

# STAR WARS

## The Corporate Era

G A L A X Y   G U I D E



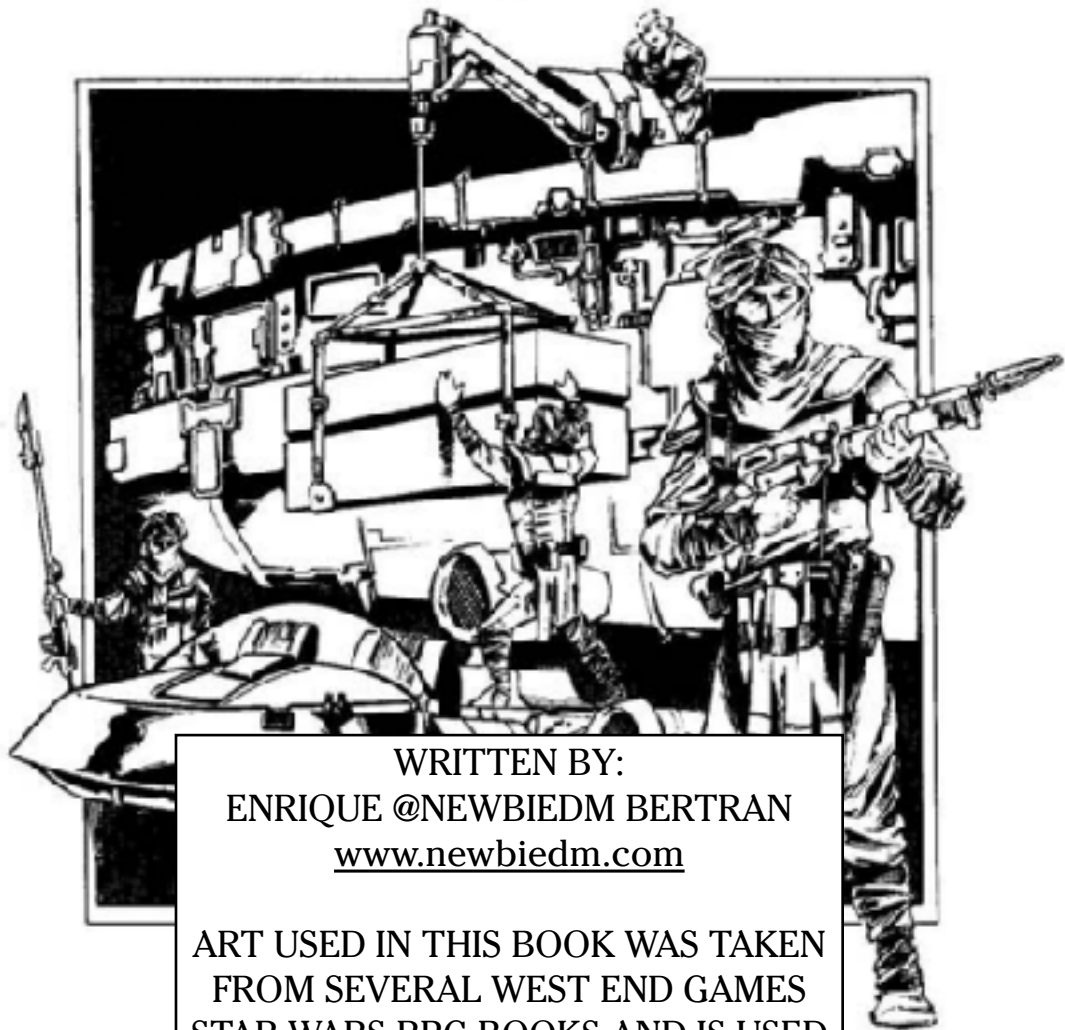
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# STAR WARS®

## GALAXY GUIDE THE CORPORATE ERA



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ART USED IN THIS BOOK WAS TAKEN  
FROM SEVERAL WEST END GAMES  
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WITHOUT PERMISSION. EFFORT WAS  
MADE TO MAINTAIN THE CREDITS.

# Introduction

The Galactic Corporate Authority Campaign Setting aims to present the state of the Star Wars galaxy hundreds of years after the ultimate destruction of Emperor Palpatine at the hands of a young Jedi named Ray. The future of the galaxy is dystopian—corporations and the oligarchs who run them are de facto rulers controlling the populace through wealth, oppression, and a ravenous hunger for power.

As has historically been the case across the different areas presented for Star Wars, the galaxy far, far, away has not changed much over the centuries, due to the corporate world's powerful rise, choking innovation and creating stagnancy where there should have been progress.

Transportation and ships are mostly the same as they've always been. Hyperdrive isn't any better, since ships move to the speed of plot and there's no real need for it to be. Droids are still around, but now many people in the galaxy consider some of them to be sentient species, creating conflict between those who argue for

droid rights and those who still see them as property.

The Galactic Core is still the core. All the major planets still exist. The Outer Rim and the Unknown Regions, now known as Frontier Regions, are still where people go to hide, and the many planets of the Frontier are so far removed from the galactic center they're effectively outside of GCA control.

Jedi are mostly gone from collective memory, and the GCA prefers it that way. Force users are hunted and imprisoned in the GCA's giant cryogenic prison Star's End. Newborn children are tested for Force sensitivity, with those who are found to be taken from their parents, never to be seen again. Few have the power to challenge the Authority, and how could they? It rules with an iron fist. Hunger, more so than fear, keeps all the local systems in line.

The GCA provides. Banking, manufacturing, shipping, agriculture—the GCA touches every industry, and every transaction. Everything.

It is overseen by an enigmatic oligarch known as Lord Blagg, who rules from the tallest skyscraper on Guformis Major, the GCA's capital deep in the galactic Core.

The galaxy is in dire need of heroes who'll stand up to the stranglehold of oppressive commerce and reintroduce the virtues of the Force to the people of the galaxy who've toiled in desperation under the wealthy boot of incredibly wealthy despots.

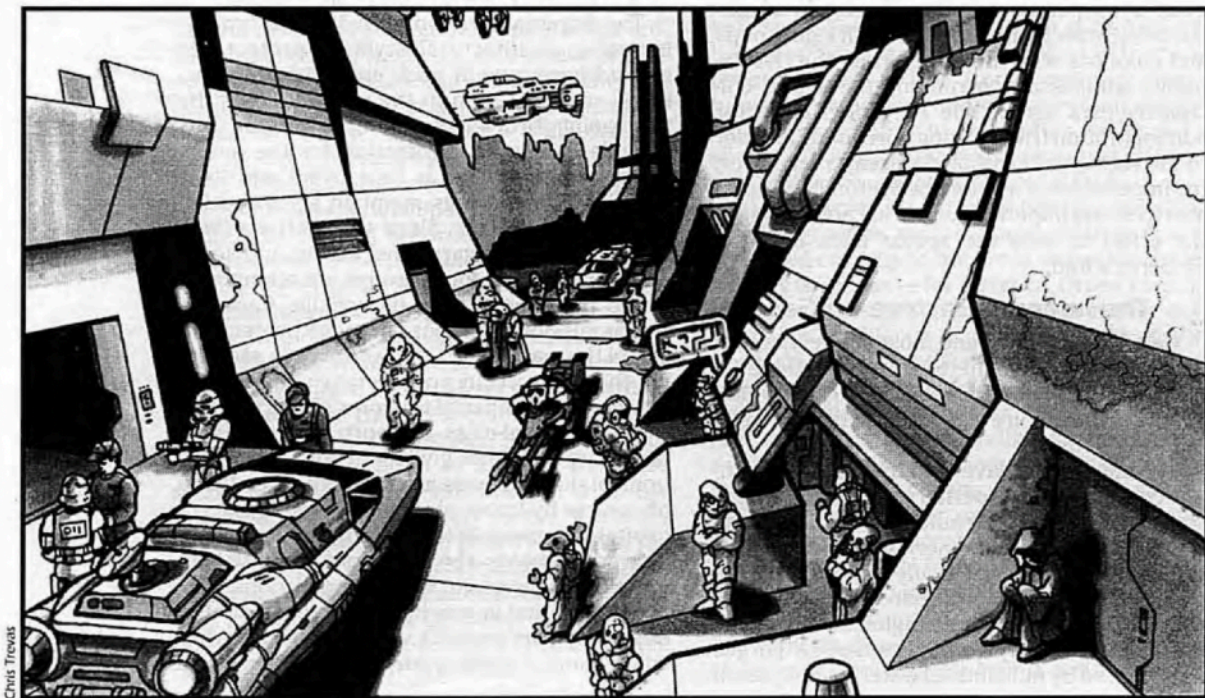
This is The Star Wars Corporate Era, set roughly 700 years after Palpatine's ultimate destruction.

## Corporate Exit

Director Drevin clenched his throat as he collapsed on the carpet in Lord Executive Blagg's opulent office. "This failure cannot go unpunished, Director. I'm afraid your time here with the GCA has come to an end."

The deep guttural voice projected from Lord Blagg's hologram through an imposing golem-like body in his office. The enigmatic ruler smiled as Drevin tried to explain his failures in quelling a worker uprising on Talosus IV.

"No more excuses, Director. As of today, your employment with us has reached its end." Drevin felt his last breath exit his lungs as Lord Blagg's hologram faded away, leaving the golem—and Drevin's corpse—alone in the dark mysterious office.





# 10 Truths About the Corporate Era

These are ten absolute truths about this era that the GM should know.

It is the GM's discretion to use any of these truths in their campaign, but the setting's assumption uses all of them as written.

## **Bureaucratic Nightmare**

The long tendrils of the GCA touch every business—all unions and guilds are part of the GCA. Every planetary regulation, every new business registration, and every single banking transaction in the galaxy finds its way through the GCA's bureaucracy.



## **Galactic Exploitation**

The Core remains the richest part of the galaxy. Most CEO's and officers of large corporations live in the core. Life's harder away from it, and working without being exploited in some way is a luxury most do not have.

## **Droids have freedoms**

Some advanced classes of droids finally earned their freedom and live amongst other sentient beings across the galaxy. Known as Free-Droids, there is tension with those who still see them as machines and objects to be owned. One of the largest shipping guilds in the galaxy is run by a cabal of droids, as ruthless in their business dealings as the worst of the now-extinct Hutts ever were.

## **Mandatory Memberships**

It is illegal to work outside the thousands of guilds and unions found throughout the galaxy. Punishment is severe and most planets have laws against commerce of any kind that falls outside guild membership. Dues are usually extravagant and the benefits are few except for perhaps avoiding legal entanglements with planetary forces or the GCA itself.

### **Vast Unexplored Space**

There is still an unexplored frontier. Many people across the galaxy make their homes in the far edges of the known galaxy in the Frontier Regions. There, they scratch out lives far from corporate control and oppression, making their destiny their own. The GCA's arrogance leads it to believe it could control the Frontier if it wanted to, but it believes these planets are too far and not worth exploiting. At least not yet.

### **Built on Corruption**

The GCA is built on the legacy of trade federations and business interests powerful enough to survive the uncertainty of the galaxy of old—a galaxy plagued with conflicts, wars, and disorder. After the collapse of the First Order, the galaxy had a hard time finding its footing. The corporate world saw an opening, bought the politicians, and wormed its way into power.

### **Dark Legacies**

Many corporate CEOs can trace their lineage back to powerful groups such as the the Cult of the Sith Eternals, the First Order, and even the Empire. Many are even secret force users who've managed to avoid being discovered.

### **Force Use is Punishable**

Star's End is a secret cryogenic prison where those who are found to be Force sensitive are taken and cryogenically kept alive for reasons only the GCA knows. Its existence is not well known, and those taken there are thought to be dead. Star's End occupies an entire small moon in the Outer Rim, and its exact location is known to only Lord Blagg, a few GCA officials, and those who work there. Star's End is managed by CorSec, the Authority's militaristic corporate security operation. While CorSec shares its name with an old Corellian security force, it has nothing to do with that organization. CorSec troops can be found throughout the galaxy securing corporate assets and protecting high profile individuals.

*"Your kid here's been keeping secrets, Lin. Why don't you show your father your little parlor tricks, boy?"*

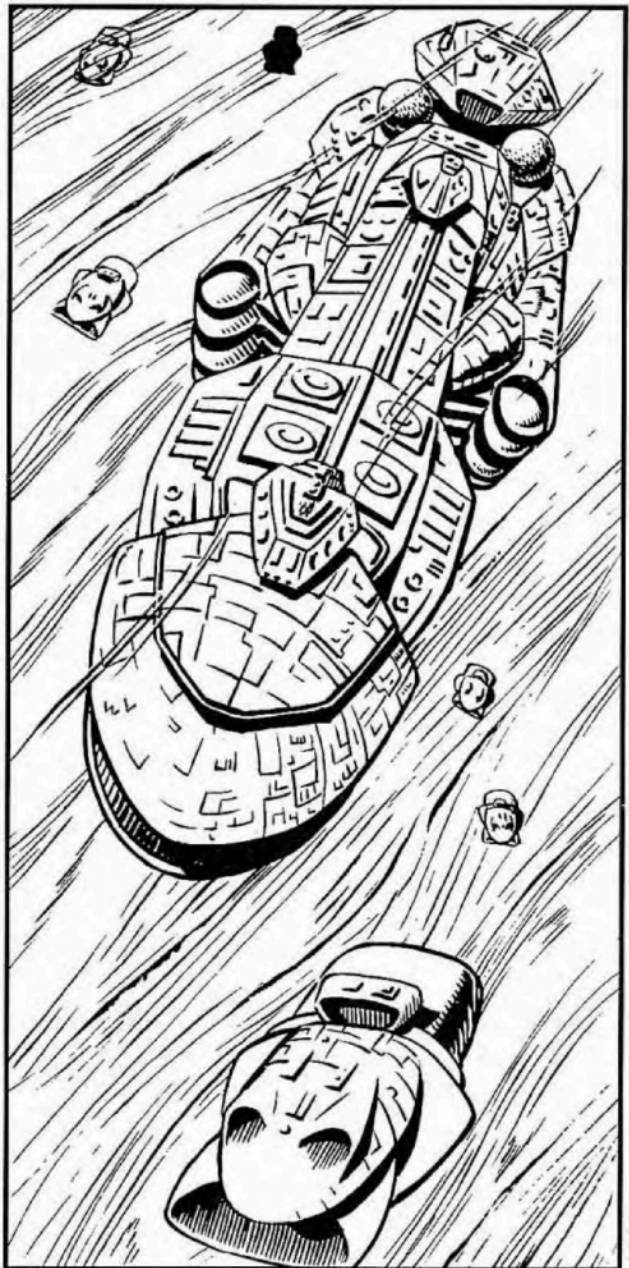


### **Old Ships are Valuable**

There's a strong market in old ships, pre-GCA. They are easier to tinker with and keep away from the prying eyes of commerce. New ships are made to be easily tracked, that's why older models are popular with Renegades, people who tend to run non-guild jobs and who generally skirt corporate authority.

### **Lord Executive Blagg**

The ruler of the galaxy, Chief Executive Lord Blagg, is a 150 year old human kept alive through droid infusions, technological implants, and medical experiments. The galaxy rarely sees Lord Blagg. He rules from the shadows through proxies, bureaucracy, and the Force. Such is his secretiveness, people are beginning to openly wonder if he actually exists. He does, and he is a trained Force user, and a very strong one at that. This secret is known only to his closest advisors and to his Force sensitive great-grandson whom he has begun to secretly teach about the Force.



■ A gas mining ship with gas skimmers.

Scott Johnson

# The Galactic Corporate Authority

The Galactic Corporate Authority rose from the ashes of every despot who's ever thought of ruling the galaxy. Its beginnings can be traced to the end of the First Order, a short lived authoritarian order led by a reborn Emperor Palpatine nearly 700 years ago. The Republic was caught by surprise by the might of the First Order, and after its destruction the finger pointing and infighting within the Republic soon tore it apart, and the merchants, smelling a vacuum, found an opportunity.

Wealth bought the merchants' influence. The politician's thirst for money was unquenchable, and the corporations were eager to satisfy. Over the following decades, influence led to subjugation, until entire planets fell under corporate control. The Galactic Corporate Authority arrived a few centuries later, but the groundwork was laid early on once Palpatine's New Order brought the Republic to its knees—it just never stood back up.

The GCA's powers are all encompassing. They rule through influence and subjugate by threatening people's livelihoods. Nearly every planet in the galaxy has GCA presence, either directly or through aligned corporations and conglomerates.

The GCA protects itself well, it has its own security force known as **CorSec** in charge of protecting GCA interests across the core and beyond. Think of CorSec as a *Wakenhut*, a security force with too much power.

*"Great. The factory's surrounded by Corsec goons. We're gonna have to fight our way inside."*

A well-paying paramilitary arm known as **CorMil** attracts would-be soldiers from all across the galaxy. CorMil occupies tumultuous worksites to quell uprisings, revolts, and protests amongst workers. It also "negotiates" with the people of newly discovered worlds on behalf of the GCA. Oh, and they have a whole starfleet protecting their space like any empire would. CorMil is a well organized paramilitary outfit extremely loyal to the GCA and its interests. CorMil members cannot be bribed



and will defend the GCA over anything else.

*“Admiral, we’ve sent a squad of CorTroopers to the surface to secure the village.”*

*“Good, that’ll teach these frontier rats to negotiate with the GCA.”*

A corporate intelligence agency known as **CorIn** deals in information and intrigue. A greedy CEO skimming off the top has a very high chance of being under CorIn’s eye. Workers planning planetary strikes risk being discovered by CorIn. The agency often works hand in hand with CorMil at the suggestion of its Executive Senior Director, Cannulus Prent.

Feel free to substitute Imperial stat blocks for GCA troops and senior executives. And unless your NPCs are in CorMil, use corporate titles like “Chief Executive Director” or “Executive Vice President, Operations” instead of military ones. Play up the whole boardroom thing, it’s what the era is.

The GCA is more than just a single entity—it’s a vast collection of massive corporations, trade federations, banking concerns, and incredibly rich business

owners intertwined in greed, corruption, and malice. At the top sits its Chief Officer, the enigmatic Lord Executive Blagg. Rarely seen except by a chosen few. Blagg rules as he has for over 100 years—by keeping rich the people he needs to. His focus is on order and efficiency, traits he believes helps the Authority keep the galaxy at peace.

Blagg is a rarely seen human, well over 150 years old and kept alive through his knowledge in the dark side of the Force, a fact he hides but from a few of his intimate advisers. Blagg rarely leaves his palace. Instead, he holos into the multiple imposing golem-like bodies spread across the galaxy under his control.

But the upper echelons of corporate power are of little concern to the common folk, who toil for years under the watchful eye of CorSec goons but never seem to get ahead in life. They worry about their families—not about who’s the boss’s boss. Worker uprisings have become more common, and many places are tinderboxes waiting to explode.

# Beings of the Galaxy

Whether they are Human, Twi'lek, Rodian, or Wookie; the people of the galaxy are extremely familiar with challenge and uncertainty. The galaxy's history is filled with conflicts that tested the people's wills, and the Corporate Era is no different. Player Characters in a Corporate Era game should feel the oppression of the corporate boot and strive to rise from it. There's no talk of rebellion, not yet—but there is a growing discontent with the status quo, and the galaxy has the kinetic feel of a caged Nexu eager to pounce.

This future era should introduce previously unknown species to players. If the players want to create a new species for themselves, encourage it, it'll make the galaxy feel new while still familiar. Reskinning and adapting existing species is an easy option if you don't feel like making up new rules and mechanics, and [generators such as this one](#) can help kickstart the creation of unique designs.

## Humans

The forward-thinking pioneering humans remain the dominant species of the galaxy. Humans tend to be wary and independent, a bitter people often described as devoid of joy and whose creativity has become a lost art replaced by urgency, obedience, and efficiency. Many humans seek to rediscover the joy of life, refusing to accept who they've become over the centuries.

## Rodians

Rodians no longer care about the hunt. The only thing worth hunting under GCA rule is a lead to a good paying gig. Rodians are considered amongst the hardest workers in the galaxy, second to none. Today's Rodians will do anything for a credit, no job is too small or too dangerous, and they consider exploitation routine and expected. Rodians can be found all over the galaxy, toiling in the most dangerous and undesirable places, and usually praising the virtues of the Authority and defending its alleged trespasses.

## Twi'lek

After losing their home world centuries ago to the ruthlessness of the GCA, Twi'leks became a people in search of purpose—



wanderers who never settle in one place and avoid attachments and friendships for fear of loss. Although the once seductive Twi'leks are cold and distant, they share a kindred spirit with Alderaanian humans, descendants of a people who once experienced similar loss.

### **Bothans**

The galactic underworld is rife with petty crime lords, and the Bothans tend to sit at the top of the food chain. Their innate curiosity, paranoia, and deceitfulness allowed them to fill the vacuum left by the Hutts, who were rendered nearly extinct due to a virus that affected their species centuries ago.

Bothans can be a cruel bunch who know how to navigate the ins-and-outs of the GCA's underbelly, and they know who's on the take and will usually spend anything to get what they want. Those not involved with crime remain curious and inquisitive, traits that still serve them well in the information business.

### **Wookiees**

The powerful Wookiee's honor and loyalty was exploited by the GCA, converting them into another cog in the massive machine. Many of

them serve as bodyguards to the wealthy, bound by life debts to individuals, many who'd throw the Wookiees by the wayside and discard them as needed. Wookiees can be found all over the galaxy usually protecting the interests of the GCA, although many have chosen the life of Renegades, seeking their own paths and indebted to nobody.

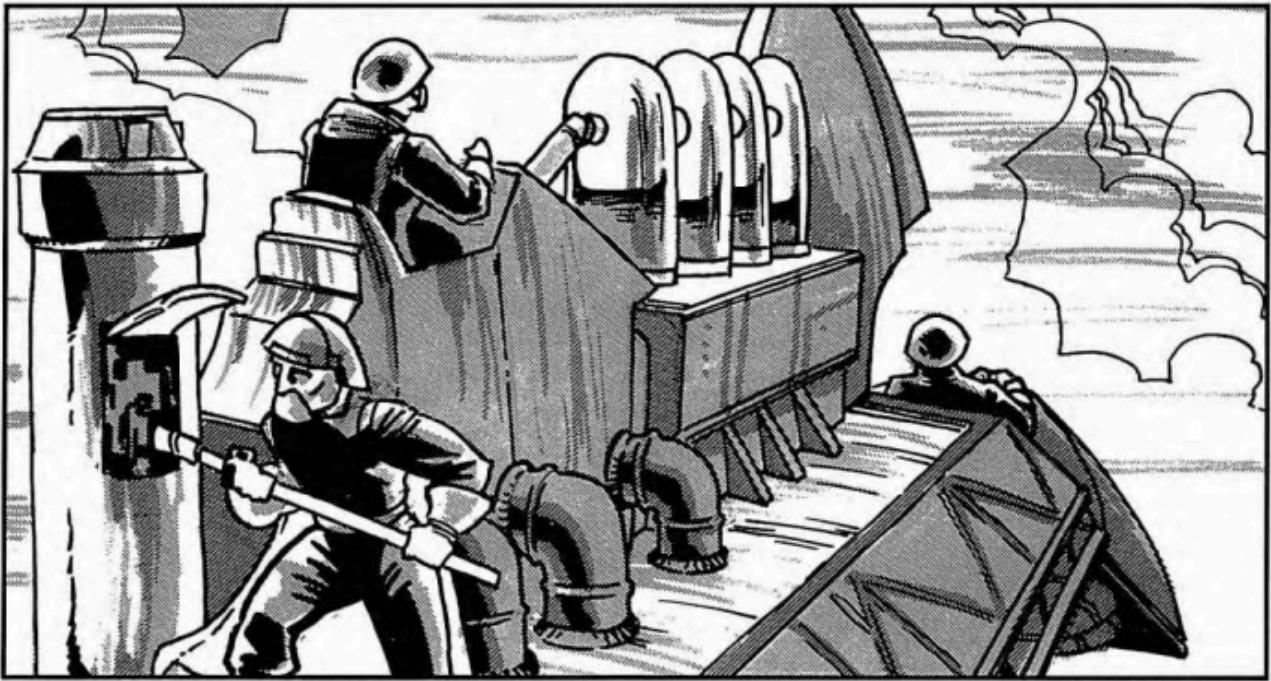
### **Droids**

Some classes of sentient droids live their lives in the galaxy free from the bounds of servitude. Droid colonies can be found everywhere across the stars, although prejudice and outright disdain for these so-called free-droids can be easily found.

### **Hutts**

Hutts are the only exception—except for a small number of older Hutts in the fringes of the galaxy, the species nearly became extinct over time as a rare disease consumed their world.

The few surviving Hutts are rarely ever seen and tend to live in isolation in the fringes of the galaxy, dreaming of a day when their species returns to their criminal glory.



## **PCs and Their Place in the Galaxy**

What would the PCs do in this era?

What makes them heroes?

Why are they special?

A PC should have no troubles finding heroic adventures in the Corporate Era.

Is smuggling food from an Authority farm to feed hungry child laborers not a heroic act?

Is sabotaging oppression at a mining colony not a heroic act?

Is working as a nav-droid for an anti-GCA cell not a heroic act?

Is uncovering a counterfeiting ring on behalf of CoRin not heroic? For the GCA it is!

Is serving as the personal security entourage of a corrupt corporate official not heroic? For the official it is!

It all depends on who you ask, but the point is that there is a lot of opportunity to carve out a living and perhaps bring those corporate goons down a notch or two along the way.

Hey, maybe your PCs will be the ones who lead the rescue of the last person to ever read the ancient Jedi texts...a Force sensitives who lies in a cryogenic cell, deep within the mysterious prison known as



Star's End. I don't know, that's a cool idea.

Maybe they'll be the ones who get paid to plan a heist on a GCA bank in order to give miners toiling in Kessel hundreds of thousands of credits in back wages owed to them by the mine's owner. That's kind of cool too.

Maybe they'll be the ones to sabotage a corporate operation in a newly colonized planet subjugated by CorMil.

Maybe they're just Renegades, the unofficial name given to those those who through luck and a bit of guts live outside the Authority's reach and carve out their place among the stars on their own terms.

Whether it's mining swamp gas on Gelgelar or working the shipping lanes without authority or consent from the droid guilds, those the galaxy calls Renegades are willing to risk it all to live life on their own terms.

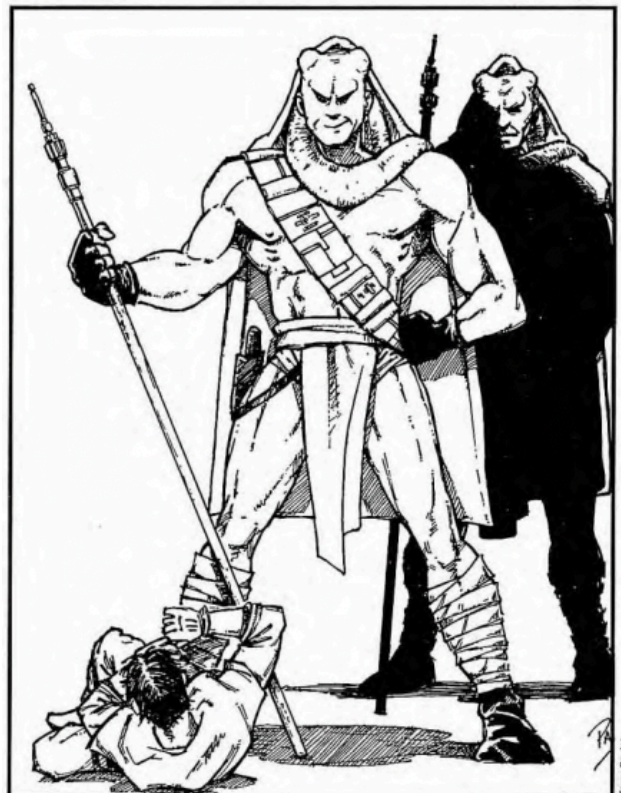
*"Jarren Longview? You won't find him here, this is no place for Renegades. And I'm sure he'll find you instead, and when he does, tell him to watch his back. There's bothans on the prowl."*

## Business Entanglements

Jarren Longview engaged the hyperdrive on The Wyvern, his trusty but ancient YT-3350 freighter, and made a fast getaway from the CorMil cruisers that had chased him and his Wookiee sidekick Rasheek as they escaped the gas moon of Velious.

"It's the life of Renegades, 'Sheek. Nobody to tell us what to do, nobody on our a—", "BEEP!", a holo alarm rang from the cockpit, interrupting Jarren, as the image of notorious crime lord Venus Tax appeared on the cockpit.

"Jarren Longview. I expect you to deliver the *entire* payment owed to me or I'll triple that bounty on your head. You're a popular fellow, Longview. It's just a matter of who'll catch you first. The GCA... or me. Pay up, smart ass."



# The Force in the Corporate Era

The Force is an energy field created by all life that connects everything in the universe. For those who understand it and can properly control it, it is a valuable ally that can provide great powers and sharper their insights, and to those powerful enough, even cheat death.



Centuries ago, the promise of the last Jedi helping bring about a new beginning for the ancient order failed to materialize at the hands of Rey Skywalker. What little remained of the fledgling order

died off over time, eventually turning them into myths and legends. Today, Force sensitivity, regardless of how minor, is highly illegal. It is prohibited on all of the GCA's businesses, guilds, syndicates, and its territories. The penalty is capture, and those unlucky Force sensitives are never seen or heard from again. Being born with potential sensitivity to the Force is enough to make you be a wanted person. Every child born in the core and as far as mid rim has their midichlorian count tested, and those infants deemed Force sensitive are taken from their parents and never seen again.

The GCA controls a prison known as Star's End on a secret small moon in the outer rim. It encompasses the entire planetoid and its massive spiral towers reach the heavens. The facility is powered by the moon's core, as it requires that much energy to keep the million Force users captured and brought here alive cryogenically. It is heavily secured by CorMil, and GCA leadership consider it to be one of their most important assets and will defend it at all costs.

Every being sleeping in a cryogenic pod inside Star's End is





Force sensitive. The GCA keeps them alive for a reason only they know. Most people of the galaxy aren't really aware of Star's End, but there are rumors about what the GCA does with the Force sensitives it captures...

the siphoning of the Force from the jail keeps Lord Blagg alive, feel free to give it whatever purpose your own ideas require. It's a ready-made campaign adventure site!

Some say they hope to build and command an army of force users with them.  
Some say they're taken to secretly turn them into evil dark Jedi like in the old stories.  
Some say their collective Force is harnessed and used for nefarious purposes, like perhaps keeping someone alive long past their lifespan.

That's actually really cool. Make that true! Star's End's purpose is vague in order to allow GMs room to invent why the Force users are there, and while I like the idea that





### **The Church of Jeddha**

The mythical Jedi have been gone for centuries and are now wrongly worshiped as deities by The Church of Jeddha, a growing religious organization spread out throughout the galaxy. While none of its members actively use the Force, they worship Jedi and believe them to be powerful deities, causing tension with the GCA, who publicly maintain a neutral stance on the church, all while keeping a watchful eye on what comes out of the pulpit.

But the upper echelons of the church are well aware that what they preach is nonsense. The church serves as a front for a large and well run operation that protects Force sensitives from capture. The operation is funded by the tithing of its worshippers and it is a very well guarded secret that the church would do anything to protect.



Many Renegades find good employment taking odd jobs for the church, but the real money waiting to be made lurks within the most private of offices.

There, church leaders wheel and deal with very handsomely paid Renegade smugglers who transport Force sensitive people to safe-houses across the galaxy. What smuggler wouldn't want that job if they knew it existed?



### **Force Sensitive PCs**

Force sensitive PCs in the Corporate Era should understand that they are in constant danger of

being discovered by the ruthless GCA.

The tension should build throughout the campaign and the PCs should always be led to believe that the GCA is dangerously close to catching up to them.

Force Sensitive PCs have great possible story hooks in the corporate era.

They could be part of a crew of smugglers trying to get work with the church.

They could be in a position of power at a GCA-aligned operation and are close to being discovered.

They could be a scumbag who takes advantage of people using mind and sleight of hand tricks. Why not? Could be fun, right?

### **Lightsabers**

Do Lightsabers exist in this era?

No. They do not.

Well, except for two... and perhaps a couple more red bladed ones.....

Two ancient lightsabers—found long ago in a box buried in the desert do exist and are held by...



someone the GM needs to create.

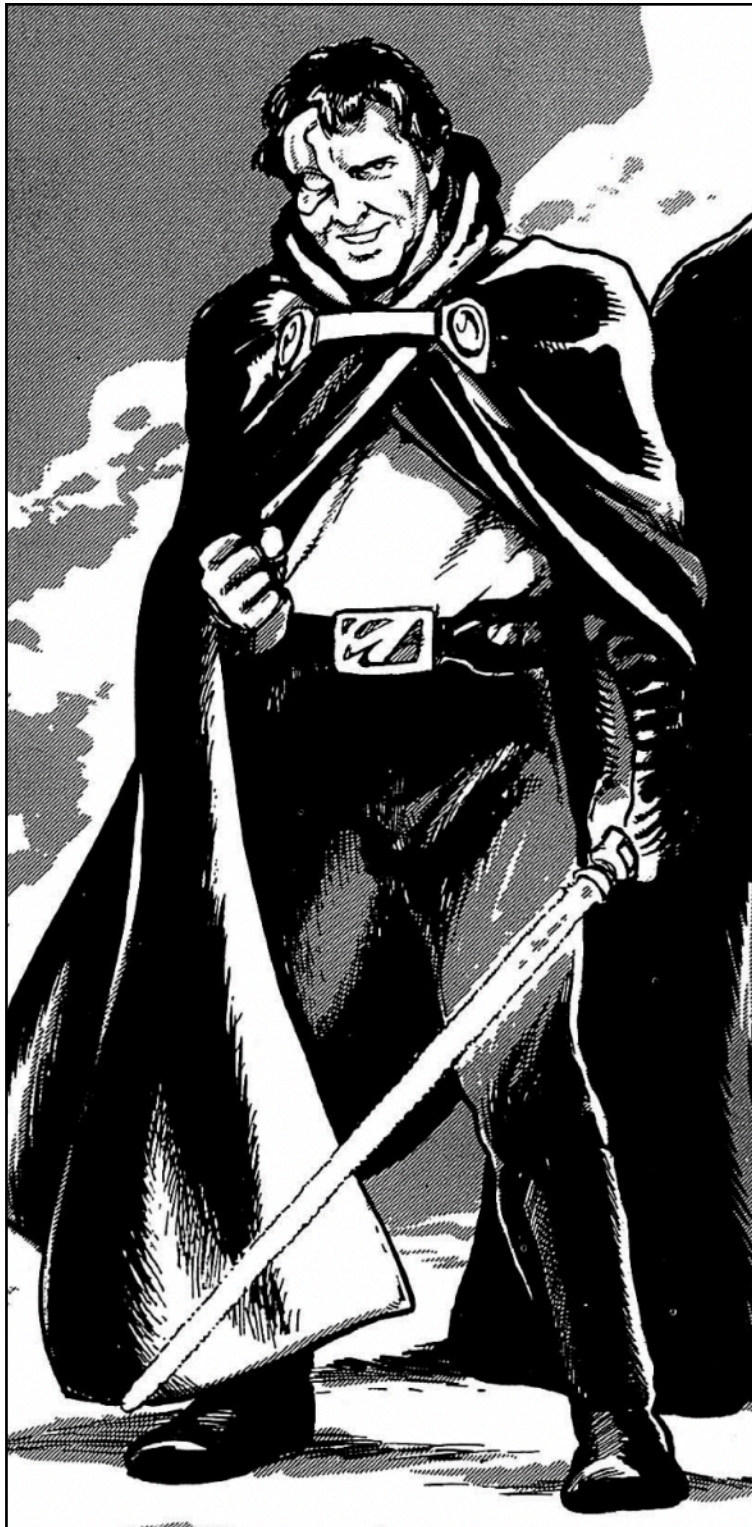
Luke and Leia Skywalker's lightsabers are out there, and a lot of people want them.

Why? Does the church consider them religious relics?

Does the GCA want to experiment with their kyber crystals, a material no longer found in large quantities in the galaxy?

Does a secret band of would-be Jedi hunt for the lightsabers and claim rights to them?

Where you place the lightsabers, how you use them, and how someone ended up with them is up to the DM, and it makes for a great campaign hook.





# Organizations

Many players like their PCs to belong to something, and for GMs, having players belong to an organization makes creating ties and plot hooks for the characters easy. Here are a few Corporate Era organizations players may choose to belong to:

## Frell's Runners

"Frell's Runners" is the name given to a small number of smuggling crews who work for a wealthy Bothan crime-lord named Frell.



While spice, contraband, and other illegal cargo are Frell's bread and butter, he also uses the smugglers to escort force-using individuals to safe-houses across the galaxy.

The smuggling crews know not to ask questions about any job and are expected to be loyal to Frell above anyone else. Frell is a ruthless force-using Bothan who has never been discovered to have the force and feels a sense of responsibility to other force users lacking means to save themselves from the GCA.

## Jeddha's Children

This religious organization travels throughout different systems as missionaries for the Church of the Jeddha. Some of Jeddha's Children secretly travel on behalf of church leadership in search of force users in danger of being found.

## Wanderers

The Wanderers are an organization with roots that trace back hundreds of years. They are a collection of nomadic tribes who travel on board heavy transports to different star systems and set up in markets to tout their wares. Wanderers aren't part of any guild and are considered renegades. They usually pick up and leave

when they feel that dealing with local GCA representatives is not worth the trouble.

### **Corellian Commandos**

The commandos are a large mercenary outfit who'll take work from anybody, especially if that work puts them at odds with the GCA, whom ironically they've been known to take work from as well...The commandos tend to be loud, rowdy, boisterous, and usually a glass of correllian spicewine too many.

### **The Man's Unnamed Pirate Group**

Hidden on a planet deep in the Frontier, an old and secretive being known simply as "The Man" leads a band of one hundred pirates.

This motley crew of mercs and pilots are led by a diminutive greenish being of an unknown species who rules his organization with a strict moral code and limits his piracy to those who in his opinion deserve it.

There's one thing that the pirates know not to ask The Man about—the ancient set of beskar Mandalorian armor that decorates his office.



### **Meeting The Man**

Jarren Longview sat across from The Man in the diminutive pirate's office. His eyes kept drifting toward the reflective Mandalorian armor hanging on the wall in the large room. "I have to ask, again, about that armor," the smuggler said. "No you don't", replied the greenish imp.

Jarren chuckled, "Every single time I ask you about that you shut me down, Gro—"

"And I'll keep doing it, you crink bastard. Now, where are we hitting these corporate weasels next?"

# Starships of the Corporate Era

The space lanes of the Corporate Era are as filled with as many starships as any other era that came before. Traders and smugglers pry their wares while avoiding the watchful eye of CorSec's local patrol ships and CorMil's interstellar naval fleet. Renegade starfighter pilots perform corporate sabotage and scuffle with CorMil fighters while trying to take down GCA interests in the Outer Rim. Traveling the stars is just as important as ever and heroes of the Corporate Era should see plenty of spacefaring action throughout their campaign.

Starships built in the Corporate Era are fully traceable and trackable by the Galactic Corporate Authority's Starship Regulatory Agency (SRA), who oversees all new starship transactions. In this era, new ships aren't sold, they are leased, and the SRA can easily locate the location of any ship leased by it if it wants to. The capacity to reverse engineer these transponder tracking systems is in the hands of only the best slicers in the galaxy, and they tend

to sell their skills only to the most discreet and wealthy buyers...

Ancient ships that predate the GCA are very rare to find and sell for extremely high prices. The fringe considers these ships to be highly valued commodities, and the GCA tends to give crews aboard them a suspicious eye when spotted.





### **CEC Stock Light Freighter**

Manufacturer: CEC/Drate Manufacturing under GCA license

Model: LF-series

Scale: Starfighter

Length: 27m

Skill: Space Transports; LF-series

Cost: 191200(new) / 47800(used)

Crew: 1-2

Passengers: 6

Cargo: 209 Tonnes

Consumables: 6 Months

Hyperdrive Multiplier: x1

Hyperdrive Backup: x4

Nav Computer: Yes

Maneuverability: 0D

Space: 3

Atmosphere: 300/600kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 10/0D

Scan: 20/1D

Search: 30/2D

Focus: 1/3D

Equipped With:

Docking Port (back)

Escape Pod

Weapons:

Laser Cannon

Fire Arc: Turret

Crew: 1

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

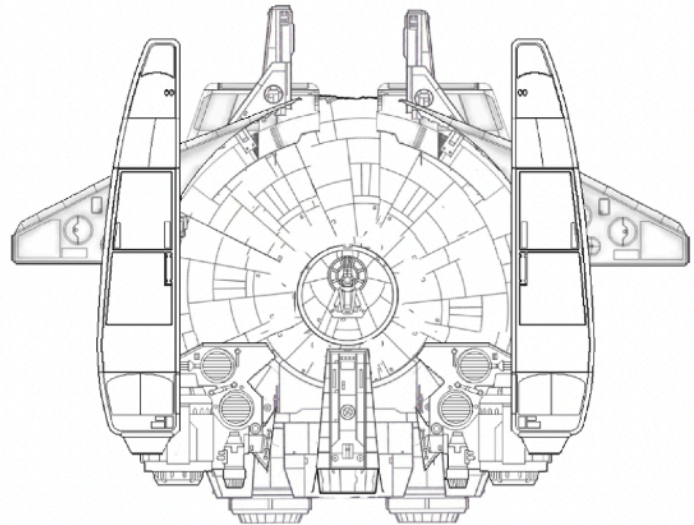
Damage: 4D

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The LF series freighters represent the typical light transports found throughout the galaxy. These highly customizable ships lend themselves to be heavily modified, and many boast enhanced shields, hulls, and hyperdrives installed by their captains for greater flexibility.

Guilds and other GCA-aligned entities require that ships operating on their behalf are free of any illegal modifications, and many pilots go through great lengths to forge any permits and otherwise be discreet with their ship's "enhancements".

CEC/Drate manufacturing was born out of a centuries old Corellian Engineering Corporation merger and is currently one of the main starship manufacturing arms of the GCA.



### **Sienar Acute Cor/LN Fighter**

Manufacturer: Sienar Acute Technology under GCA license

Model: CorFighter

Scale: Starfighter

Length: 8m

Skill: Starfighter Piloting; Cor Fighter

Crew: 1

Passengers: 0

Cargo: 15 Kilogrammes

Consumables: 6 Months

Hyperdrive Multiplier: N/A

Hyperdrive Backup: N/A

Nav Computer: N/A

Maneuverability: 3D

Space: 7

Atmosphere: 350/700kmh

Hull: 3D

Shields: N/A

Sensors:

Passive: 10/0D

Scan: 20/1D

Search: 40/2D

Focus: 2/2D+2

Weapons:

Laser Cannons x2 (fire-linked)

Fire Arc: Front

Fire Control: 2D+2

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D

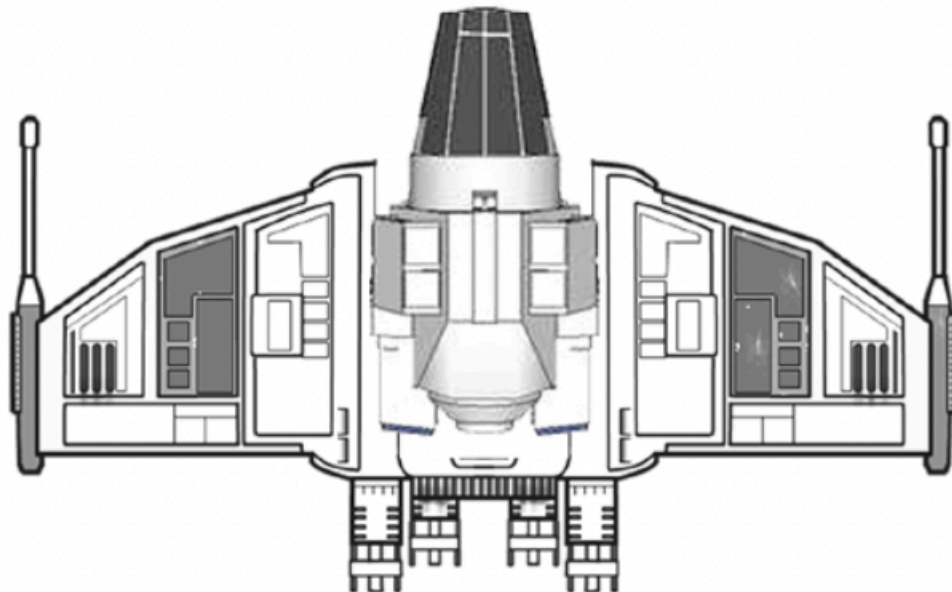
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The Cor Fighter is CorMil's typical single pilot starfighter, seen in massive numbers wherever the paramilitary naval force is present.

The lack of combat shields, hyperdrive, and live support systems, in concert with the advanced engine design, reduce the mass of the fighter and confer exceptional maneuverability. This also makes them both inexpensive and quick to replace.

Cor Fighter pilots are exceptionally trained and highly focused, necessary traits when entering the cockpits of these expendable ships.



**ARWH-D20 Fighter “Arrowheads” (WEG d6 stats)**

Manufacturer: Incom (no longer in business)

Model: ARWH-D20 Arrowhead Fighter

Scale: Starfighter

Length: 8m

Skill: Starfighter Piloting; Arrowhead

Crew: 1

Passengers: 0

Cargo: 15 Kilogrammes

Consumables: 6 Months

Hyperdrive Multiplier: x2

Hyperdrive Backup: N/A

Nav Computer: Yes

Maneuverability: 2D

Space: 8

Atmosphere: 400/800kmh

Hull: 3D

Shields: 1D

Sensors:

Passive: 25/0D

Scan: 50/1D

Search: 70/2D

Focus: 4/3D+2

Weapons:

Laser Cannons x2 (fire-linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

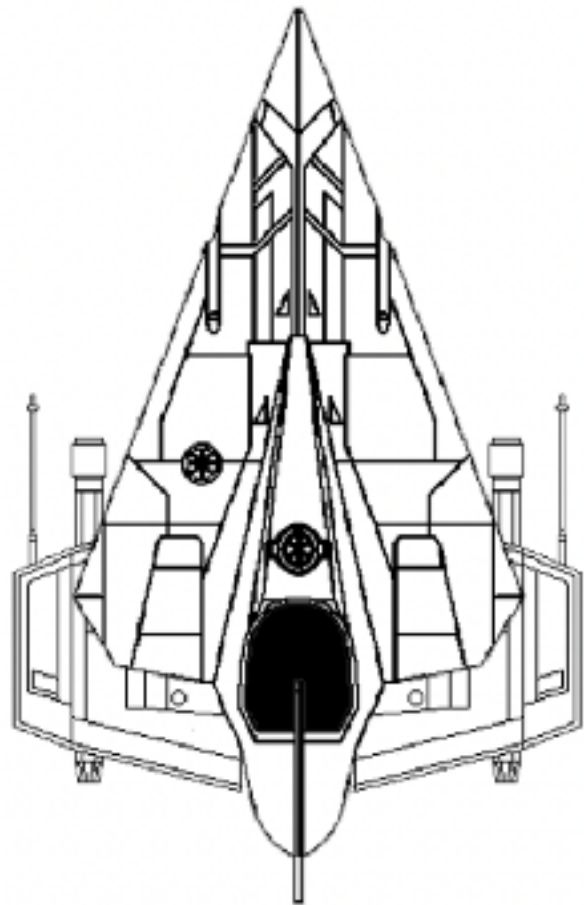
Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

The Arrowhead is a highly sought after starfighter amongst Renegades and other rebellious types in the galaxy. It was produced centuries ago by Incom, a company long swallowed up by the GCA. Renegades love them for their speed and maneuverability—but more importantly, the Arrowhead is not inherently trackable by the GCA.

These single pilot fighters boast fast engines, reliable hyperdrives, a droid interface, and powerful laser cannons. Smuggling organizations and pirate bands

who own them tend to be fairly successful at what they do, and Arrowhead theft is a huge problem in the fringes of the galaxy. A sought after Arrowhead has been the cause of deadly conflicts on plenty of occasions, and they can attract plenty of unwanted attention.





# Important Planets of the Corporate Era

The galaxy's structure is the same as it ever was. The Core, the Mid Rim, the Outer Rim, it's all still there, except for the Unknown Regions, which were eventually renamed as the Frontier Regions. Refugees and escapees abandoned the GCA's tyranny and took to the Unknown Regions, settling new planets and creating trade routes far from the corporate boot. A new frontier was born.

## **Gufornis Major, Galactic Capital**

The galaxy's capital is a small moon in the Ferren System of the galactic core named Gufornis Major. The small moon is an ecumenopolis, and its landscape is covered in spires, towers, and peaks made of onyx. It is here where the GCA is headquartered, where CorIn operates out of, and where Lord Executive Blagg keeps his palace. It's protected by a heavy CorMil presence throughout, keeping a watchful eye over all the corporate power players and locations found here.

## **Rokkus IV, home of Star's End**

Deep in an uncharted system in the Outer Rim, named Rokkus IV, the GCA keeps a secret prison known as Star's End, where millions of Force sensitives lay frozen in cryochambers, each taken by force by the GCA never to be seen again.

This secret prison is made up of 40 towering spires each reaching almost 5000 meters in height. A large portion of Rokkus IV is hollow, and maintenance ships fly in and out of immense blast doors on the surface that provide access to the world below. The maintenance ships service the gargantuan power plant inside the moon that feeds energy from the core and provides power to the prison.

Star's End is protected by a CorMil Navy fleet that answers only to Lord Executive Blagg and his Director of Operations on the prison, Solomal Desderon, a trained force user who keeps a red lightsaber hidden by his side and isn't afraid to use it in order to keep his abilities secret.

## **Alandor, Holy Land of the Jeddha**

The desert planet of Alandor, found in the Mid Rim, houses the Jeddha Temple, the holiest of temples dedicated to the Jedi. This large complex is where leaders conduct church business and pilgrims from all over the galaxy come to visit. The church teaches that the last of the Jedi died on Alandor, and the planet is sacred ground to those who worship the ancient order and its teachings.

The Corporate Authority keeps a close watch on the church to

ensure there are no actual Force users within its ranks, and church leaders know they have to navigate carefully around the GCA and its intelligence apparatus. The main resource on the planet is telanite, a volatile substance pumped from ice crystals deep in the core and used as a type of fuel.

There are plenty of settlements across Alandor, and beings here do what they can to survive the scorching sun and rugged lands of this punishing world.



# Final Thoughts

A Corporate Era campaign has no shortage of adventure and its themes should be centered around survival and the realities of corporate oppression. There are plenty of opportunities to challenge the PCs, and their choices may eventually lead to:

- The people revolting against the Corporate Authority
- The rise of the Jedi and a new hope for the galaxy
- Carving out their own commercial fiefdom
- The destruction of Star's End and the end of the subjugation of Force sensitives

Feel free to add to this era to make it unique. Many players know Star Wars really well, so playing in a game set in the Corporate Era is an opportunity to subvert expectations and freshen up the setting.

New is always fun, and this document is vague enough to use as a prompt so GMs can add their own things to it, and make the Corporate Era setting their own.

