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STAR WARS

The Roleplaying Game

D6 System

WORLDS OF THE ENTEAGUE SECTOR

The Enteague Sector... a cluster of star systems located beneath the galactic plane, separated by a dense barrier of interstellar gases and debris. Explore the new planets featured in this new campaign sector mini sourcebook, rich with its own culture, history, politics and indigenous life forms, ready to be used by any SWRPG gamemaster or player.

STAR WARS
The Roleplaying Game

WORLDS OF THE ENTEAGUE SECTOR

Written by
Khairul Hisham

Cover Art by
Khairul Hisham

Interior Art by
Ryan Lee and Khairul Hisham

Editor
Phil Hatfield

Proofreader
Chris Curtis

CG landscapes created using the **Terragen** freeware. Please visit their site at **http://www.planetside.co.uk/terragen/**

This little sourcebook is dedicated to my Strikeforce Enteague players, scattered all over this planet, especially my first ever player and my sister, Sila who was there during my first Enteague game in 1989 and my last in 1999.

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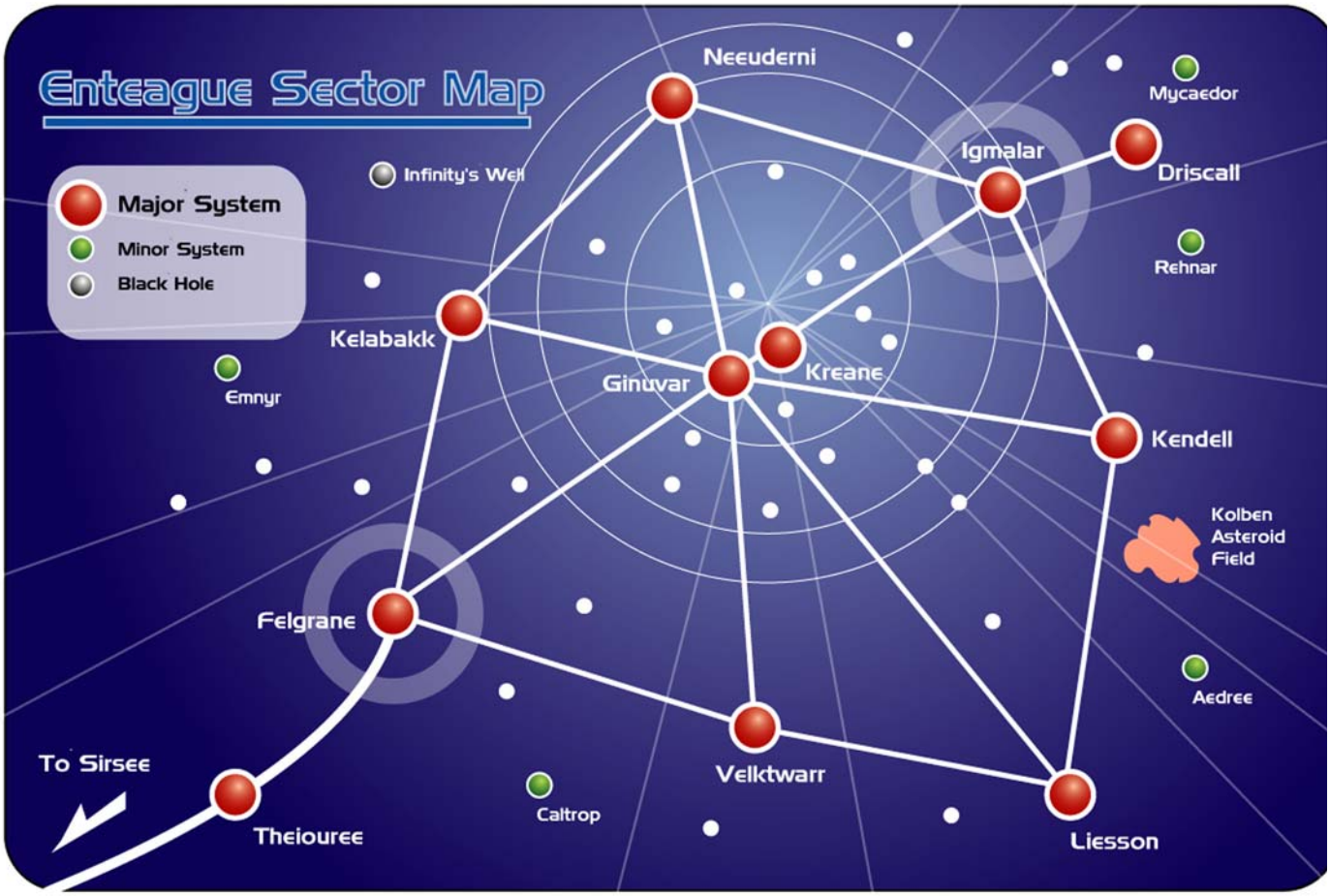

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Chapter 1 Introduction and Overview

Welcome to the Sector. Keep Your Feet off the Table.

"The problem with your old maps is that they show two dimensional representation of the galactic disc from the top. The Enteague Sector is located about 300 light years underneath the Arkanis Sector. It's basically blocked by all these planets within the galactic disk."
- Juxley Yaugh, Arcona Scout

"I tried reaching Enteague from the Mid Rim once, charting a course like the old hyperspace scouts. Well, I was late in delivering perishable cargo! Anyway, I reached Ginuvar 4 days late, on backup hyperdrive, minimal power to life support, six of my ion drives ended up burnt out husks… and one half of my cargo ate the other half…"
- Gorden Grumb, Human Tramp Freighter Captain

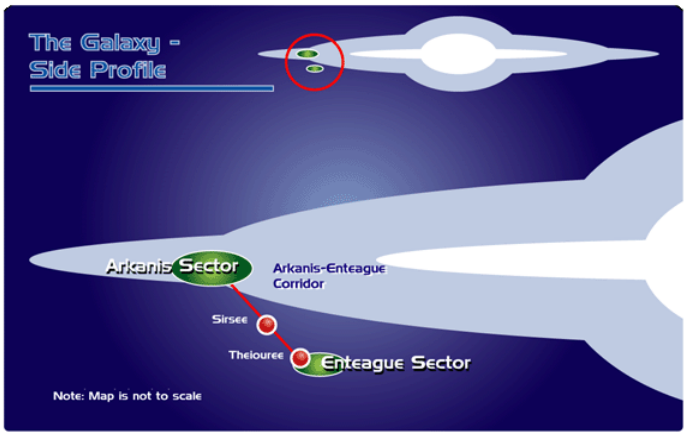
"There is NO Enteague Sector. That sector is just a myth. It doesn't exist and I'm willing to bet my life on it."
- Officer Hikobee Tack, Bureau of Ship Services, Coruscant (Deceased)

"It's not Ehn-tuh-gew, fool! It's Ehn-teeeg!!! EHN-TEEEEGGG!!!"
- Professor Sunbell Seome, Faculty of Language, Mrlsst Trade and Science Academy.

Most galactic citizens do not easily come to know of the Enteague Sector, although it is not a hidden sector. Those who know of it understand that it's just another sector with its own multitude of politics and culture, and of its hundred occupied worlds and its thousand star systems.

Unfortunately, for the hundreds of trillions that have not heard of it, because the sector is located beneath the galactic disc the clutter of spatial bodies above the sector usually obscures it from view in any top-view galactic map. Even if a star map registers the location of the sector in its database, a spacer would have to be viewing the map from below, or inverted, to stumble upon it.

Located in the Outer Rim Territories just below and Coreward of the Arkanis Sector, the Enteague Sector is quite difficult to travel



An exaggerated side view of the galaxy, showing the approximate location of the Enteague Sector.

to. A veil of debris and dense gas known as the Veninsik Barrier mostly blocks the side of the Enteague facing "up", which is, facing the galaxy proper. There are a few charted hyperlanes through the barrier, the safest and best known (and the most used) being the Arkanis-Enteague Corridor, which connects the environs of central Arkanis to the Enteague's breadbasket, the planet Felgrane, via two systems: Sirsee and Theiouree.

Because of high concentration of interstellar dust, ionized gases and dense clusters of asteroids any attempt to travel through the Veninsik Barrier would more than likely fry half of the ship's systems… if you're lucky.

History

Old Republic scouts first discovered the star cluster beyond the Veninsik Barrier more than 2000 years before the Battle of Yavin. In less than two centuries thereafter, hundreds of millions of Outer Rim inhabitants started to explore and settle on the various worlds of the Enteague Sector.

For more than 1700 years, the sector existed without a representation in the Republic Senate. Dozens of different forms of authority governed upon dozens of major planets, although largely they all lived together in relative peace. It was only about 300 years ago the major planetary governments banded together and appointed a senator to represent the Enteague Sector in the Senate.

The violence of the Clone Wars did not affect the Enteague Sector as much as the rest of the galaxy, although refugees streamed into the region boosting its economy. Pirate activity also tripled during that time, with the appearance of groups such as the Kinooine Raiders, the Black Falchions and Borrosk Gang.

The last senator of the Enteague Sector before the Battle of Endor

was Raquel Xilon of Theiouree. Unfortunately for young Senator Xilon, the Emperor had disbanded the Senate and forced her to go into hiding when she was accused of supporting Rebel Alliance activities. Ironically, Senator Xilon was forced to ally herself and fund the Alliance activities in the sector to help overthrow the Imperial oppressors there.

Imperial Presence

The rise of the Galactic Empire brought great battles into the Enteague Sector shattering the peace enjoyed by its inhabitants for millennia. Although there was no Moff sent to govern the sector (Enteague was overseen by the bureaucrats in Arkanis) a large detachment of the Imperial Navy and Army was stationed there to protect the raw materials, processed materials and produce exported out from Enteague. When the Empire started to throw their weight around and forced the worlds of Enteague to give up their exports for a minimal price, Rebel cells started sprouting. After several heavy engagements, Alliance High Command sent personnel and materiel to set up Rebel outposts and starfighter bases.

The position of Imperial military commander of the sector rotated among the fleet squadron commanders. There were at least 4 pursuit lines, 3 heavy assault lines, 15 recon lines and 7 attack lines in the sector at any one time. Each line was led by *Imperial II*-class Star Destroyers, except for the recon lines which were led by *Victory I*-class Star Destroyers. The vessels were deployed throughout the Enteague Sector wherever they are required. Additionally, Ginuvar, Kendell, Felgrane, and Theiouree each had an Imperial I-class Star Destroyer (supplemented by 2 Dreanaught heavy cruisers and 4 *Lancer*-class frigates per Destroyer) permanently assigned to guard their respective systems.

Shanna Toarinar, former bounty hunter and member of the Strikeforce Enteague. Image from Theiouree Defense Administration Office.

Drew Greyhelm, founder and commander of the Strikeforce Enteague. Image from War Archives of the Toldreyn Library, Neeuderni.

The main Imperial military hub of the sector was located in Igmalar City on Igmalar. But there were major garrisons located at Felgrane City on Felgrane and New Dulcimer on Theiouree. New or improved military technology were being Kendell's ice fields at the infamous proving grounds.

The number of Ubiqtorate bases in the Enteague Sector were unknown, although Strikeforce Enteague was credited with the destruction of one floating in the skies of Felgrane. After the Galactic Civil War, investigations point to possible Ubitorate bases on Driscall, Aedree, and Mycaedor.

Finally, Stikeforce Enteague also exposed and destroyed a secret Imperial bioweapons base under Mount Heck on Gemone, which produced the now-illegal neurotoxin known as Hallucinogen-Alpha.

Strikeforce Enteague

The most decorated military unit in the Enteague Sector was barely a military unit. The Strikeforce Enteague was a collection

of fringers, Alliance support staff and even a couple of self-proclaimed Jedi, which was under the command of Drew Greyhelm, a former SpecForce trooper. It was formed six months before the Battle of Yavin and its personnel served the Alliance and then the New Republic with distinction, even after Greyhelm's death aboard the Nebulon-B frigate *Enteague Star* at the Battle of Endor. Today, seven years later, most of the former members of this group hold some of the most important positions in the sector.

Among its many members were Shanna Toarinar, Ben One-Howel, Xepheer Xeneeth, Ham Slacker, Genya Brock, Alysia A'kazz, Akela T'sing, Brett Baden, Scurvy H. Sharky and Athala Navin. 5 years after the Battle of Endor, Ham Slacker mentored a new team consisting of Qore Cenvax, Quan Terral Lefex, Jake Firewalker, Guideron Starport, Bonk Melmut and Yonax Crostone.

The Worlds of the Enteague Sector

There are more than three hundred star systems charted in the Enteague Sector. A hundred of these systems are known to be inhabited. Most of these are small mining outposts, farming communities, small spaceports or illegal shadowports.

There are perhaps a few dozen planets that are considered major population centers. Several of these worlds are featured here.

Chapter 2
Driscall

Planet Name: Driscall
Planet Function: Mining
Type: Gas giant
Temperature: Temperate at life zone
Atmosphere: Type 1 at life zone, Type 3 at other locations
Hydrosphere: Not applicable
Gravity: Standard
Terrain: Not applicable
Length of day: 31 hours
Length of year: 2184 days
Sapient Species: Various
Starport: Standard class
Population: 750,000
Government: Guild
Tech Level: Space
Major export: Crude petroleum
Major imports: High technology (repulsors, tractor beams), foodstuff
System / star: Driscall / Driscall (Yellow main sequence)

Driscall is populated by galactic society for two main reasons: One, there is a life zone of nitrogen-oxygen stratum with its own carbon-based ecosystem. Two, crude petroleum can be found in the lower strata of the gas giant. Over the years, many corporations and self-funded individuals have set up hundreds of torus-shaped oil platforms with droid miner-tankers dipping into the heavier levels of the planet to prospect and extract petroleum from their natural foamy liquefied gas matrix.

During the Clone Wars, after the failed blockade of Ginuvar by the Trade Federation, one of their war freighters made a jump for Driscall to evade the combined Republic forces and Ginuvar's planetary defense fleet. The ship entered the Badenstorm and was never seen again. There have been unsubstantiated reports of sightings of a derelict Trade Federation war freighter among the thick lower clouds of Driscall.

Later, the Rebel Alliance founded an outpost on Driscall under Major Tlixane, but it was destroyed a few months before the Battle of Yavin. The Strikeforce Enteague was tasked with returning to the outpost to scuttle it before the Imperials could decrypt its computer databanks.

The Badenstorm

The Badenstorm is terrestrial-class planet-sized storm about 50,000 km in length by its long axis. It is a feared natural feature on Driscall for many a ship has disappeared in the miasma of purple and crimson clouds, presumably destroyed by the terrific winds and violet-hued electrical discharges.

> Pilots flying through the Badenstorm need to roll appropriate piloting skill against difficulty 20 to avoid being battered by abrasive windstorms, which inflicts 5D starfighter scale. On a success, the vehicle only sustains 2D starfighter scale damage. If a botched wild die or a critical failure, the vehicle is struck by an electrical discharge, which inflicts 6D starfighter scale damage.

Flora

Among the plants that thrive in the Life Zone are the *plankton leaf*, tiny three-leafed plants that floats among the clouds resembling a green cloud; and the *zaophti*, a pure-oxygen-filled, balloon-like plant between 10 centimeters to 1 meter in diameter. A zaophti that is ignited by fiery means (e.g. blaster bolt) explodes with 2D character scale damage for every meter of radius it possesses. The blast radius is equal to its diameter. For example, a 3 meter radius zaophti explodes with 6D damage with a blast radius of 3 meters.

Fauna

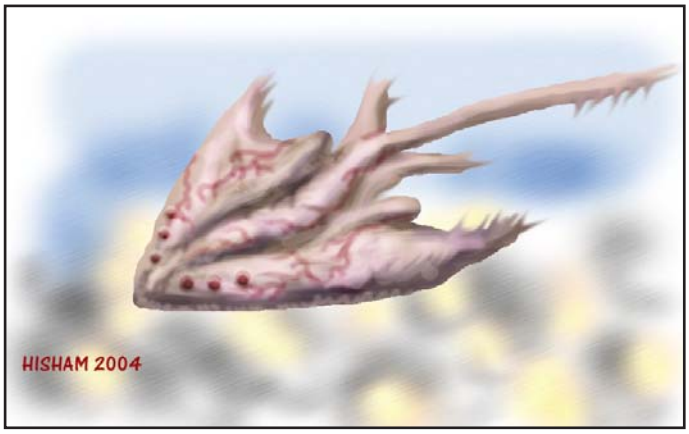
Living within the distance of 2 kilometers from the bottom of the Life Zone are great creatures with gossamer-like tendrils, called *quarphons*, which feed on the high concentration of plankton leaves there. With colors that range from deep crimson to light ochre, these creatures grow up to a size of 400 meters in diameters, and pose no threat to any vehicles. There have been reports of quarphons that grow up to 2 kilometers, which never rise above the thick clouds, and some spacers have even claimed that small but busy shadowports have sprouted upon the tough, leathery hides of these gas-filled creatures.

Some quarphons have the ability to generate a pulse of dangerously concentrated sound waves. Although this sonic pulse ability is considered by many xenobiologists to be a primitive means of communications, it can disable or in some rare cases totally destroy a passing freighter.

But if a quarphon senses itself to be under attack by a tzyfsa or a fighter, it can discharge a devastating bolt of electricity that can cause a measurable amount of damage to even small capital ships.

Lesser Quarphon

Type: Huge gasbag life form
Scale: Capital
DEX 1D electrical discharge 3D
PER 1D
STR 2D
Special:
Electrical discharge damage: 3D+1
Move: 10
Length: 100 m



A tzyfsa soaring the clouds of Driscall in search of prey.

Greater Quarphon

Type: Colossal gasbag life form
Scale: Capital
DEX 1D electrical discharge 5D
PER 1D
STR 5D
Special:
Electrical discharge damage: 6D+1
Sonic pulse damage: 4D+1
Move: 10
Length: 300 m

Naturally, predators that feed on the smaller quarphons have also evolved on Driscall, including a multi-finned, spiked flying creature known as *tzyfsas*. Classified as extremely dangerous, a tzyfsa has been known to attack people out in the open for no apparent reason. Another strange characteristic of these creatures is its strong bioelectrical field. Just before a tzyfsa attacks, a person can sense a strange tingling on their skin. A flock of tzyfsas can collectively discharge a bolt of electricity that can disable ship the size of a light freighter passing through their feeding territory.

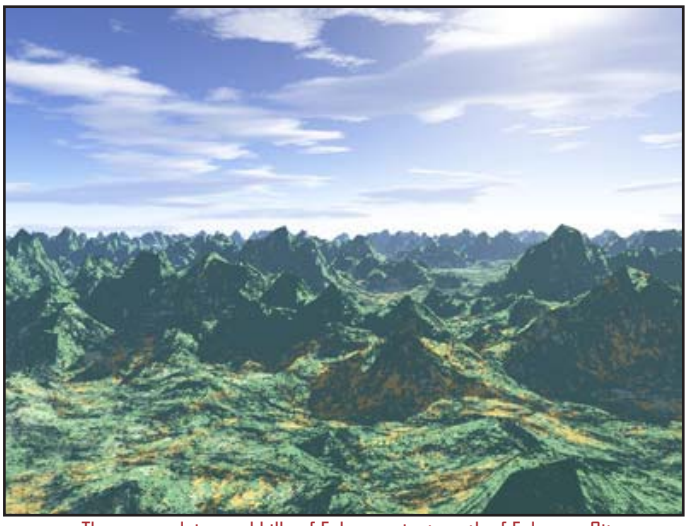
Tzyfsa

Type: Gas giant aerial predator
DEX 3D, dodge 5D, bite 4D
PER 2D
STR 2D+1
Special
Bite damage: STR + 1D
Electrical discharge damage: 4D (starfighter scale)
Move: 40
Length: 4 meters

Chapter 3
FELGRANE

Planet Name: Felgrane
Planet Function: Agriculture
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type 1
Hydrosphere: Moist
Gravity: Standard
Terrain: Forest, plains, mountains, polar ice caps
Length of day: 23 hours
Length of year: 366 days
Sapient Species: Various, Fithrils (Natives)
Starport: Stellar class
Population: 1,130,000,000
Government: Tribal (Fithrils)
Tech Level: Space, Feudal (Fithrils)

Major export: Foodstuff
Major imports: High technology
System / star: Felgrane / Fesh (yellow main-sequence)



The green plains and hills of Felgrane, just north of Felgrane City.

The largest exported of foodstuff in the sector; Felgrane is considered the breadbasket of the Enteague worlds. Large fields of tall-grains are harvested, processed and sent to almost every inhabited planet in the Enteague sector. Herds of banthas are also reared in many farms for their wool and meat. Hundreds of bulk and light freighters arrive and depart the spaceports of Felgrane daily, a testimony of the planet's rapid economic growth due to commerce.

As a result there is a large star pilot population in Felgrane City, both based at the city and transients. Sometimes the small-time freighter pilots are paid by other parties, such as independent scouts, wanderers, freelance researchers, traveling entertainers, and even fugitive Rebel agents for intra-sector or inter-sector passage. This sometimes lead to running firefights between the landing bays of the city.

The natives of Felgrane are an insectoid species known as Fithrils, who seem to dislike outlanders and attack them on cue. But uopn a closer study of the statistics it is clear that there have been no reported injuries from these attacks for over two hundred years. Some tourists even come to Felgrane for the sole purpose of getting attacked and abducted by Fithrils.

A notable Felgrane-born human is Ben One-Howel, a self proclaimed Jedi who joined the ranks of Strikeforce Enteague, who wields a pink-bladed lightsaber he calls "Matilda". In the year after the Battle of Yavin, Ben and his teammates discovered and destroyed a floating Imperial Ubiqtorate base above his Uncle Sam Howel's bantha farm.

Fauna

A *grizzak* is a feline predator that originally evolved on Felgrane. Centuries of training have conditioned the grizzak into fine and loyal mounts. Grizzaks' fur can be found in many colors which denote the original environmental habitat of the subspecies. For example, dark green grizzaks evolved in the forests of Felgrane while white grizzaks lives near Felgrane's polar ice caps. Grizzaks have been exported and are now thriving on other worlds such as the islands on Liesson, the forests of Kelabakk, the jungles of Igmalar and the swamps of Velktwarr.

A Felgrane farmer loads his grizzak mount with food and supplies before returning to his farm.

Grizzak

Type: Feline predator
DEX 3D+1, claws 4D, bite 4D
PER 3D, sneak 4D
STR 2D+2, climb / jump 4D+2
Orneriness: 1D+2 (4D+2 if wild die rolls a 1)
Special:
Claw damage: STR+1D
Bite damage: STR+1D+1
Move: 20
Length: 2.5 – 3.5 meters

FITHRIL

Fithrils are insectoid natives of the planet Felgrane, who live in a tribal society that refuses to accept galactic technology. When the Republic first settled on Felgrane the Fithrils banded together and launched small attacks on the settlers. Now centuries later, the galactic society and the local Fithrils have come to some sort of unspoken agreement with them. They now only harass the outlanders on cue, especially when tourists are around. Some Fithrils have actually suppressed their xenophobia long enough to actu-

ally move off world and live in space or on other planets.

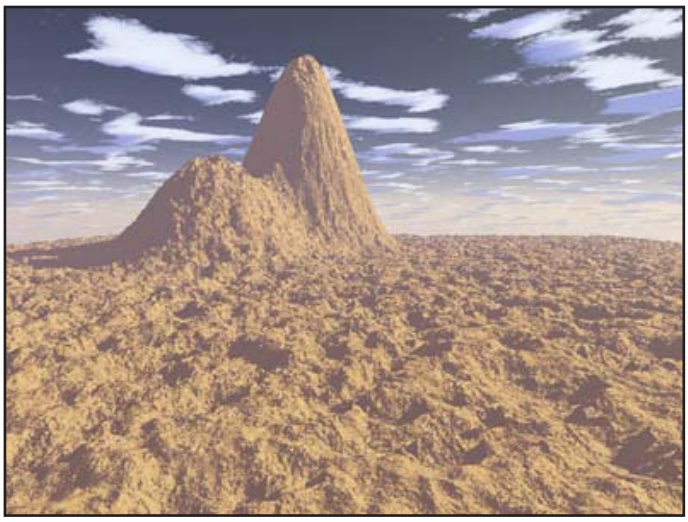
Fithrils are medium-sized bipedal insects with tough grayish-green chitins and compound eyes. Their speaking voices sound a lot like stuttered hisses and clicks, from diaphragms under their arms. Sometimes, they can modulate the clicks fast enough to form sounds in Basic. Their legs joints are connected by spring-like muscles, which allow them to jump about three to five times higher than their body heights.

Fithril
Attribute dice: 12D
DEX 2D/4D
KNO 1D/2D+2
MEC 1D/3D+2
PER 2D/4D
STR 2D/4D
TEC 1D/3D
Move: 9-12 meters
Height: 1.6 – 2.0 meters
Special abilities:
Enhanced jump – Fithrils can spring up to a height of 10 meters, thanks to the physiology of their legs. All jumping rolls have a +2D bonus.

Chapter 4
GEMONE

Planet Name: Gemone
Planet Function: Agriculture
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type 1
Hydrosphere: Dry
Gravity: Standard
Terrain: Mountains
Length of day: 25 hours
Length of year: 198 days
Sapient Species: Various
Starport: Standard class
Population: 5,700,000
Government: Alliance (treaty based)
Tech Level: Space
Major export: Foodstuff, pharmaceuticals
Major imports: High technology
System / star: Gemone / Gemul & Gemarr (yellow main sequence & white dwarf binary)

All the arable land on the mountainous desert planet Gemone are



Approaching Gemone's ominous Mount Heck from the south.

located close to its poles, because of the high temperatures of the equatorial regions, except for the Sarid Forest Valley several hundred kilometers north of the equator, the only patch of green in and otherwise brown and yellow landscape.

Several enormous saltwater lakes also exist on various parts of the planets. One of the cities near one of these lakes is New Chad, where about a million Chadra-Fan refugees have lived since the outbreak of the Clone Wars. New Chad extends over the lake using pontoon floaters.

Another intriguing feature on the planet is its tallest peak, which is strangely named Mount Heck. Strikeforce Enteague once thwarted an Imperial plan to field test a bio-weapon known as Hallucinogen Alpha at Hanna City, Chandrila. Hallucinogen Alpha when introduced into a carbon based life form's bloodstream, renders the subject unconscious, forcing the person into a dream state where their subconscious creates a situation where trusted or loved ones betray them. Any injuries sustained in dream manifests itself on the dreamer's real body. For example, if you dream of getting shot in the shoulder, you develop immediate internal hemorrhaging on your real shoulder. Imagine what happens to your internal organs when you dream of getting shot in the head, or getting clawed in half by a rancor. Based on the Strikeforcers' report only those who realize that they are dreaming and are strong willed enough are able to return to consciousness.

In game terms, a hallucinatory damage would inflict the same physical damage on the person having the dream. For example if a person imagines being hit by a T-21 light repeating blaster as he was in a hallucinogen-alpha trip, roll a 6D damage. Breaking out of the coma requires a PER or a willpower roll over 20 or 25 depending on strength of the drug.

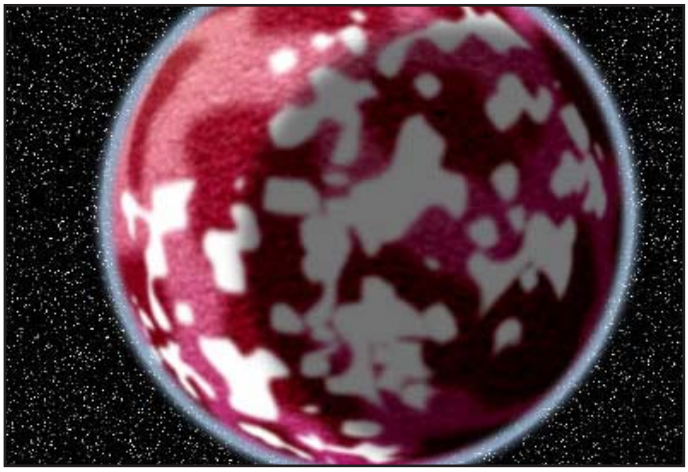
Hallucinogen Alpha is produced from the glands of a mysterious creature known as a psych-parasite. Now as the vermin becomes more widespread, it's become known more as the *niixbane*. Niixbanes were first discovered by Enteague Strikeforcers Viveede Briylle Colore and Akela T'sing on the derelict bulk freighter *Quantum Leap* orbiting Iskalon, captained by the Sullustan Noar Niix. Niix was found brain dead, although his body still functioned well. They had discovered that a niixbane had attached itself to the captain's cranium and drained his brain fluid, and sucked out some brain matter as well. The mission ended up with the two Rebels fleeing the freighter and Imperials arriving taking custody of the ship.

A niixbane sneaking in the dark .

Niixbanes attack by jumping onto and fixing themselves on a humanoid's cranium. Then small hollow tentacles with sharp talons dig into the victim's head and suck out brain matter. In the first few minutes, there is a slight chance of removing the creature without adverse effects on the victim. During this period, the victim will scream horribly and act self-destructive, such as trying to open cargo bay doors in space, or run out into a firefight. Removing the vermin after extensive physical damage is inflicted to the brain does the victim no good.

Niixbanes

Type: Brain sucking parasite
DEX 2D+2, dodge 4D+2, tail stab 3D+2
PER 4D, hide 6D, sneak 5D, search 4D+2
STR 1D+2, jump 4D
Special:
Tail stab damage: STR+2D
Mind control: if it attacks a victim head successfully (for example, failed dodge vs. a niixbane's jump roll) GM take control of the character. If the PC is holding a weapon, he will try to attack the other players or friendly NPCs. If the Niixbane-controlled PC is without a weapon he will try to kill himself. GMs should put the other PCs in the position to save this PC that adds drama and doesn't take the flow away from the game.
To remove the niixbane: The PC can only remove this creature within 6 rounds of its attachment. Roll the PC's willpower against the Niixbane's PER. If the PC beats the roll by 5, then the niixbane comes off by itself shocked by the PC's brain feedback. Then roll 4D damage against the PC's strength. If the 6 rounds have passed, then the PC is irreversibly brain dead.
Move: 10
Length:.25 m



The planet Ginuvar as viewed by a spacer in an orbital approach vector. Below: The Ironfist Crime Syndicate emblem, designed by Ryan Lee.

Chapter 5
GINUVAR

Planet Name: Ginuvar
Planet Function: High Tech Manufacturing
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type 2 (Pollutant rich)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Urban
Length of day: 26 hours
Length of year: 380 days
Sapient Species: Various
Starport: Stellar class
Population: 5,300,700,000
Government: Organized crime
Tech Level: Space
Major export: Everything under the sun
Major imports: Foodstuff
System/star: Ginuvar / Ginuvar (Red giant)

When it was learned that Ginuvar has the highest amount of unprocessed ore that is easily mined from the planet's surface a century ago, dozens of galactic corporations sent teams to establish mines and factories there. But it turned out that Ginuvar had been crime boss Rann Ironfist's hideout, and because of a great business opportunity, he gathered many small crime syndi-

cates to Ginuvar, proposed a truce with them and together they extorted the corporations into paying them for having a presence on the planet. Those who did not pay had equipment destroyed and important executives disappeared and were never heard from again. The corporations, after several years, agreed because the profit from having operations on Ginuvar was worth paying protection money to Ironfist's crime empire.

Ironfist's rule came to a test when during the Clone Wars; a fleet of twelve Trade Federation war freighters came to blockade the planet. The Neimoidian Captain Deemer Phortwoon demanded that the corporations pay a 40 percent tax to the Trade Federation because they were staking a claim on Ginuvar. The branch managers of the corporations appealed to the then-ruler of the Ginuvar crime empire Jord Ironfist for help. The result was a spectacular fleet of three hundred armed light freighters that rose to attack the Trade Federation's ships. After ten minutes of battle, another fleet of thirty larger pirate capital ships with many more escort fighters arrived to flank the invaders. In the end 7 Federation ships were either destroyed or damaged beyond repair, 4 were captured (and the spoils were divided among Ironfist's men and the pirates) and only Captain Phortwoon's ship managed to escape. Heavily damaged, it was said he hid among the clouds of gas giant Driscall, but the ship was never seen again. The Trade Federation was too much involved in the Clone Wars to follow up on their ships' defeat in the Enteague Sector.

By the Galactic Civil War, Ginuvar's corporations have become virtual sovereign states upon the surface of the planet. Among the companies that have take root there are SoroSuub, Incom, Ikas-Adno, BlasTech, Aratech, Novaldex, BioTech, Golan Arms, Nen Carvon, Industrial Automaton, Mekuun, Koensayr, Neurosaav, Fabritech, Loronar, Geilig and Slayn & Korpil, each thriving under Ironfist's protection. These corporations export most of their wares to the rest of the sector and beyond to the Arkanis sector and even up to the Chommel sector in the Mid Rim Territories.

At this time, current boss Harv Ironfist has also set up an impressive communication, transportation, defense, education and even entertainment infrastructure on Ginuvar. After Strikeforce Enteague member Genya Brock was proven to be a lost Ironfist scion on 9 ABY, he became Harv's majordomo. Soon after, it became clear that criminal tactics no longer applied and Ironfist's pseudo-government finally became a legitimate planetary administrative institution.

Flora

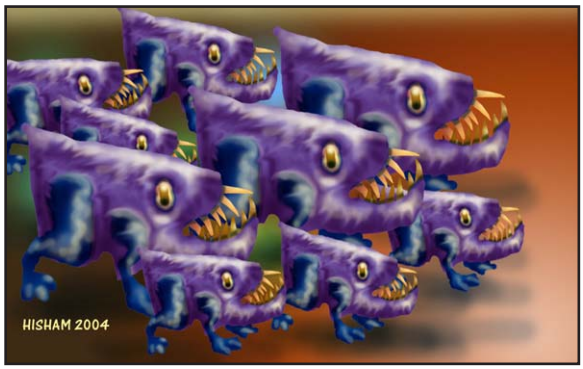
Despite the planet-wide urbanization, there is an area 100 km by 100 km which is still a nature preserve designated the Green Zone, where the Porntgont Forest is located. This Green Zone sits right beside the capital city of Porzohal where Harv Ironfist's administrative manor is located. *Porntgont trees* are 20-meter tall plants with dark green lily pad-like leaves. The lower leaves are about 5 cm in diameter while the canopy leaves' diameters are about a meter.

Fauna

Some porntgont trees have nests of up to 50 *vixikus*, which are small creatures that when in a feeding frenzy would swarm and attack larger creatures, such as a passing or a picnicking human. Because of the swarm of large snapping teeth on small bodies, vixiku attacks can be very unpleasant.

Vixiku

Type: Carnivorous tree dwellers
DEX 3D, bite 4D+2
PER 2D
STR 1D
Special:
Bite damage: STR+1D for individual, STR+3D for swarm
Swarm attack: Usually vixikus attack in swarms of between 10 and 50 creatures. The swarm has an overall STR of 3D. To hit it requires an easy blaster shot or a moderate melee weapons hit. The amount of vixikus killed in a single attack is your weapon's damage subtracting the swarm's STR. If the swarm number is reduced to less than 5, then roll the swarm's PER of 2D. If the roll is 8 or less then the survivors turn tail and flee up the nearest tree or into the nearest underbrush.
For example, a PC is up against a swarm of 25 vixikus. Upon a successful hit a PC rolls his blaster pistol damage of 4D and gets a 12. The GM rolls the swarm STR of 3D and gets a 7. Subtract 7 from 12 and you get 5 vixikus hit, cooked and blasted into oblivion by the PC's blaster fire, leaving 20 vixikus still scrambling towards the PC, teeth still gnashing.
Move: 5
Length: 20 cm each



A pack of ravenous vixikus, enough to scare the armored codpiece off a lone Imperial stormtrooper.

Chapter 6
IGMALAR

Planet Name: Igmalar
Planet Function: Mid-tech and pharmaceuticals manufacturing
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type 1
Hydrosphere: Moderate
Gravity: Standard
Terrain: Swamps, wetlands, jungles
Length of day: 18 hours
Length of year: 245 days
Sapient Species: Various, Grenben (natives)
Starport: Stellar class
Population: 4,700,000,000
Government: Mining alliance
Tech Level: Space
Major export: Pharmaceuticals, foodstuff, and computers
Major imports: high technology
System / star: Igmalar / Milgaad (Blue main sequence)

Igmalar is a swamp world eternally shrouded in clouds, and the rain seems never-ending. Even before the coming of galactic society, the local sentient life Grenben have already created large cities atop tall rocky plateaus, high above the wet, soft swamps on the surface.

The largest of these is called Igmalar City, which sits atop a table of rock 10 kilometers in diameter. The city lights illuminates the swamps around it spectacularly, and at the cliff walls skirting the sides of the plateau, hundreds of waterfalls cascade into the swamps 200 meters below them.

The Igmalar swamps at dusk west of Igmalar City.

The Igmalar swamps are rich with flora that have high medicinal contents, which naturally made the planet a very important exporter of raw and processed pharmaceuticals. The fauna however include extremely dangerous predators such as the crustacean-like galgorectus.

During the Clone Wars, the Techno Union arrived upon 5 *Hardcell*-class starships to try to turn Igmalar City into their base of medical operations. They underestimated the intelligence and tactical skills of the local Grenben, and their plan ultimately failed when Grenben armored guards overcame the battledroids and sent them packing with their Techno Union tails tucked between their Techno Union legs, before Republic reinforcements came to the locals' aid. Since then, the sector Judiciary enforcement officers ranks are made up of a lot of Grenben.

The Coming of the Empire

When the Empire arrived, it came in force and in great numbers. All offworld Grenben were forced to return to Igmalar to work in Imperial pharmaceutical factories. The Imperials were so much more efficient in military operations that the first insurgency ended with the death of 30,000 Grenben fighters and civilians. It was when Drew Greyhelm recruited Ooogle Flutzgle as an Alliance Intelligence operative that the Grenben began their slow return to freedom. By 10 ABY, he had climbed in rank to become General Ooogle Flutzgle, commander of New Republic military forces in the sector.

Shanna Toarinar and exiled Senator Raquel Xilon once went jungle trekking to recover a proton torpedo cache, which was lost deep within Igmalar's swamps by Imperial forces, as they were being pursued by Jodo Kast.. The torpedo cache was part of dozens of Imperial munitions that was jettisoned over Igmalar when the Imperial Star Galleon Moonbringer Five malfunctioned a year before the Battle of Yavin. Many weapons and equipment, some extremely valuable, are still lost in the swamps.

During the time of the New Republic, Igmalar has become the primary Republic military base in the sector.

Fauna

On the subject of one of Igmalar's predators, the Sullustan scout named Bowp Biez once reported:

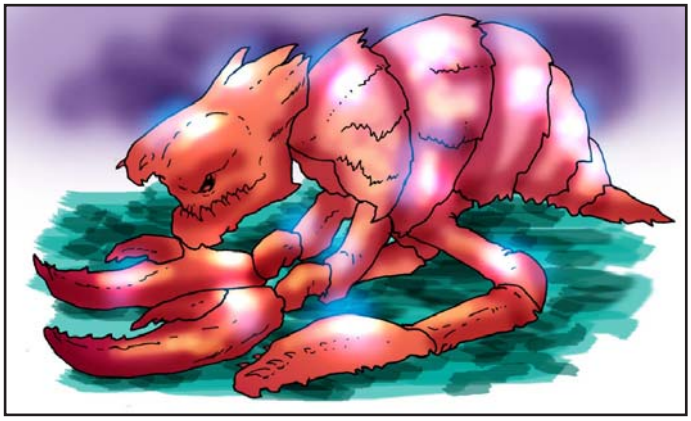
"It occurred on Igmalar. You had to be there. Massive crustacean-like creature-- malodorous, bad mottled red skin--screaming at me. Despite its size it rushed at me screaming for some unknown, terrifying reason. Its gnarled evil-looking appendages were out-

stretched. If there were three people between us, they would all have been slammed aside, perhaps fatally looking at the creature's sharp spines on its claws. I did all I can to escape it. I thought I heard one innocent bystander got in its way. The person's screams were horrible and still echoes in my mind."

"Well, that was my last blind date on Igmalar. Now let me tell me tell you about my encounter with a galgorectus*, which was just about as bad."*

Galgorectus

Type: Amphibious crustacean predator
DEX 1D+2, claws 4D+2, bite 3D, running 4D
PER 2D, search 5D
STR 4D+1, swimming 7D+1
Special:
Amphibious: Galgorecti can stay submerged underwater indefinitely. But in a dry environment, such as a desert, all rolls (including damage resistance rolls) are reduced by –1D)
Tough shell: Very hard overlapping crustacean armor covers every part of its body. This gives the beast +2D to all physical and +1D to all energy damage resistance rolls.
Claw damage: STR+1
Bite damage: STR+1D
Move: 15
Length: 6-8 meters



This galgorectus, three times as tall as a normal human, has an overlapping armored shell strong enough to withstand a blaster pistol's fire.

GRENBEN

The Grenben are sentient, mobile plants, which resemble bipedal tangles of vines from the planet Igmalar. They have always been great scientists, engineers, philosophers and fighters, even before the arrival of Republic settlers. Many Grenben are skilled pharmacists because of their experience with the many plants of Igmalar many of which can be processed into medicine. They have embraced galactic society with aplomb. During the founding of the New Republic, the Enteague Sector military forces are led by General Ooogle Flutzgle of Igmalar City.

Grenben are amorphous tangles of vine at infancy, but their vines congeal into a bipedal form after three years. Their voices are mostly wet slurping sounds and they require voice enhancers to allow other species to hear them speak. Their eyes are simple light gathering pods, which also need enhancers to allow them to see in a broader spectrum, and function properly in a galactic society.

Grenben (Humanoid)

Attribute dice: 12D
DEX 1D/3D
KNO 1D+2/3D+2
MEC 1D/3D+2
PER 2D/4D+2
STR 1D+2/3D+2
TEC 2D/5D+2
Move: 8-10 meters
Height: 1.3 – 1.8 meters
Special skills:
KNO – *Pharmacology*: Grenbens have natural secretions on their vines are chemical sensors than allow them to identify biochemical compounds and processed pharmaceuticals. When they touch a sample, they are able to either synthesize an exact copy of it, or to derive materials like antidotes from the sample. Of course, they have to use lab equipment to produce these items.
Time to use: 2 rounds to 2 hours, depending on complexity of the compound.

Chapter 7
KELABAKK

Planet Name: Kelabakk
Planet Function: Agricultural, Logging, Fisheries
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type 1
Hydrosphere: Moist
Gravity: Standard
Terrain: Dense forests, ocean
Length of day: 23 hours
Length of year: 394 days
Sapient Species: Various
Starport: Standard class
Population: 200,100,000
Government: Family

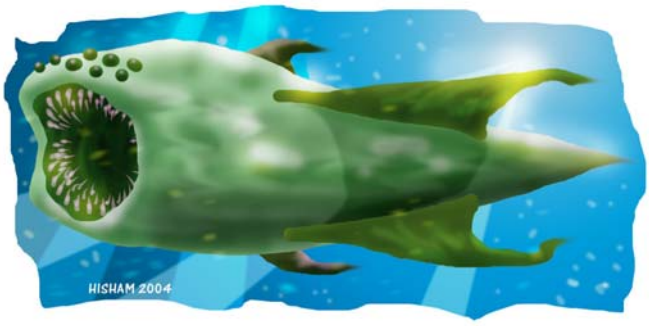
Tech Level: Space
Major export: Forestry goods, fisheries and foodstuff
Major imports: high technology
System / star: Kelabakk / Kelabakk (Yellow main sequence)

Furniture and wood carvings made of the logs taken from the forests of Kelabakk are very much in demand in the Outer Rim and those who know of them in the Core Worlds, and Governor Dannen Drea is more than willing to oblige them. The main bulk of the forestry is located on the main continent of Vardanathel that fills up most of the eastern hemisphere of the planet. The western side is mostly oceans with a group of island in the middle named the Drea Archipelago where there exist a multitude of farmers that rear gornts on land and bentails in the sea.

Governor Drea has ruled Kelabakk since before the time of the Clone Wars until well into the New Republic years. Port Kelabakk, the capital city, is constantly under the guard of Drea's security forces employing Mekuun Hoverscouts. If anyone does him any service for any reason whatsoever, Drea will throw that individual a Banquet in Their Honor, a 24-hour party that usually have a lot of intrigue and combat situations because anyone is welcome to attend.

Additionally, the Governor's two teenaged daughters Aulin and Ailin (ages 11 and 13, respectively as of Battle of Yavin) are known for running away from home and hitching a ride with unwary travelers passing through Port Kelabakk.

The timber from the forests of Vardanathel are harvested by lumberjack droids and brought to the mills surrounding Port Kelabakk for processing. Then the processed timber are brought Port Kelabakk's spaceport or the Drea Orbital Port for distribution. This space station is well-known for its huge population of archaic and unique droids, most of them unsubjected to periodic memory wipes for dozens, and in some cases hundreds of years.



The streamlined and maneuverable frame of a powerful grurry, its deadly maw perpetually open.

Fauna

Aquatic predators known as grurries also inhabit the seas of Kelabakk. A grurry can be identified by its four primary fins, which are set in an X-wing pattern around its streamlined body. Grurries hunt alone, but they hunt with great skill and tireless fervor, making them the most feared creature in the water. Its arachnid-like eight eyes and its circular, teeth-laden maw add to the grurry's fearsome visage.

Grurry

Type: Aquatic predator
DEX 2D, bite 4D
PER 3D, search 4D+2, sneak 3D+2
STR 3D, stamina 4D+2, swim 6D+2,
Special:
Fearsome visage: Anyone unawares who catches a glimpse of a grurry as it attacks has to roll willpower with a difficulty of 15. A failed roll means the person is stunned with fear for the first round of combat and can only move in the second round.
Bite damage: STR+1D
Move: 15
Length: 2-3 meters

Chapter 8
KENDELL

Planet Name: Kendell
Planet Function: Mining / Military Proving Ground
Type: Terrestrial
Temperature: Frigid
Atmosphere: Type 2 (Subzero temperature)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Glaciers, ice fields, mountains
Length of day: 31 hours
Length of year: 408 days
Sapient Species: Various
Starport: Limited services
Population: 2,400,000
Government: Corporate / Mining alliance
Tech Level: Space
Major export: Ores / high technology
Major imports: Foodstuff
System / star: Kendell / Kendell (Orange dwarf)

Kendell is a terrestrial type planetary body that happens to be a tad too far out from its sun, resulting in it becoming an ice planet. Its polar caps are totally inhospitable to standard life forms because of its extreme cold. Unprepared humans have been known have their lungs frozen instantaneously when exposed to the cold air

near the poles.

Because the crust of the planet is ore rich, over a thousand small settlements have sprouted across the planet. Much of the ore is sent to planets like Ginuvar for processing. During the Galactic Civil War, several small manufacturing companies were founded on Kendell such as Cenvax-Du'urad Technologies, ran by former Alliance SpecForce Technician and Strikeforce Enteague member: the Duros Qore Cenvax.

The mountains where the former Alliance starfighter base is said to be located.

There have been reports of strange rocks found in the mountains of Kendell that emit a peculiar radiation that, if the reports are to be believed, accelerate a life form's metabolic rate to the point of self destruction. In other words, people walking through these radiation fields would have their cellular structures working so fast they overheat and destroy themselves. These reports have been unsubstantiated.

Imperial Proving Grounds

The Empire, during the War, had set aside a massive area on the planet as a weapons proving ground after the fall of the Alliance's outpost on Kendell. Many unique weapons were tested there during this time. After the Empire's fall, the proving grounds became deserted and many treasure hunters and scroungers came to the site to find weapons that might have been left behind there. Many treasure hunters have also been vaporized by proton mines and thermal detonators left scattered all over the proving grounds. Of course, proton mines and thermal detonators are the least deadly of the rumored equipment left behind in the caves and under the ice. Two years after the Battle of Endor, Republic military discovered a group of badly wounded Zygerrian slavers who claimed that they had awoken a cloaked giant war droid that killed off half their numbers before they barely managed to escape with their lives.

Sample Exotic Weapon

Model: MerrSonn Munitions Iron Golem Four
Type: Heavy blaster cannon
Scale: Character
Skill: Blaster: Iron Golem Four
Cost: Not applicable
Availability: X
Fire Rate: 1
Range: 3-8/30/60
Damage: 8D
Note: To balance out the high damage that the blaster can inflict, the weapon is in a perpetual state of malfunction. Because the extreme heat produced by firing the weapon, there is always a risk that it can explode in the wielder's arms. Therefore, upon a wild die result of either 1 or 2, either of the following might happen.

Roll a 1D:
1-2, the blaster's chassis overheats and injures the wielder with a 3D damage;
3-4, the blaster's top panel sends out a huge plume of sparks which prevents the wielder from moving the rest of the round and a moderate blaster repair roll is required to get the thing working again;
5, the blaster explodes. Wielder has to roll for an easy *survival* or is inflicted with 5D damage.
6, the blaster's entire power plant ignites and detonates. Wielder has to succeed a *survival* skill roll with a moderate difficulty. Upon succeeding the damage of 4D is inflicted unto the weapon's user and everyone within 5 meters of him. Failure, however, exposes the user to the full extent of the explosion, which rates at 5D speeder-scale damage.

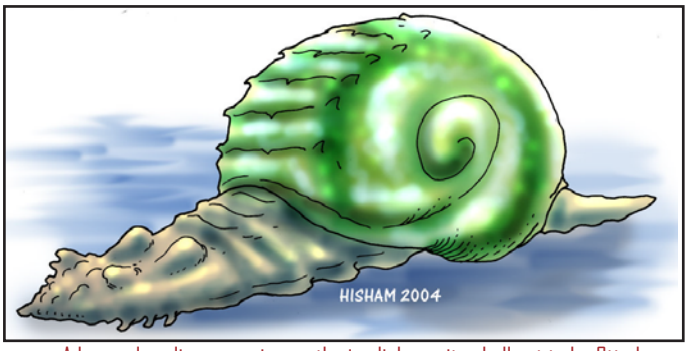
The Emperor's Secrets

For many years, it has been rumored that Point Saaris, an outcropping of frozen land that overlooks the frozen Riguur Sea, held the key to some of Palpatine's dark possessions, such as exotic alien weapons and Sith secrets.

This rumor was partially proven during the year of Thrawn's attack on the New Republic when Imperial Captain Garj Erendon uncovered a gigantic, mountain-sized X'thakk capacitor crystal buried under the ice. It was said that any organic being that touched the alien construct would be imbued with unimaginable powers, such as increased strength, reflexes and intelligence, even the ability to destroy starships from afar. Fortunately for the Republic, the ambitious Captain Erendon discovered that the power of the crystal had been exhausted by the X'thakks thousands of years earlier. Upon this blow to his personal mission, Erendon lost all will to fight and surrendered his line squadron to New Republic forces.

Fauna

A common beast that can be found on Kendell is the *slowslimer*. The slowslimer's name began as a joke. When colonists first discovered the giant snails lazily eating the lichen and moss on the tundra of Aedree, they underestimated the speed of the arthropods. When a colonist's blaster went off, it was said; the slowslimers broke rank and sped off at a great velocity, leaving behind a wake of snow and dirt along with several dumbfounded colonists behind them. Nowadays, these speedy creatures are used not just as pack animals, but some have mounted custom-made equipment and gear onto their large rough shells. Transport slowslimers have arrays of comfortable seats strapped onto the shell's side. Patrol slowslimers are fitted with blaster cannon turrets on top and sensor equipment on the side. Slowslimers have since been brought off world and large wild populations of them can now be found on Kendell, and the ice caps of Felgrane and Kelabakk.



A large slowslimer grazing on the ice lichens, its shell yet to be fitted with neither transport nor defense equipment.

Slowslimer

Type: Huge Transport Gastropod
DEX 2D, sliding 6D
PER 2D
STR 4D
Orneriness: 1D+1
Special:
Armored shell: +2D to all energy and physical weapons
Move: 30m
Length: 9 – 12 meters

Chapter 9
KREANE

Planet Name: Kreane
Planet Function: Mining
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type 1
Hydrosphere: Arid
Gravity: Standard
Terrain: Desert
Length of day: 25 hours
Length of year: 126 days
Sapient Species: Various
Starport: Landing field
Population: 4,800,000
Government: Mining alliance
Tech Level: Space
Major export: ores, baradium
Major imports: high technology
System / star: Kreane / Ginulthar (Red giant)

An arid world with a red sky, Kreane is governed by the Jon-Corp Mining Alliance that consists of about 150 mining settlements worldwide. The entire planet has four major continent-sized plateaus, the largest being the Tark Plains. Furthermore, the surface of the planet is pockmarked by craters from an ancient meteor shower that probably destroyed all life on the planet about three thousand years before the Battle of Yavin. It is theorized that this meteor shower might have deposited the iron ores all over the planet. Kreane is also relatively close to the Ginuvar system, only a quarter of a light year away. Jon-Corp profits from selling iron ore to the factories on Ginuvar.

A view of cliffs that lead to the dry Tark Plains, where many refugees have hidden themselves.

Three deep canyons cross the eastern hemisphere in series, called the Triplet Cleaves by the local miners. Explorers who travel down into the canyons have reported seeing areas of thick greenery with large, elusive worm-like creatures, with many small tentacles at its mouth slithering between the foliage. Many adventurers and game hunters have failed to return with any proof of existence of these creatures.

Refugee's Haven

It is widely known that Jon-Corp has allowed rich refugees to reside on large mansions on Kreane (most hidden in the impact craters) for a hefty fee. Strikeforce Enteague bounty hunter Shanna Toarinar hunted and captured one of these persons, Shade Anghor, a wayward Imperial officer who murdered Imperial personnel and stole a large sum of money.

These refugees favor the Kreane desert because of its topology: plenty of nooks and crannies in the tens of thousands of impact craters in a single continent on the dry planet for them to build a small haven in.

Sample Refugee: Knote Dapquill

Type: Former Morgukai Warrior Group Leader
DEX 3D, blaster 6D, dodge 5D+2, melee combat: cortosis staff 4D+2, melee parry 4D+1
KNO 2D, alien species 4D, cultures 4D+1, planetary systems 4D+2, streetwise 5D, survival 5D+1
MEC 1D, astrogation 3D, beast riding 5D+1, repulsorlift operation 4D+2, space transport piloting
PER 2D, con 3D+2, bargain 4D+2, hide 5D+2, search 5D+2, sneak 5D+1
STR 3D, climbing 4D+2, brawling 5D, jumping 6D, stamina 5D+2
TEC 1D, armor repair 4D+1, demolitions 3D, first aid 3D+2, security 3D
Special Abilities:
Desert dwellers: +1D bonus to all Survival: Desert and stamina rolls.
Equipment: BlasTech E-11 blaster rifle (Damage 5D), vibroblade (Damage STR+2D), comlink, macrobinoculars (+1D to search at long range), thermal detonator (hidden under long robes)
Move: 10
Character Points: 12
Force Points: 3
Dark Side Point: 1
Capsule:
Knote Dapquill is a Kajain'sa'Nikto who appears to live alone in a simple home in upon the Tark Plains. He rears half a dozen stagas and 2 dozen nunas for meat and harvest greens from a vegetable patch. Two moisture vaporators close to the house extract water from the atmosphere for his use.

Unknown to most, Dapquill is a former Morgukai warrior from Kintan, one of the many secret societies that flourish in secret on that planet. Losing his cortosis pole arm twenty years ago during a botched job on Ando Prime when his son and apprentice died, he had come to Kreane to retire peacefully, although none of his battle reflexes are dulled. Because Morgukai are thought to be extinct by the Galactic Civil War, Dapquill has decided to keep his identity secret.

There are rumors (in which none reveal Dapquill's name) in the neighboring sectors of a Morgukai warrior in hiding for as many reasons as there are variations to this rumor. Some say he awaits his lost son who he learnt did not die on Ando Prime. Others say he was exiled and even fled a death sentence by other Morgukai warriors. There are even rumors that this hidden Morgukai is the last Jedi Master in the galaxy.

There are no covers for anyone attempting to approach the homestead stealthily. All sneak rolls are *Very Difficult*.

Chapter 10
LIESSON

A breathtaking First Sunrise on Liesson, where the second sun Lyarin has yet to emerge from below the horizon.

Planet Name: Liesson
Planet Function: Agricultural / Recreational
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type 1
Hydrosphere: Saturated
Gravity: Standard
Terrain: Ocean
Length of day: 26 hours
Length of year: 276 days
Sapient Species: Various
Starport: Stellar class
Population: 7,400,000,000
Government: Democracy
Tech Level: Space
Major export: Fisheries, ores
Major imports: Technology
System / star: Liesson / Liesson & Lyarin (Blue dwarf – orange main sequence binary)

Liesson is a planet much like Iskalon or Drexel: an entire world that consists of an ocean dotted by thousands of small islands, none larger than 2 kilometers nor are they arable. Liesson is home to dozens of underwater colonies, that consists of mostly Quarrens, Iskalonians and Nautolans, although many other species can be found in the colonies. Fishing is not only a chief economic activity; it is a major cultural passion for the colonists. It has been said that should they be attacked by pirates during a fishing run, the colonists would try to bag one final net full of fish instead of defending themselves or fleeing.

Liesson City

Liesson City is a vertical tower 200 meters in diameter and 400 meters in height. Only the top 100 meters of the city can be seen above the ocean's surface. Being the main spaceport for Liesson, the city is home to the largest amount of non-aquatic sentient species, most of them being Humans, Rodians and Sullustans. Most of the fish caught in the region of the city is processed in the lower levels of the city and is exported off world via the spaceport above the surface.

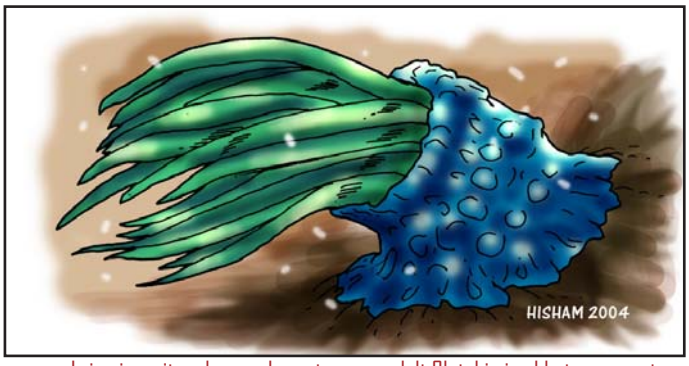
For six months during the year of the Battle of Yavin, Liesson City was abandoned by its inhabitants because of unpleasant Imperial activities. (There were some reports of spurious fishing activities before the exodus.) During this time, the city became a temporary Imperial military outpost, and it was then that the Strikeforce Enteague crashed an Imperial Star Destroyer in battle into the sea 10 kilometers north of the city, which later became quite a beautiful reef area and a tourist attraction after the war.

Dowmeia Town

In the tall, thick undersea kelp forest several dozen Quarrens began ore mining on the ocean floor about 100 years ago. It was only 20 years BBY that the unofficial settlement that arose there was officially named Dowmeia Town. The town is made of many modular parts that are attached to the gigantic kelp trees and connected to each other by walkway tubes.

Fauna

One somewhat major annoyance for an off worlder is *slatchin* spores. Anything that gets wet by seawater in the equatorial region of Liesson has a 50% chance of catching a slatchin spore. When dried, the spore will be dormant until it gets wet again, then it will blossom into a fist-sized slatchin that can grab at anything that passes it by, like a small nuna or someone's foot. If the spore is in brine and nutrient-rich environment, it will grow as large as it possibly can to the maximum height of 2 meters and tentacle reach of 5 meters.



Lying in wait under murky waters, an adult Slatchin is able to grasp at unwitting victims up to 5 meters away from it.

The life form known as the slatchin is a tough vermin that can be found in the unlikeliest of places, such as in a moat of a fortress on Annoo, or in the watery caverns under Igmalar City, or even in the bilge tanks of large seafaring vehicles on Iskalon. This giant anemone-like creature have been known to lie in wait in murky waters and grab large creatures that happens to swim into its tentacles' range to be consumed by its ravenous maw, and that includes medium-sized sentient species such as Humans, Rodians or Twi'leks. Slatchins evolved in the shallow equatorial ocean shelves of the ocean planet Liesson, but their spores, small and hardy, have survived long space travels to take root in watery ecosystems of other planets, much to the annoyance of the populace of those planets.

Slatchin

Type: Giant aquatic vermin
DEX 2D, tentacles 5D
PER 3D+2, hide 4D+2, sneak 5D
STR 4D+2
Special:
Aquatic: Able to remain submerged underwater indefinitely. –1D to all rolls (except STR against damage) in desert / dry environments.
Tentacle's damage resistance individually: 3D+1
Swallow Damage: 4D+2 per round.
Height: 0.5- 2.0 meters
Maximum tentacle reach: 3 – 5 meters.

Chapter 11
NEEUDERNI

Planet Name: Neeuderni
Planet Function: Natural resources
Type: Terrestrial

Temperature: Temperate
Atmosphere: Type 1
Hydrosphere: Moist
Gravity: Standard
Terrain: Plateau, jungles
Length of day: 28 hours
Length of year: 243 days
Sapient Species: Various
Starport: Standard class
Population: 2,700,000,000
Government: Democracy
Tech Level: Space
Major export: Foodstuff, natural gases and ores
Major imports: High technology
System / star: Neeuderni / Derni (Yellow dwarf)

There is nothing particularly outstanding or unique about Neeuderni, except for its strange history. The hero that averted the Kuuntsmar Disaster more than a hundred years ago, Strikeforce Enteague members Phoenix Avalon and Xepheer Xeneeth found Malc Toldreyn, suffering from amnesia in the custody of Zygerrian slavers on Kendell. It was around the time that a great planetary storm was ravaging Neeuderni's surface from pole to pole.

When the Strikeforcer duo discovered his identity, they tried to return him to Neeuderni. Toldreyn's Y-wing was apparently destroyed in the eye of the storm causing the storm to be dissipated, averting a planet-wide disaster. Later, they discovered the husk of a 100-year-old Y-wing in the basement of Toldreyn's old mansion.

After the war, the Neeuderni City was renamed Xeneethavalon. Xeneethavalon's mayor, Sorv Toldreyn, granddaughter of Malc, governs the planet with the blessings of the New Republic.

The Malc Toldreyn Library

Previously named Galactic Republic Library, the Malc Toldreyn library was refurbished and renamed five years after the Battle of Endor. Because of Xeneethavalon's status as a University City, this massive repository of knowledge houses an impressive amount of data in hardcopy and softcopy format. Anyone who requires any knowledge can visit this library to research the documents here. One interesting rumor tells that the Library has been in existance long before there was even a University.

The basement of the Toldreyn Library consists of hundreds of databases. Each computer is damaged and requires thousands of hours of restoration to make the data stored within readable again. The current Library administration has no idea when or from where these databases were obtained in the past. Some say these computers hold thousand of forbidden secrets pertaining to the Jedi, or the Old Republic, or the thousands of galactic corporation that exist currently, or even the secrets of Xim the Despot.

The Defenders of the Page

The Defenders of the Page are a group of warrior-clerics and librarians, consisting of mostly Humans, Rodians, Sakiyans and Aqualish that have pledged to defend the Library and its contents, the city of Xeneethavalon, and the planet Neeuderni, in that order of importance. And there have been some situations where citizens have been badly injured because of their code that places importance of the Library and its books before the people of the city. Because of this the citizens try to keep away from the Defenders when there is any sign of combat where they are involved.

Typical Defender of the Page

DEX 2D, blaster 4D, dodge 3D+2
KNO 3D, alien species 5D, bureaucracy 3D+2, cultures 5D, planetary systems 5D+2, streetwise 3D, survival 4D
MEC 1D, astrogation 3D, beast riding 3D, repulsorlift operation 2D+2
PER 3D, bargain 4D+2, hide 3D+2, search 4D+2, sneak 4D+1
STR 2D, brawling 5D, swimming 4D
TEC 1D, first aid 2D+2, security 3D
Move: 10
Character Points: 6
Force Points: 1
Equipment: Merr-Sonn 434 DeathHammer blaster pistol (Dam: 4D+1), leather flak jacket with embedded alloy plates (adds to STR a bonus of +1D to physical damage, +1 to energy damage), medpac, comlink, datapad.

Chapter 12
THEIOUREE

Planet Name: Theiouree
Planet Function: Agriculture
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type 1
Hydrosphere: Moist
Gravity: Standard
Terrain: Plains, forests, polar ice caps
Length of day: 24 hours
Length of year: 360 days
Sapient Species: Various
Starport: Standard class
Population: 2,900,000,000
Government: Democracy
Tech Level: Space

Major export: Foodstuff
Major imports: High technology
System / star: Theiouree / Theiouree (Orange main sequence)

Theiouree is known as the Gateway of Enteague, the first major system from which you can reach the other major systems in the sector if you travel down the Arkanis-Enteague Corridor. It has the second most export of foodstuff, such as grain, food and farming products, next to Felgrane in the Enteague sector. It is also known as one of the most peaceful planets in the sector with the exception of the massacre that occurred 10 years BBY where Imperial stormtroopers landed during a search for Rebel fugitives and slaughtered over 200 innocent farmers, including the parents of Strikeforce Enteague member Shanna Toarinar.

Theiouree is also the homeworld of the exiled senator Raquel Xilon, who was Shanna childhood companion.

In the outskirts of capital city of New Dulcimer, there is a mountain of a rock overlooking Sunset Bay called Mausoleum Mountain, where thousands of dead locals are honored and buried. Even rich offworlders have been known to pay a huge amount of money to be buried in the mountain upon their deaths.

The Order of the Bloody Grain

The planet's farms are protected by a group of vigilantes known as the Order of the Bloody Grain. Thousands of young farmers or farm hands across the planet are brought together to the arctic city of Nightsnow. These sons and daughters of Theiouree are then given judicial, combat and survival training for six months, and are then sent out in groups of three to any places on the planet that requires their aid. They help mediate land disputes, repel raider attacks, and track down fugitives from the law. These peace officers are known as Theiouree Vanguards, and are well regarded in the planet-wide Theiouree farming community.

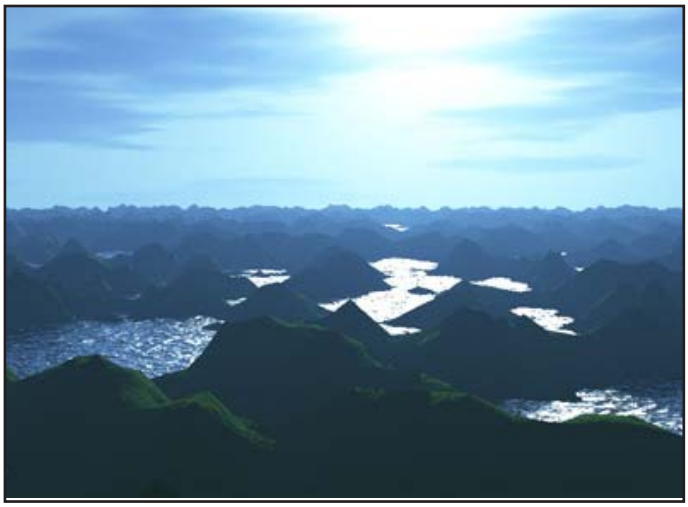
Typical Theouriee Vanguard

DEX 2D, blaster 4D, dodge 3D+1, melee combat 4D+2, melee parry 4D
KNO 2D, law enforcement: Theirouree 6D, streetwise 3D, survival 4D
MEC 2D, beast riding 4D, repulsorlift operation 3D+2
PER 3D, search 4D+2, sneak 4D+1
STR 2D, brawling 4D
TEC 1D, first aid 3D+2
Move: 10
Character Points: 8
Force Points: 2
Equipment: BlasTech DL-18 blaster pistol (Dam: 4D), vibroblade (Dam: STR + 2D), padded armor jacket (adds to STR +1D to physical damage, +1 to energy damage), medpac, comlink.

Currently, 11 years after the Battle of Yavin Theiouree's Administrator General is the former senator Raquel Xilon, and the Security Administrator position is held by Shanna Toarinar, who once in a while returns to Igmalar to have adventures with her former teammates during her vacation time.

Chapter 13
VELKTWARR

Planet Name: Velktwarr
Planet Function: Agriculture
Type: Terrestrial
Temperature: Temperate
Atmosphere: Type 1
Hydrosphere: Moist
Gravity: Standard
Terrain: Wetlands, ice caps
Length of day: 26 hours
Length of year: 257 days
Sapient Species: Various, Twarri (Natives)
Starport: Limited services
Population: 790,000,000
Government: Feudalism
Tech Level: Space, Feudal (Twarri)
Major export: Foodstuff, native arts and craft
Major imports: High technology
System / star: Velktwarr / Ruit (Blue dwarf)



The meshwork of mountains and inland swamps that is common across the two continents of Velktwarr.

Velktwarr is the home of 500,000,000 sentient native species known as the Twarri. The geography of Velktwarr is that of large polar icecaps connected to each other via a meshwork of swamps; two main tracts running vertically from north to south. These long

tracts of lands are called the Nexyn, one in the eastern hemisphere and the other the western.

The Lost Moon Festival

The Lost Moon Festival is an annual event on Velktwarr that is run by the Twarri. It marks the anniversary of the alleged disappearance of Velktwarr's moon thousands of years ago. The festival is made up of cultural shows, entertainment game booths and other fun activities for the duration of 5 days. It is also forbidden to arrive at the festival site by vehicles; revelers have to travel on foot for 8 hours to reach it. Of course, the journey itself can be an adventure due to outlander thieves lying in wait in the swamps to waylay travelers. Sometimes heavy rainfall can also cause the swamp water to rise up, trapping travelers on trees or whatever dry spots they could find.

The lost moon cultural phenomena itself is a mystery. According to the Twarri, the moon's had left its orbit in a cataclysmic orbital battle between ancient Twarri factions. They also believe that someday it will return. However, Republic scientists cannot find any evidence that a natural satellite had once dominated Velktwarr's night sky, and had been blasted out of orbit by war.

Fringers' Old Folks Home

One of the best kept secrets of modern Velktwarr of course is the sudden influx of elderly outlanders making their homes on the planet, with blessings of the local Twarri. These folks are actually retired smugglers and pirates, most of them with ties with the Ironfist crime cartel on Ginuvar. One of the reasons the Twarri allow this is because the outlanders are required to fund their Lost Moon Festival for 20 days every year, which the retirees are glad to oblige. Things usually get dramatic or explosive or both when one of these retirees' enemies discover his or her whereabouts and attempt to capture or kill the retiree.

Some of the deep ponds in the Velktwarr swamps are found to have been infested by slatchins.

TWARRI

The lean, nimble Twarri natives of Velktwarr have light green hairless skin and their heads are crowned by feathery hair resembling that of Mrlissti. Their voices are high-pitched and melodious. Although they are not xenophobic, they balk at the idea of leaving their homeworld. Very few Twarri have left their planet or use high tech equipment, like computers, droids or even simple blaster weapons.

According to Twarri loremasters, they had been a technological society thousands of years ago, colonizing their moon, which they ultimately lost in a cataclysmic battle; and other planets in their system. The war had ravaged their planet, killing more than 3 billion Twarri. The survivors reverted to pre-industrial civilization because their entire technology and manufacturing capabilities had been utterly obliterated.

Twarri

Attribute dice: 12D
DEX 3D/6D
KNO 1D/3D+2
MEC 1D/4D+2
PER 1D/4D
STR 2D/3D
TEC 1D/3D
Move: 9-12 meters
Height: 1.8 – 2.2 meters
Special abilities:
Very agile – Twarris' musculature and hollow bones allow them to perform agile feats, such as precision jumping and leaping. All dodge and jumping rolls have a +2D bonus.
Disadvantages:
Twarris have physically frail bodies because of their weak bones. All physical damage resistance, such as from melee weapons, or from collisions or falls, have a –1D penalty.

Chapter 14
OTHER NOTABLE LOCATIONS

The cold Lake Jaatu on Aedree, where it is said a bulk freighter-sized slatchin resides.

AEDREE

The frigid world of Aedree is only covered by glaciers and ice fields at its poles. Near the equator, the planet is blanketed by cold tundra region with mostly exposed soil and seas. The slowslimer is the most well known creature to originate from Aedree, which are now used as heavy transport animals on other ice planets. During the Galactic Civil War, a Rebel operative codenamed "Feedback" traveled the surface of Aedree working as a one-man mobile cryptanalysis station. He reported directly to Alliance High Command. Even the Strikeforce Enteague met this individual only once during the course of the war.

EMNYR

The mud beaches of Texet, a tourist spot on Emnyr five hundred kilometers east of the Navin Spice Mines.

Emnyr has been under the care of the Navin family for more than ten generations. The Navins (under Lord Thane and Lady Ryana, during the Clone Wars up to the New Republic era) run a spice mining operation there, exporting Emnyr spice, which is harvested from the caves there and has many uses in food preparation. During the Galactic Civil War, the Navins' exiled son Athala, a force sensitive mercenary, joined the Strikeforce Enteague aspiring to be a Jedi. Unfortunately, his sister Preen, indoctrinated by the Empire's COMPNOR and Palpatine himself became an Emperor's Hand and used her family as bait to capture Athala. In the ensuing battle, Athala was sadly forced to slay his sister.

INFINITY'S WELL

The largest and the most spectacular black hole is called Infinity's Well, which resides within a large dust cloud three light years in diameter; ringed by seven white dwarves and four red giants. 10 years after the Battle of Yavin, Genya Brock reported seeing a critically damaged *Executor*-class command ship emerge from the accretion disk of the Well and explode. The cause of this event is still uncertain as the only survivor of the capital ship, Ben One-Howel, was found with amnesia in an escape pod.

MYCAEDOR

Mycaedor is an arid world, and although it has a relatively inactive tectonic activity, the planet is covered by mountains and canyons. A mysterious feature in the canyons is the methane gas layer that no scientist can guess at its origins. At nightfall the methane layer rises about 500 meters for some reason, so those caught in this atmospheric anomaly might find themselves asphyxiated. Many a blaster shot has also been known to cause the methane to erupt much to the detriment of the blaster wielder.

REHNAR

There is only one form of native flora on Rehnar and that is the fungus or the mushroom. These plants flourish on Rehnar's surface with aplomb from microscopic fungal rings to colossal mountain sized toadstools upon which cities are carved. Some cities on Rehnar are known for their delicious cuisine. Cooking competitions are also held regularly, attracting tourists from all corners of the sector.

SIRSEE

Despite Sirsee being a planet of high amount of volcanism, colonies of ore miners have spouted there within the last 300 years. Although many have been destroyed by unexpected quakes or magma explosions, new colonies are founded because of the planet's rich ore content. Sirsee is also the birthplace of Strikeforce Enteague's founder Drew Greyhelm.

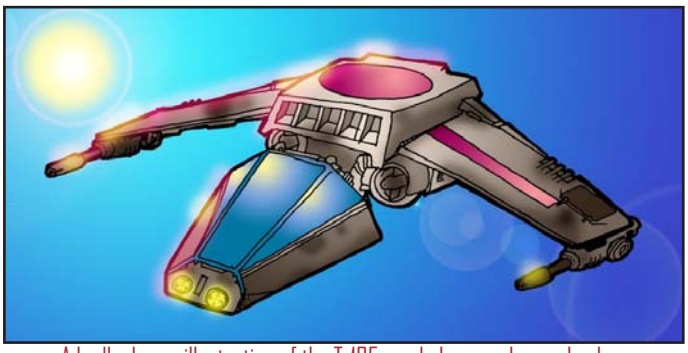
Chapter 15
VEHICLES

Incom T-105 Corsair Airspeeder

The T-105 airspeeder is a tropospheric vehicle Incom's Ginuvar branch mass-produced and sold cheaply to the denizens of the Enteague Sector. Despite being in production for 40 years and based on a 250 year old unused design, sales of the Corsair have been quite profitable to the local Incom branch. Many of the Corsairs can be found in various roles, such as personal transport, patrol, light cargo transport, defense, and dozens are also being used by several pirate groups in the sector.

Once, bounty hunter Ace Browning Crossfire raced with an attacking pirate Corsair on a slowslimer, used his rocket pack to fly to the speeder, knock out and remove its pilot, then commandeer the craft.

The T-105's repulsorlift is installed at the highest position between the wings giving it high stability, where the vehicle's center of gravity swings under the repulsorlift like a pendulum. Its engines that drive the speeder are a pair of JAK 105P conventional turbine engines, installed under the repulsorlift unit. Optional Taim & Bak KXT-4 laser cannons can be fitted easily on the speeder's wingtips to give the craft some teeth. Finally, if the engines or fuel tanks are about to explode for any reason, the cockpit pod can be jettisoned and is able to automatically lower itself onto the ground using emergency repulsorlifts.



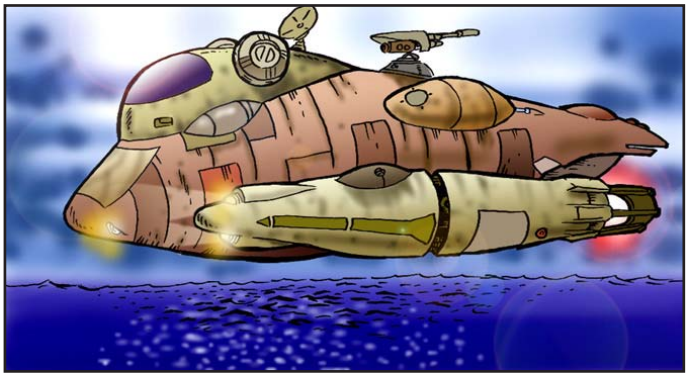
A badly drawn illustration of the T-105, made by an unknown hack somewhere in the Enteague Sector.

Incom T-105 Corsair Airspeeder

Craft: Incom T-105 Corsair airspeeder
Type: Airspeeder
Scale: Speeder
Length: 6.3 meters
Skill: Repulsorlift Operation: T-105
Crew: 1
Passengers: 1
Cargo Capacity: 1 metric ton
Cover: Full
Altitude Range: up to 2000 meters
Cost: 40,000 (new) 12,000 (used)
Maneuverability: 2D
Move: 216; 620 km/h
Body Strength: 3D
Optional Weapons:
2 Laser Cannons (fire linked)
Fire Arc: Front
Skill: Vehicle Blasters
Fire Control: 1D
Range: 3-50/200/400 meters
Damage: 5D

Light Freighters

Freighters are a decicredit a dozen throughout the entire galaxy; it would seem to the untrained eye. There are literally hundreds of thousands of freighter designs in use at the time of the Galactic Civil War, such as the popular Corellian YT-1300, or the hardy Ghtroc Industries 720, or slick Arakyd Helix, or even the rare Sur-



The MC4E freighter Firebird, the personal transport of Strikeforce Enteague personnel Phoenix Avalon.

ronian models. The Enteague Sector has several dozen designs that are indigenous to it, because of fascinating economic and cultural reasons. Here are two of the more famous light freighter types. Both were used extensively (albeit covertly) by the Rebel Alliance during the war. Indeed two of the more widely known interstellar conveyances of the Strikeforce Enteague are the *Firebird*, which belongs to the pirate Phoenix Avalon a MC512b; and the *Nexus Point*, an AV-99 freighter.

MC4E Jump Freighter

Craft: Mon Calamari Dac-Shipyards MC4E jump freighter
Type: Light Freighter
Scale: Starfighter
Length: 45.5 meters
Skill: Space Transport Piloting: MC4E
Crew: 2
Passengers: 10
Cargo Capacity: 100 metric tons
Consumables: 10 days
Hyperdrive Multiplier: X1
Backup Hyperdrive: X10
Cost: 150,000 (new) 90,000 (used)
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 km/h
Hull: 3D+2
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus:2/3D

Weapons:
2 Laser Cannons (fire linked)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Range: 1-3/12/25
Damage: 4D

Capsule: The MC4E freighters were constructed on Liesson by a Quarren engineering syndicate after obtaining license to build them from Calamari, approximately 50 years before the Battle of Yavin. The floating factory that made them was destroyed 5 years before the Clone Wars. In that period more than 60,000 of the freighters were constructed, although it is believed only 6,000 of the vessels are currently operational. There are also a variant of these freighters designated the 4Fs, which features pontoon floaters, allowing them to float on water, and a moon pool in th eir cargo bay deck which allow cargo to be loaded from underwater when the ship is afloat.

The SoroSuub AV-99 freighter Nexus Point, cruising here in hyperspace, sports an offset cockpit, a lifepod beside it and twin laser cannons

SoroSuub AV-99 Light Freighter

Craft: SoroSuub AV-99 light freighter
Type: Light Freighter
Scale: Starfighter
Length: 36.8 meters
Skill: Space Transport Piloting: AV-99
Crew: 2
Passengers: 6
Cargo Capacity: 100 metric tons
Consumables: 10 days
Hyperdrive Multiplier: X1
Backup Hyperdrive: X12
Cost: 120,000 (new) 80,000 (used)
Maneuverability: 2D+2
Space: 6
Atmosphere: 330; 950 km/h
Hull: 3D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus:2/3D

Weapons:
2 Laser Cannons (fire linked)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Range: 1-3/12/25
Damage: 4D+2

Capsule: The AV-99 light freighters are produced out of SoroSuub's Ginuvar factories at a disconcertingly low rate because of its relative low sales. But its production has not been discontinued due to a steady demand by small shipping companies in Enteague and nearby sectors. The entire cargo bay deck can be extended and retracted, acting as the freighter's landing gear. Although this exposes the entire cargo bay to external dangers, cargo can be loaded aboard very swiftly. Additionally, small speeders and ground vehicles can be easily brought aboard the ship. When the cargo deck retracts, the four landing gears maintain their extension from the ship's hull.

STAR WARS

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by Khairul Hisham

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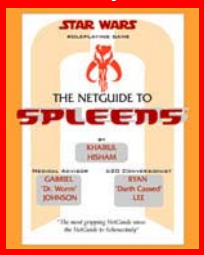

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