the habitable zone, Refnu receives little light, casting the entire planet in near twilight and freezing windy conditions. Summer in Refnu turns the sky a dark purple-blue for 10-12 hours a day, with longer days at the poles. During the summer, winds pick up and sleet storms are common.

## REFNU

**Region:** Outer Rim Region

**Sector:** -

**System:** Refnu

**Sun(s):** 1

**Trade Route(s):** -

**Orbital Position:** 1

**Moon(s):** -

**Length of Day:** 25 standard hours

**Length of Year:** 1,012 local days

**Starport(s):** 1: limited services

**Type:** Glacier

**Temperature:** Arctic

**Atmosphere:** Type I

**Hydrosphere:** Moderate

**Gravity:** Standard

**Primary Terrain:** Icy plains, mountains

**Points of Interest:** Starport, Freighters' Barracks

**Native Flora:** -

**Native Fauna:** -

**Native Species:** None

**Immigrated Species:** Nefrian



**Population:** 12 thousand  
**Languages:** Galactic Basic Standard  
**Government:** Independent  
**Tech Level:** Space  
**Planet Function:** Mining  
**Major Cities:** -  
**Major Exports:** Minerals, natural resources  
**Major Imports:** Water, food, hi-tech equipment

**Special Conditions:** Arctic conditions require warm weather protection. An unprotected individual would not last long. Make a Difficult survival roll every minute; failure moves the individual up one level on the damage chart. Furthermore, vehicles should be modified for the chilly conditions. Unmodified vehicles may not operate properly, or at all.

## ORGANIZATIONS

**Bravo Rising:** A united resistance movement on the planet Atterra Bravo dedicated to fighting the First Order. During the First Order/Resistance War, the First Order imposed a blockade on the Atterra system, plundering fuel and minerals and cutting off all travel and communications between the twin worlds Atterra Bravo and Atterra Alpha. Bravo Rising has a small fleet of starfighters and transport ships at their disposal and makes supply runs between the two planets. However, the rebels are short on fuel, food, weapons, drinking water and medical equipment and turn to the Resistance for help. They have also mapped hundreds of the automated cannons in the asteroid field around Atterra Bravo and know how to avoid the orbital minefields that surround the planet.

**Central Ridge Mining:** A mining company based in the Otomok system. Hue and Thanya Tico worked for the company when their daughters were young. The Tico family's eldest daughter, Paige, began flight training with the company when she turned thirteen.

**Firestone Islands Guards:** A security force on the planet Atterra Bravo for which Rendal Panzoro is a pilot. They police piracy and smuggling. After the First Order blockaded the Atterra system, they impounded the ships used by the planets security forces including some of the Firestone Islands Guards, though the Bravo Rising were able to hide some before they were impounded. The Firestone Island Guards are later brutally and ruthlessly targeted by the First Order.

**First Order stormtroopers:** Also colloquially known as "bucketheads," stormtroopers are the infantry soldiers of the First Order. As the latest evolution of one of galactic history's most distinctive symbols of military might, the First Order's infantry units are outfitted with stark white armor derived from that worn by the Galactic Republic's clone troopers and the Galactic Empire's identically named elite shock troops. To ensure absolute loyalty and conformity, First Order troopers are identified by alphanumeric designations instead of individual names and programmed from birth through regular exposure to state-controlled propaganda. Ultimately, members of this new generation of stormtroopers are trained to serve one purpose—conquering the galaxy in the name of the First Order.

The First Order Stormtrooper Corps was formed during the New Republic Era, following the collapse of its Imperial-era predecessor in the aftermath of the Galactic Civil War. Though the Galactic Concordance banned the mobilization of stormtroopers, the First Order secretly began its own stormtrooper program under the supervision of General Brendol Hux and Captain Cardinal, and later continued under General Armitage Hux and Captain Phasma.

Throughout its time, the program was centered on training human conscripts from early childhood. During the Cold War between the First Order and the New Republic, stormtroopers were presented as a territorial protection force. After the destruction of the New Republic capital, their true nature as the First Order's invasion army was revealed, leading to open war against the Resistance.

**Law Enforcement Agency:** Also called a police force or security force, a law enforcement agency is an organization charged with maintaining order, enforcing laws, and protecting life and property. Some law enforcement agencies also serve as a military for their local governments, however they simply keep the peace and are not armed for full scale war.

Law enforcement is generally conducted on a local or planetary level but their size, functions, and training can vary greatly. They can be a local security force covering a settlement, or they could be responsible for the protection of an entire, densely urbanized planet such as the Coruscant Security Force. Some law enforcement agencies, such as the elite Senate Guard, are primarily tasked with protecting persons or groups of people as bodyguards. Others are volunteer security and policing corps such as the Royal Security Forces on the planet Naboo.

Police officers are employed by law enforcement agencies. Most wear uniforms of some kind and hold ranks that are para-militaristic in nature. Lower ranking officers can perform tasks such as patrolling their areas, responding to incidents, and conducting preliminary investigations. Higher ranking officers supervise a group of officers, provide field reports, conduct investigations, and answer to government leaders. Serious crimes are investigated by specialized officers such as detectives. Generally, these specialists are police officers experienced in dealing with in-depth investigations.

While organic officers are common, police droids are used extensively in the galaxy. Police droids are commonplace on an ecumenopolis such as Coruscant, or in some spaceports that found it more financially feasible to use droids. Generally, droids are programmed not to cause harm unless it is in protection of others, in which case they are authorized to use deadly force. Droids are also useful in that they enforce the law without prejudice and corruption.

**New Republic Scout Service:** The official exploration arm of the New Republic.

**Outside Unit Radicore Elements Mining Company:** Reeve Panzoro piloted a ship that is one of the few ships the Bravo Rising freedom fighters had access to. Its imprint listed the ship as having been built for the Outside Unit Radicore Elements Mining Company and was a very registration.

**Refnu Corporation:** A frozen ore extraction company located on the icy planet Refnu. Also known as RefuCorp.

**Resistance Bomber Squadrons:** Around 34 ABY the Resistance has two bomber squadrons, Cobalt and Crimson, comprised of MG-100 StarFortress SF-17's.

**Cobalt Squadron:** A Resistance bomber squadron comprised of MG-100 StarFortress SF-17s. During the Atterra Campaign they along with Crimson Squadron they delivered supplies to the planet Atterra Bravo. Cobalt squadron consists of:

*Cobalt Belle*  
*Cobalt Hammer*  
*Cobalt Hornet\**  
*Cobalt Mare*  
*Cobalt Scarab\**

*Cobalt Treasure*  
*Cobalt Wasp\**

\* Destroyed during the Atterra Campaign.

**Crimson Squadron:** A Resistance bomber squadron comprised of MG-100 StarFortress SF-17s. During the Atterra Campaign they along with Cobalt Squadron they delivered supplies to the planet Atterra Bravo. Crimson squadron consists of:

*Crimson Bolide*  
*Crimson Cutter*  
*Crimson Dancer*  
*Crimson Hailstorm*

## SENTIENT SPECIES

### Faust

A species of tall, slender humanoids native to the planet Adana. They have pale blue skin, a double set of eyelids, light-colored eyes, and pale blue-gray skin. They have long, humanoid faces with slanted, almond-shaped eyes, a long nose, large ears and a cranial ridge. It is unknown whether females of the species share this trait or if it is exclusively a distinguishing attribute of the males.

### Faust

**Homeworld:** Adana  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 2D/4D  
**PERCEPTION** 2D/4D  
**STRENGTH** 2D/4D  
**TECHNICAL** 2D/4D  
**Move:** 10/12  
**Size:** 1.5-1.7 meters tall

## HUMAN

### Alderaanian, Human

A cultural group of humans native to the planet Alderaan. Known for their pacifistic values and devotion to the arts. Some Alderaanian males wear their hair long by tradition.

Early in their history, the Alderaanians employed soldiers like most other cultures. However, they gradually developed into a pacifist society, one devoted to the fine arts and to philosophy. Over time, Alderaanians became noted for their willingness to share their knowledge freely with others. They were also careful to live in harmony with their planet, which was renowned for its untarnished beauty.

Throughout history, a number of Alderaanians emigrated to other planets, founding communities and exporting their unique culture far from their homeworld. Such offworld communities notably existed on Naboo and Sullust. Generations before the Galactic Civil War, a number of Alderaanians also established their presence on the planet of Espirion, which is known for being open to refugees and wanderers. There, they intermarried with the natives, a species of red-skinned humanoids with tapered ears. As a result, a population of half-Alderaanians, exhibiting non-human characteristics, arose on Espirion. In the immediate aftermath of the Battle of Yavin, their community was led by Chief Beon Beonel.

### Alderaanian, Human

**Homeworld:** Alderaan  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 2D/4D  
**PERCEPTION** 2D/4D  
**STRENGTH** 2D/4D  
**TECHNICAL** 2D/4D

#### Special Abilities:

*Enlightened Society:* At character creation Alderaanian receive +2D to be paced in a specific type of philosophy or art skills.

#### Story Factors:

*Pacifists:* Alderaanians are fundamental pacifists, urging conversation and understanding over conflict.

*Wealthy:* Alderaanians have one of the richest societies in the Empire. Beginning characters should be granted a bonus of at least 2,000 credits.

**Move:** 10/12

**Size:** 1.5-2.0 meters tall

### Atterran, Human

The human inhabitants of Atterra Bravo.

### Atterran, Human

**Homeworld:** Atterran Bravo  
**Attribute Dice:** 12D  
**DEXTERITY** 2D/4D  
**KNOWLEDGE** 2D/4D  
**MECHANICAL** 2D/4D  
**PERCEPTION** 2D/4D  
**STRENGTH** 2D/4D  
**TECHNICAL** 2D/4D

#### Special Abilities:

*Grit:* Because the planet Atterra is a constant struggle and has special hazards, the Atterran human inhabitants automatically get a +1D to survival while on Atterra as a free bonus (does not count toward beginning skill dice).

**Move:** 10/12

**Size:** 1.7 meters tall

### Coruscanti, Human

The inhabitants of Coruscant, a city-wide planet and the historic capital of the galaxy during the time of the Galactic Republic and the age of the Galactic Empire. At the end of the Clone Wars in 19 BBY, the millennium-old Republic was replaced by the Empire — an oppressive new regime that invested absolute power in Galactic Emperor Sheev Palpatine.

During the early years of the Empire, most Coruscanti were satisfied with the regime shift, particularly those who lived and worked in the upper tiers of Imperial City. If for no other reason, the Coruscanti were relieved to see an end of the devastation brought by the Clone Wars. However, the self-anointed Emperor Palpatine made few public appearances, and a number of Coruscanti confessed to having fond memories for Chancellor Valorum.

Those who identified themselves as Coruscanti often had what some would consider a superior accent, with it being frequently attributed to propaganda broadcasts, rebel satire, and the Imperial elite during the reign of the Empire. Coruscanti are considered principled, able to verbally parry and weave in debates and politics. According to Chieftain Gruppe, the human females of Coruscant

were not known to carry or deliver their own progeny. Instead, they hired others to do so for them.

## Coruscanti, Human

**Homeworld:** Coruscant

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Move:** 10/12

**Size:** 1.5-2.0 meters tall

## Martigrade

Large humanoids with over-sized heads topped with very fine hair, slug-like silver-skin, unblinking large black eyes the size of a human palm, and three-fingered hands.

## Martigrade

**Homeworld:** Martigrade

**Attribute Dice:** 12D

**DEXTERITY** 1D+1/3D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 1D/3D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/5D

**TECHNICAL** 1D/3D

**Special Abilities:**

*Redundant Anatomy:* All wounds suffered by a Martigrade are treated as if they were one level less. Two Kill results are needed to kill a Martigrade.

*Vision:* The unique construction of a Martigrade's eyes gives them a larger spectrum of vision than other species. They can see well into the infrared range (no penalties in darkness), and gain a bonus of +1D to notice sudden movements.

**Move:** 8/10

**Size:** 2.0-2.2 meters tall

## Nefrian

Most Nefrians live on the planet Refnu. These humanoids are gigantic in stature, with big bones to hold their weight and an extra skin layer to keep them warm in cold climates.

## Nefrian

**Homeworld:** Refnu

**Attribute Dice:** 12D

**DEXTERITY** 1D/3D

**KNOWLEDGE** 1D/3D

**MECHANICAL** 1D/4D

**PERCEPTION** 1D+2/3D+2

**STRENGTH** 3D/5D

**TECHNICAL** 2D/4D

**Special Abilities:**

*Insulating Blubber:* Nefrians possess a layer of insulating subcutaneous fat that protects them against the often harsh climate of their homeworld. They gain a +2D bonus to stamina to resist extreme cold.

*Arctic Dwellers:* +1D bonus to survival in arctic/cold conditions.

**Move:** 8/10

**Size:** 2-2.2 meters tall

## Tarsunt

A species of furry humanoids with skin color that ranges from gray to purple or yellow, with long pelts of fur that run from brown to white. They have flat faces, large nostrils, squinty black eyes, and down-turned lips giving them a tired appearance.

## Tarsunt

**Homeworld:** Tarsunt

**Attribute Dice:** 12D

**DEXTERITY** 2D/4D

**KNOWLEDGE** 2D/4D

**MECHANICAL** 2D/4D

**PERCEPTION** 2D/4D

**STRENGTH** 2D/4D

**TECHNICAL** 2D/4D

**Move:** 8/10

**Size:** 1.73 meters tall

# STARSHIPS

## BOMBER

### MG-100 StarFortress SF-17

A model of heavy bomber manufactured by Slayn & Korpil for use by the New Republic during the late stages of the Galactic Civil War. Following the Galactic Concordance and New Republic disarmament, the ship is primarily used in civilian applications. Several ships are used by the Resistance during its war with the First Order, earning it the name "Resistance Bomber." Also known as the B/SF-17 heavy bomber.

The starship features six sublight ion thrusters, a single hyperdrive, and artificial gravity projectors. At the bottom-front of the ship struts is a sensor mast which contains a targeting sensor and an active-tracking array. Two short-range comms antennae are located along the top of the ship to the rear of the cockpit. Jutting horizontally from the ship's profile are two stabilizer foils. In total, the ship is crewed by five individuals: a single pilot and flight engineer are stationed within the armored cockpit, the bombardier mans a targeting pedestal on the flight deck, and two gunners operate the rear and ventral ball turrets.

The MG-100 StarFortress's intended purpose is to deliver a payload of up to 1,048 proton bombs on top of a target. The modular bombing magazine, called the "clip" by the bomber's crew, propels the bombs through sequenced electromagnetic plates until they exit from the bottom of the bomb bay. This allows the bombs to "drop," even in microgravity environments. The bombs are then drawn magnetically to their targets. The assembly can be programmed to drop specific sections of the payload in sequence, but the most common configuration is "deploy all." To drop the ship's payload, the bombardier on the flight deck monitors a concentrated sensor feed. The system calculates the optimum time for release, and at a given prompt (or at the discretion of the bombardier) the control button on a wireless remote triggers the release of the payload. A magnetic seal retains the atmosphere when the bomb bay doors are open.

Ball turrets on the StarFortress are encased in an armored transparisteel shell, while deflector shields protect the gunners.

Despite this protection, many gunners feel exposed to enemy fire. Other turrets include a remotely operated dorsal turret of similar firepower to the EM-1919 paired repeating laser cannons installed on the ball turrets, two remote-linked cannon arrays at the rear of the vessel, two forward laser cannons, and one laser cannon on the tip of each stabilizer foil.

As a bomber, the MG-100 Starfortress is slow and ungainly, making it prone to starfighter interception. Resistance flight instructors teach bomber crews to fly in tight formations, opposing attacking fighters with overlapping fields of fire. The rear and ventral turrets offer a potent defense against attackers approaching from below or from the rear, but are less effective against threats from above or in front of the bomber squadron. Escort duty is a difficult assignment for starfighter pilots, owing to the sacrifice of their vessels' speed advantage in order to stay close to their assigned bombers. Enemy fighters commonly try to lure such escorts away, leaving the bombers exposed.

During the final days of the Galactic Civil War, the New Republic sought a dedicated heavy bomber that could deliver a larger payload than a starfighter, with the intent of using ships of this design specification to help to capture besieged Imperial holdouts. Slayn & Korpil won the contract to build the MG-10 StarFortress.

The ship saw reduced manufacture during the decades of peace that followed. The Senate's subsequent demilitarization effort sent many StarFortresses to the scrapyards. Other decommissioned craft saw widespread civilian use. Mining companies use them to drop explosives that break apart ice and rock; local governments deploy them as rescue ships, fuel tankers, and fire-fighting craft; and scout services rely on them for celestial mapping and exploration. The modular bomb magazine is easily repurposed for remote cargo drops.

With the creation of the Resistance in 28 ABY, several StarFortresses find their way into the new paramilitary organization and are absorbed into its Cobalt and Crimson Squadrons.

## Resistance Bomber

**Craft:** Slayn & Korpil MG-100 StarFortress SF-17

**Type:** Heavy bomber

**Scale:** Starfighter

**Length:** 29.67 meters

**Skill:** Space transports: SF-17

**Crew:** 3 (pilot, flight engineer, bombardier); Gunners: 2

**Crew Skill:** Astrogation 3D, space transports 4D, starship shields 2D+2, starship gunnery 3D+2

**Passengers:** None

**Cargo Capacity:** 5 metric tons

**Consumables:** 30 days

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 30/1D

*Search:* 40/1D+2

*Focus:* 2/2D

**Weapons:**

**2 Dual-Laser Cannons**

*Fire Arc:* front, left, right

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

### 1 Double Laser Cannon

*Fire Arc:* Turret

*Crew:* 1 (flight engineer station)

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

### 4 Laser Cannons

*Fire Arc:* Front

*Crew:* 1 (pilot)

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/25 km

*Damage:* 4D

### Modular Bombing Magazine (1,048 magnetic proton mines)

*Fire Arc:* Ventral

*Crew:* 1 (bombardier station)

*Skill:* Missile weapons

*Fire Control:* 2D

*Space Range:* 1/2/3

*Atmosphere Range:* 500/1/2 km

*Damage:* 9D (capital)

## CORVETTE

### Free Virgillia-class Bunkerbuster

Also known as the Bunker Buster or the Resistance Bunkerbuster, the Free Virgillia is a class of corvette. It is armed with powerful bunker buster plasma bombs, turbolaser turrets that have dedicated power outputs, and a complement of either bomber craft or a squadron of A-wing starfighters that may dock on its reinforced pylons.

**Ninka:** A Free Virgillia-class Bunkerbuster in service to the Resistance during its conflict with the First Order. Its commanding officer is Vice Admiral Amilyn Holdo. After the Atterra Campaign, the Resistance bomber squadrons Cobalt and Crimson are transported aboard the ship back to D'Qar so they can help with the Resistance's evacuation of their base.

## Freighter

Also known as a cargo ship or barge, a freighter is a kind of spacecraft used for hauling cargo from one place to another. Although light freighters can usually hold their own in combat against other fighter craft, larger vessels, such as bulk freighters, tend to be less capable. These large freighters can be easy targets considering their large size, slow speed, and weak armament. For this reason most heavy freighters require escorts when navigating more dangerous regions of the galaxy.

## STARFIGHTER

### TIE/fo Space Superiority Fighter

Commonly known as the First Order TIE fighter, the TIE/fo Space Superiority Fighter is the primary starfighter used by the First Order.

A product of Sienar-Jaemus Fleet Systems, the TIE/fo carries the infamous appearance of its predecessor, the Sienar-designed TIE/In Space Superiority Starfighter, though it features internal advancements that have upgraded the ship to modern combat standards and provides it with greater defensive capabilities.

As First Order engineers operate under a regime devoted to warfare and with far less bureaucratic oversight than in the preceding Empire, technological innovations are easier to develop and produce. In comparison to the Empire's TIE/In, the TIE/fo has incorporated advancements including on-board deflector shields that provide better protection and defensive capabilities, improved solar cells, and higher-capacity converters. These upgrades are the result of the First Order's new mentality towards its pilots, having come to see them as critical assets rather than as cannon fodder. However, like its Imperial predecessor, the TIE/fo lacks a hyperdrive, making it dependent on carrier vessels for transport and limiting it to short range missions.

The TIE/fo is expensive and complex, although still less versatile than the T-70 X-wing starfighter. It is powered by vertical P-s6 twin ion engines and has its rear external thrusters rotated 90 degrees compared to old TIE models for improved maneuverability. These engines are powered by a SJFS I-a4b solar ionization reactor held in a high-pressure radioactive gas fuel tank at the bottom of the fighter. Ultra-high efficiency gironidium-colum solar cells protected by a thin, armor cover along the TIE's wings gather light energy and channels it through two phases of converter coils. The coils transfer the energy into the reactor, where the energy triggers emissions from the high-pressure radioactive fuel. The improved solar cells and higher-capacity converters are products of Imperial research conducted for the TIE Advanced program.

The TIE/fo is designed to house a single TIE pilot aided by a Torplex flight computer, T-sj1a targeting computer, subspace communications antenna, sensor array, and even a shield generator to create an onboard deflector shield. The pilot is encased at the center of the ship where they are protected by a transparisteel main viewport and a top transparisteel viewport, which also serves as their access hatch.

Offensively, the TIE/fo features two SJFS L-s9.6 laser cannons underneath the vessel, with the two red "dots" next to the laser cannon assembly being used for its targeting sensor optics. A flight of TIE/fo fighters is known as a TIE Flight.

The TIE/fo inspired the TIE/sf Space Superiority Fighter, which is a two-seated variant of the TIE/fo upgraded with advanced weaponry and a hyperdrive. The TIE/sf is reserved exclusively for special forces personnel.

## TIE/fo

**Craft:** Sienar-Jaemus Fleet Systems TIE/fo Space Superiority Fighter

**Type:** Space superiority fighter

**Scale:** Starfighter

**Length:** 6.69 meters

**Skill: Starfighter pilot:** TIE/fo

**Crew:** 1

**Passengers:** None

**Cargo Capacity:** 65 kilograms

**Consumables:** 2 days

**Cost:** Not available for sale

**Hyperdrive Multiplier:** None

**Hyperdrive Backup:** None

**Navigation Computer:** No

**Maneuverability:** 3D

**Space:** 10

**Atmosphere:** 415; 1,200 kph

**Hull:** 2D

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/3D

**Weapons:**

**2 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:* 5D

## TRANSPORT

### Little Vixen

A very small, very battered civilian private transport used by Paige and Rose Tico and Reeve Panzoro during the Atterra campaign. The Vixen is too small to carry any kind of freight. It is an outdated model of a ship that has never been popular. It doesn't appear to be armed, although it does have a small laser cannon that is pilot-operated. It is slower than a landspeeder. It is so shabby and ordinary that it is easily overlooked, making it a perfect ship for reconnaissance. Due to its diminutive size, it can land just about anywhere. It has been fitted with a Class 1 hyperdrive, allowing it to travel through hyperspace at the same rate as an X-wing starfighter. It carries a tracking device that allows the Resistance to monitor its movements when it reaches a predetermined destination. It is also programmed to purge its files and self destruct if it ever falls into enemy hands, making it a suicide device under the unluckiest of circumstances. Rose has also fitted it with a power baffler that hides its energy trace.

### Little Vixen

**Craft:** Modified private transport

**Type:** Resistance reconnaissance starship

**Scale:** Starfighter

**Length:** 11.8 meters

**Skill:** Space transports

**Crew:** 1

**Crew Skill:** Astrogation 3D, space transports 4D, starship shields 2D+2, starship gunnery 3D+2

**Passengers:** 2

**Cargo Capacity:** None

**Consumables:** 30 days

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** None

**Nav Computer:** Yes

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 3D

**Shields:** None

**Sensors:**

*Passive:* 20/0D

*Scan:* 30/1D

Search: 40/1D+2

Focus: 2/2D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Front

*Crew:* 1 (pilot)

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 3D

**Game Notes:**

1. Little Vixen has a tracking device that allows the Resistance to monitor the ship's movements.
2. The ship is programmed to purge its files and self-destruct if anyone tries to gain unauthorized access.
3. An experimental power baffle reduces the energy signature, making it difficult to locate on sensors unless at close range.

## TROOP TRANSPORT

### AAL-1971/9.1 Troop Transport

Also known as an Atmospheric Assault Lander (AAL) or First Order Transporter, the AAL-1971/9.1 Troop Transport is an armored troop carrier operated by the First Order designed to ferry up to twenty stormtroopers from orbital vessels to planetary surfaces.

#### First Order Transporter

**Craft:** Atmospheric Assault Lander (AAL)

**Type:** Troop carrier

**Scale:** Starfighter

**Length:** 17.83 meters

**Skill:** Space transport: AAL

**Crew:** 1, gunner 1

**Passengers:** 20 (two stormtrooper squads)

**Cargo Capacity:** 20 metric tons

**Consumables:** 7 days

**Cost:** Not available for sale

**Hyperdrive Multiplier:** None

**Hyperdrive Backup:** None

**Navigation Computer:** No

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 330; 950 kph

**Hull:** 3D+2

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 2/3D

**Weapons:**

**Antipersonnel Blaster Cannon**

*Fire Arc:* Turret (front, left, partial right)

*Scale:* Speeder

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Atmosphere Range:* 3-75/200/500

*Damage:* 5D

## VEHICLES

### REPULSORLIFT

#### Veloflyer

Single-person repulsor bikes powered by pedaling.

#### Veloflyer

**Type:** Repulsor flyer

**Scale:** Character

**Length:** 1.73 meters

**Skill:** Repulsorlift operation

**Crew:** 1

**Cargo Capacity:** 5 kilograms

**Cover:** None

**Altitude Range:** Ground level up to 4 meters

**Cost:** 500

**Maneuverability:** 1D

**Move:** 25; 70 kmh

**Body Strength:** 1D

## WEAPONS & TECHNOLOGY

### Baffler

Nicknamed the "Resistance-Cloak," a baffler is a large and complex half droid, half computer device used to communicate with the engines and randomly bleed a starship's ion exhaust, making the ship detectable to sensors only at short ranges. Combining engine baffles, emergency shunts, and fuel tanks, they were invented by Rose Tico under the patronage of General Leia Organa and installed aboard ships during the Atterra Campaign.

#### "Resistance Cloak"

**Type:** Jury-rigged energy baffler

**Scale:** Starfighter

**Cost:** 3,200 credits (parts)

**Weight:** 0.5 metric ton

**Availability:** 4, X

**No-Dice Difficulty:** Moderate (4 hours to install)

**Game Notes:** This is a jury-rig available for Resistance bombers. When operating the starship cannot move at greater than Cruising speed. The baffler reduces the starship's energy signature significantly lowering the range sensors can detect it (short). When the system is jury-rigged, make a Difficult starship repair skill check and compare to the table below.

No-Dice Difficulty Roll	Duration
roll is < 20	Roll on the Non-Lethal table. If the item continues to work, roll another No-Dice check in one minute.
roll is ≥ 20	Roll again in 15 minutes.
roll is ≥ 25	Roll in one hour.
roll is ≥ 30	Roll again in six hours.

## Non-Lethal Outcome

- 1 The item is broken and cannot be repaired.
- 2 The item stops working, but needs only to be slammed hard against something to work again. It takes an action to do this.
- 3-6 The item is fine.

## Camouflage Sheet

Also known as camo-netting, this is a sheet of netting commonly used to hide anything from supply caches to parked ships. They are typically built from high-tech photo-reactive textiles which mimic their surroundings.

## Camo-Netting

**Model:** Fabritech CN-15 Camouflage Netting

**Type:** Camo-netting

**Skill:** Hide

**Cost:** 3,500

**Availability:** 2, R

**Game Note:** Camo-netting adds +2D to the difficulty to detect the camouflaged object with sensor-scanning equipment at ranges greater than 250 meters. Camo-netting offers no bonus at a range of less than 250 meters. If more than three camo-nets are used in tandem, any sensor or scanning equipment gains a +1D to detect the nets because of the interference the nets cause.

## Headset Comlink

A type of communications device worn on the head that allows hands free communication with others, predominately by pilots or crewmates aboard large starships. They are generally made with either a single or double ear-piece, although some are known to cover a large area of the head of the wearer.

## Headset Comlink

**Model:** Varge Copr. Hands-Free Comlink

**Type:** Headset comlink

**Skill:** Communication

**Cost:** 100

**Availability:** 1

**Game Notes:** Since the microphone transmitter is voice activated, a headset comlink

## Macrobinoculars

An electronic optical device, macrobinoculars allow users to observe from afar, and provides additional information on the distance and altitude of the object under observation. Its heads-up display identifies limited data including range and zoom. Some models are fitted with optics equipped with a recording system, allowing users to select pictures to be saved. Macrobinoculars, however, lack the processors built into electrobinoculars to rework and improve the picture. Some macrobinoculars, such as the MB450 macrobinoculars, could also be used at night. Unlike other magnifying devices like monoculars and telescopes, macrobinoculars produced three-dimensional images.

## Macrobinoculars

**Type:** Standard macrobinoculars

**Skill:** Sensors

**Cost:** 100

**Availability:** 1

**Range:** 100 meters to one kilometer

**Game Notes:** All search and Perception-oriented skills are increased by 3D when using the macrobinocular to view areas more than 100 meters away.

## Organic Synthicator

A portable device capable of fast "growing" synthicated clones of a range of produce from a mixture of powdered starches. The production door could produce up to four hand-sized pieces of organic matter, taking approximately 15 minutes to do so.

## Organic Synthicator

**Type:** Portable organic synthicator

**Cost:** 350

**Availability:** 3

## Portable Condenser

**Type:** Water condenser

**Cost:** 100

**Availability:** 1

**Game Notes:** The water condenser removes water molecules from the air. Depending on atmospheric conditions it takes 1D hours to condense one liter of water.

## Rebreather

An upgraded version of the standard breath mask. Like the breath mask, a rebreather lets the user breathe in an atmosphere not suited to their physiology.

## Rebreather

**Type:** Breathing device

**Scale:** Character

**Cost:** 350

**Availability:** 2

**Game Notes:** Provides up to two hours of breathable air through its mouthpiece and is effective in both vacuums and certain poisonous environments.

## Traction Gloves

Heavy duty gloves favored by spacers. The gloves have a treated service that improves the wearer's grip by adhering to smooth surfaces and tools.

## Traction Gloves

**Type:** Spacer gloves

**Scale:** Character

**Cost:** 50 (pair)

**Availability:** 2

## Weathersuit

Article of protective clothing. Rose and Paige Tico wore weathersuits while on the planet Refnu, as they were needed in order to survive the planet's harsh conditions. On settled planets with treacherous climates, weathersuits may be available to be rented by the hour.

## Weathersuit

**Type:** Typical cold weather suit

**Scale:** Character

**Cost:** 100

**Availability:** 1

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

### WEAPONS:

#### RANGED WEAPONS

##### PROJECTILE WEAPONS

###### Solar Crossbow

**Type:** Repeating Energy Crossbow

**Scale:** Character

**Skill:** Crossbow

**Ammo:** 10 (quarrel: 35 credits)

**Cost:** 400

**Availability:** 3

**Rate of Fire:** 1

**Range:** 3-12/35/130

**Damage:** 3D+2

## WEAPONS

### MELEE WEAPONS: POWERED MELEE WEAPONS

#### Electrostaff

A staff-like melee weapon manufactured by Baktoid Armor Workshop and Holowan Mechanicals. They were used by the Confederacy of Independent Systems' IG-100 MagnaGuard and by the Galactic Republic clone shock troopers during the Clone Wars, and by Imperial Purge, Riot, and Heavy Troopers leading up to and during the Galactic Civil War.

#### Electrostaff

**Model:** Holowan mechanicals Electrostaff

**Type:** Double electric staff

**Scale:** Character

**Skill:** Melee combat: electrostaff

**Cost:** 5,750

**Availability:** 3

**Difficulty:** Niderate

**Damage:** STR+3D (max: 6D)

## MINES

### Sleeper Mines

Similar to standard mines, but possessing stealth technology that renders them difficult to detect on sensors. The mine uses a large explosion to damage enemy spacecraft. Whenever an enemy craft enters a predetermined range, it triggers a detonation sequence within the mine. The resulting explosion sprays a cloud of shrapnel in a violent blast cloud. Such advanced proximity mines are ideal for use against starfighters.

### Advanced Space Mine

**Type:** Space proximity mine

**Scale:** Starfighter

**Cost:** 5,000

**Availability:** 1, X

**Blast Radius:** 2 space unites

**Damage:** 7D

**Game Notes:** When a ship enters within four space units, the mine detonates. Advanced space mines require a Difficult sensors roll to detect.

## Automatic Cannon

Automated space-based weaponry emplacements that can be set-up with a variety of offensive weapons such as heavy laser cannons, turbolasers, or missiles. Automatic cannons are used by the First Order to help blockade systems. Controlled by a simple droid brain, they normally send firing reports to First Order command and control.

## Automatic Cannon

**Type:** Automated cannon platform

**Scale:** Starfighter

**Skills:** Starship gunnery 4D

**Cost:** 8,000

**Availability:** 3 or 4, X

**Sensors:**

*Passive:* 3/1D

**Space Range:** 1/2/3

**Damage:** 4D

## MISCELLANEA

**Administrator:** A title used in business and politics to denote an individual with authority over or within an organization.

**Chronometer:** An electronic device for the keeping of time. Also known as a chrono or clock.

**Cloudfish:** A species of edible fish.

**Disruption in the Force:** Force-sensitives can feel a disturbance in the Force, which lets those who feel it know something of great import is happening elsewhere in the galaxy. It is channeled through the heart and mind. One sensing a disturbance in the Force might react in pain and confusion due to feeling empathetic mental anguish at the time.

**Emissary:** A title for a diplomat during the era of the New Republic.

**Flight Engineer:** A position held by one of the members of the crew of an MG-100 StarFortress SF-17.

**Galactic Concordance:** The Galactic Concordance officially ended hostilities between the New Republic and Galactic Empire, and stipulated that the Empire remain within predetermined boundaries in the Core and Inner Rim and cease hostilities following its surrender. It also called for the end of the recruitment and mobilization of stormtrooper forces, the abandonment of the numerous Imperial Academies scattered across the galaxy, and the ultimate end to the Galactic Civil War. It also called for the Empire to give up its claim on the Core World of Coruscant to the New Republic and outlawed the practice of torture.

The treaty's advent led to a push for peace and the ultimate demilitarization of the Republic, due to fears that the New Republic might repeat the mistakes of the former Galactic Republic during the Clone Wars. One of the first acts of the restored Galactic Senate was to pass the Military Disarmament Act, which reduced the New Republic Defense Fleet and armed forces to a token force when compared to what the galaxy had as part of the Galactic Empire. Despite this, the Republic would still maintain the largest fleet in the galaxy; nevertheless, it was a small fraction of the size of the Republic Navy at the height of the Clone Wars.



With the Senate now firmly believing the Imperial remnant posed little threat, it turned its attention to reshaping galactic politics. Perhaps the most notable change was the decision not to place its new capital on Coruscant, instead having its capital shift across member worlds by a process of election. This shared rotation convinced many skeptics in the honesty of the New Republic's intentions, and increased its membership to include many dissatisfied systems that had withdrawn from the Old Republic and formed the Confederacy of Independent Systems during the Secessionist Movement.

With many senators believing that the new peace is permanent, Chancellor Lanever Villecham and the rest of the Galactic Senate focus primarily on forging improved trade relations with the neutral systems of the Trans-Hydian Borderlands. This despite the growing threat of the First Order, a successor state to the old Empire founded by those groups of remnants who disagreed with the Concordance and relocated to space beyond the Outer Rim during the subsequent Cold War.

While the Chancellor believes this successor state to the Empire poses no threat as long as it adheres to the dictates of the Galactic Concordance (just as its counterpart does in the Core), the First Order has been skirting the stipulations of the treaty. The First Order utilizes the new Resurgent-class Star Destroyer, which are in themselves a clear violation of New Republic-Empire treaties governing capital ships and blatantly ignores New Republic bans on the Order's purchase of weaponry. In a further attempt to undermine the legitimacy of the Galactic Concordance, the First Order begins the massive mobilization of stormtrooper forces and expansion of its Army and Navy, along with training its new personnel on ship-based Academies, causing many First Order personnel to view these new vessels as their homes. The First Order also develops a new generation of IT-000 interrogator droids, thus violating New Republic laws banning torture.

Despite this, many in the Senate believe the rumored reports of growing First Order strength to be needless warmongering and alarmist speech. Individuals such as Leia Organa voice some of the strongest protests over the First Order's mobilization for war, but corruption and ignorance brands her as a fear-monger, tarnishing her image and reducing her reputation. Believing that the Republic is not doing enough to secure the safety of its citizens, General Leia Organa leads her private military force known as the Resistance, which is funded from like-minded senators who share her fears and wish to keep the Order in check. Despite not being sanctioned by the New Republic, the Resistance is unofficially supported by the Senate, which hopes to avoid a conflict against the newest Imperial successors.

**Ground Logistics Division:** A branch of the Resistance ground crew. Also known as the GLD.

**Flight Computer:** A type of computer used aboard starships, whose primary purpose is the translation of the movement of the controls into adjustments to the direction of the ship's thrust. Flight computers can also store information, such as ship schematics and language information, or run programs off datachips, such as flight simulations.

**Haysian Ore Medallion:** Medallions worn by Paige and Rose Tico. The two matching pendants fit together to make the design of the

Otomok system and were given to the two women by their parents when they had left Otomok. Also known as Otomok medallions.

**Homing Beacon:** Also known as tracking devices, homing beacons are devices used to track starships and other vehicles.

**Hydro Farm:** A facility that produces potable water. One such facility, the Big Settlement hydro farm, is located in Big Settlement on Atterra Bravo where it produces much of the town's water. When the First Order occupied the planet, it took over many of the planet's hydro farms including the hydro farm in Big Settlement.

**Navigation Computer:** A computer used to make the necessary calculations to navigate at faster-than-light speeds in hyperspace. It is also sometimes known as a navicomputer or nav computer. Although navicomputers are used in most of the known galaxy, they function poorly in the Unknown Regions.

**Resistance Ground Crew:** Resistance personnel that recognized the enormous value of starfighters and kept them in fighting shape.

**Sabacc cards:** A deck of sabacc consists of 76 cards. 60 were distributed in four suits (Flasks, Sabers, Staves, and Coins), with 15 cards per suit: pip cards numbered 1 through 11, plus a Commander numbered 12, a Mistress numbered 13, a Master numbered 14, and an Ace numbered 15. The other 16 were two sets of 8 special cards: Balance (numbered -11), The Idiot (0), Endurance (-8), Moderation (-14), The Evil One (-15), The Queen of Air and Darkness (-2), Demise (-13), and The Star (-17 or -10).

**Saltstone:** A white stone. Big Settlement, the primary town on Atterra Bravo, was primarily built out of saltstone.

**Selakale:** A plant grown on Hays Minor and Refnu. The bitter tasting plant provides important vitamins, and was eaten by Paige and Rose Tico while they grew up. The seeds from the plant need to be replanted after every meal. It is possible to replant the seeds and have new plants grow the next day.

## SLANG

**"Cake":** Slang for something that is easy to do.

**"Death Transport":** Slang for a very large First Order transport ship that carries a few thousand corpses, disposing of the corpses in the acid seas.

**"For the love of a loaded stun gun"**

**"Nuts and bolts"**

**"Spinning Rockers"**

**"Sunbug":** Slang term used on Refnut to refer to others from a planet with a warmer climate.

**Snowgrape Vine:** A species of plant that can be found on the world of Hays Minor and Refnu. The plants can live for more than a hundred years and produce edible tiny sour fruit known as snowgrapes. The blossoms that surround the grape stems are edible as well and considered spicy. The vine also produces pale green tear-shaped leaves.

**Starberry:** Tree-grown fruit the size of a fist with bright shades ranging from orange to soft red. It is very crisp and has sweet flesh.

**Thermal Dome:** A large dome that, when placed over a starship, provides protection for the starship and its crew from the cold weather. A thermal dome is typically moved using a crane.