

STAR WARS[®]

Kurlnova Sector Guide

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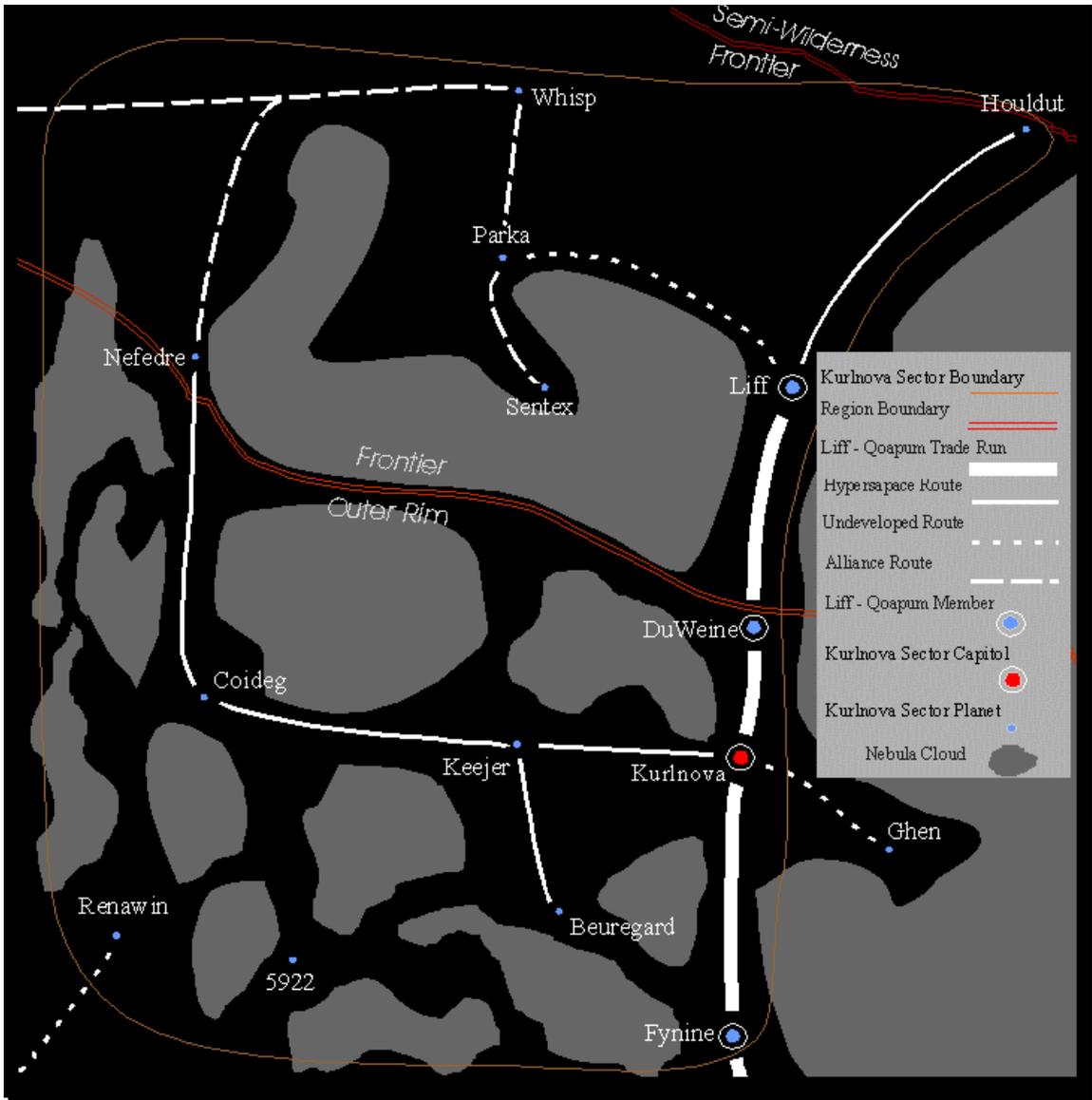
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Fynine

Type: Volcanic Wasteland
Temperature: Searing
Atmosphere: Type III
Hydrosphere: Arid
Gravity: Light
Terrain: Volcanic
Length of Day: 26 standard hours
Length of Year: 285 local days
Sapient Species: Twi'lek, Human
Starport: Standard Class
Population: 1.3 million
Planet Function: Primary Customs/Port of Entry to Sector
Government: Sector-Wide Dictatorship
Tech Level: Space
Major Exports: None
Major Imports: Mid-Tech, Foodstuffs, Luxury Goods
System: Fynine
Star: Fynius (yellow-white)

<i>Name</i>	<i>Planet Type</i>	<i>Moons</i>
Fynine	Volcanic Wasteland	0
Chiffus	Frozen Rock	0

Port Summary

System: Fynine
Starport Name: Port Fynine
Starport Type: Standard Class
Traffic: Busy
Control: Droid/Controller
Landing: Directional Beacon
Docking Areas: Docking Bays
Docking Fee: 25-75 credits per local day; "offloads" are 15 credits (see note)
Customs: Local; Patrols and/or Docking Bay Checkpoint
Services: Food, Lodging, Some Repair, Some Storage
Capsule: Port Fynine will contact in-bound ships via mid-system beacon, directing them into one of several layers of orbital traffic patterns. Next, either a roaming patrol will board and check the ship's manifest and crew papers or the same will be done after the ship is directed to land at a specific docking bay; whichever occurs, a full bioscan of the ship and crew for the Shekker virus will occur. Standard food services are available, and lodging ranges from 7-20 credits/day should the crew prefer to stay off-ship. "Offloads," where a ship stops just to drop cargo then turn around, may take no more than 3 hours for 15 credits; offloading crews may not take on or expell passengers unless for legal reasons or arrests, nor are they allowed to leave the docking bay. Small storage facilities are available for 40 credits per local week. Repairs are limited to very minor items and few emergency replacements; those in need of more are instructed to proceed to Kurlnova System, with their arrival expected.

World Summary

Fynine is the first stop in Kurlnova Sector, and the welcoming point for the Liff-
Qoapum Trade Run coming into the sector. Most ships that arrive deal with customs

officials, either on patrol ships or very small orbiting platforms. Planetside, a modest population ekes out an existence inside a collection of domed cities clustered together near the northern pole of the planet; even there, Fynine is a terribly hot and dry planet, generally inhospitable to those who are not native to such an environment. Being the main point of entry to Kurlnova, many customs and bureaucratic offices take seat here. Those entering on the trade route must stop here for at least an hour or so to get cleared for entrance to the sector and have a ship and background check. Once that's performed, travellers have three options (in accordance with their clearance): make planetfall on Fynine, continue into the sector, or turn right around and leave.

System Summary

The Fynine System has been a point of contention for the rulers of Kurlnova sector (especially the Empire). The system lies on a natural line toward the end of the Liff-Qoapum Trade Run, which in turn made it a logical progression for the route. Decades ago, when scouts discovered that Fynine was basically a useless system, attempts to find a more suitable location were made. Unfortunately, they were to no avail, and Kurlnova was stuck with Fynine as their first point on the route. This displeased the ruling families because the system didn't contain any feasible planets on which to construct facilities which could take full advantage of the trade. Also, a buffer was wanted between Kurlnova, the capitol of the sector, and the route's entry into the sector. Due to Fynine being nestled among several massive and unavigable nebula clouds (as are most of the systems in the sector), Kurlnova was stuck with Fynine. As it turns out, the sheer unwelcomness of Fynine serves as a buffer itself.

Despite being on a the very tail of a major trade route, Fynine sees a great deal of traffic, mostly due to two reasons: the difficulty of navigating Kurlnova's sea of nebula clouds and the lack of population there to support trade. Quite simply, Fynine is a bottleneck for Kurlnova's heavy natural goods shipments to the rest of the galaxy.

The only other body found in the Fynine system is Chiffus, a frozen conglomerate of hard water, stratified ash, and a vast assortment of useless rocks. Chiffus could be considered a planetoid, due to it's size of 120 kilometers (in diameter). Several pirates and other outlaw groups have attempted to fix a base on the precarious grounds of Chiffus, but to no avail. Any foothold attempted on the listless ball of ice and minerals only shatters the surface, sending those foolish enough to try into oblivion. Recent unsubstantiated reports suggest a possible Imperial listening post is now located there, but due to the nature of Chiffus, this is doubtful. At times, mynocks gather at Chiffus in what is believed to be part of a mating cycle.

Hot and Bothered: Port Fynine

Physically, Fynine is far too hot and far too dry to be a reasonable location for anything, let alone any cities. The relentless terrain, in combination with intense dust storms, offer little purchase for the struggling visitor. Of course, due to the sector's membership with the Liff-Qoapum Trade Run, necessity once again became the mother of invention.

Five seven-kilometer wide domes were built, situated in a ring and connected by the first underground "hotrail" (see below) and small, above-ground roads contained in

small dome-tunnels. Inside the cities, the ground was reworked and made to accept heavy construction and provide for plantlife. Large, lush forests were planted to supplement the dome's oxygen supply. Housing and support structures were built hastily and never really returned to. After being staffed by Kurlnovan locals (at a premium cost to get anyone to live there in the first place), the population began to rise due to an ever-increasing number of starship malcontents and stowaways.

Generally, the city of Port Fynine is dirty and in disrepair – a reason Kurlnovan officials have grown to like it, as it discourages most from staying. Of course, on any given day, it beats the exposed environment of Fynine. The only thing to note past it's dry and dangerous disparity would be the spectacular sunsets and sunrises that the 100-kilometer wide dust storms yield. Past that, most who venture past the security of the domes are picked up and whisked away by the wind-driven storms, never to be seen again.

Due to the living conditions (and the mostly bureaucratic population), Port Fynine locals are belligerent and terribly difficult to deal with. Merchants who have had the pleasure to visit will say that if it weren't for being on the Liff-Qoapum Trade Run, nobody would go to Fynine, nor would anyone be there. After landing, debarking and being checked by customs, finding a place to stay and getting a meal, most visitors are ready to leave immediately. There are a few gathering areas that have been somewhat "taken over" by visitors, purchased by rich captains to provide a place for the offworlders, hosted by offworlders. The locals don't appreciate this very much, which doesn't help their already complaining, sour attitude. It's doubtful that anything would help that anyhow.

The local Kurlnovan customs officers have a severely hard time representing the sector in a good light. New officers are beacons of reason and all smiles despite the hardships around them, but an officer seasoned by Fynine considers jetting out of their airlock on a daily basis. Most have learned to keep their mouth shut around Fynine officers, lest they be arrested for merely being irritating.

The Hotrail

The architects tapped into the raw, natural power of the planet's heat and created a system they called the "hotrail." The hotrail is an underground tunnel system of large, hollow rails perforated with small holes. The cars are attached by thick footings that wrap around the rails, which have steam forced through them to propel the footings, and thus the entire car. Here and there, cars will pass the giant steam generators that gather condensation from the air in the tunnels, transfer it into vats that feed heat from the planet's mantle, and then funnel the steam into the rails. The design distinguished the architects of the rail system, and has been implemented on many other planets in nearby sectors since. Due to it's lack of fuel requirement (since it feeds off the same batch of water over and over), it is a very cost-effective system.

The Outlanders

Despite the abusive environment of the exposed surface, the dazzling weather events and impractical terrain serve as a harbor for a group of fugitives who call themselves the "Outlanders." Outlanders are little more than a group of criminals

and common thugs who need protection from the wandering eyes of the law, and are willing to endanger their own life for the sake of a peaceful hiding place. In the dangerous wastes of Fynine, they've made a home for themselves; a temporary haven where one can "lie low" for a while.

The violent dust storms of Fynine swirl across the landscape, pock-marking the surface with rents and tears. Many of these tears allow further winds to bore deeper and deeper into the ground, forming twisted and complex caves. Filled with dangerous crags and sharp rock throughout, it is within these caves that the Outlanders find solace. The caves generally closest to the city are used, as it would be too difficult to traverse long distances in the harshness of Fynine. Most are within two kilometers, the farthest out being around six kilometers away.

No vehicles can access the outside, nor are there any vehicles readily available that could do so. Thus, those seeking the shelter of the Outlander caves must do so in a heavy environment suit, full breathing gear, and an assortment of climbing and hiking equipment. This equipment is expensive, but can be bought quietly from the local black market for just such a purpose. Often, if assurances are given that one will stay in the caves for a certain amount of time, equipment can be traded for services later rendered. The small underground of Fynine is controlled by Shuedok, the crime lord of Kurlnova. He uses these loans of equipment to fleeing individuals so that he can later recruit them into his organization. Because of this, many a small-time thug and cowering fugitive have been sucked into his organization, repeating their past mistakes to repay Shuedok for his "charity."

Staying in the caves is not the greatest of experiences, but is actually not so terrible. Each time somebody comes out, they must carry with them a pack of provisions to help run the little communes. In each cave, no more than about 20 or so "guests" can be found. They are usually armed and tend to isolate themselves from each other. The food and provisions are shared; a central "room" is designated for the storage of the goods, and the partaking of meals. Nobody may remove any items from the central room unless it is energy packs for light. Otherwise, there are a massive amount of nooks and crannies in which anyone can get lost, bed down, and wait out their warrants. It is typically warm in the caves (due to being close to the high temperatures of inner Fynine), but the occasional creature can make those staying a little uncomfortable.

Fynites

Type: Miniscule Pest

DEX 3D

PER 1D+2

STR 1D

Special Abilities:

Camouflage: Because of their dark color matching the rocks of Fynine caves, Fynites are extremely hard to spot if they are not moving. Increase *Perception* rolls by two levels for those trying to find Fynites.

Bite: Fynites have a multi-rowed set of teeth used for crumbling pebbles. They will use this in defense if attacked, or simply by accident. For every ten adult Fynites biting somebody at the same time, add 1D to cumulative damage.

Move: 5

Size: 15cm-.2m

Scale: Creature

Capsule: Fynites are one of the few creatures found to survive on Fynine, they are small, compact beetle-shaped creatures with very rough, bumpy skin that folds over and over. All that can be seen at the front are two black eyes sunken under folds of black, brown and gray skin. Fynites munch on dust clots and pebbles to extract traces of lichen and fossilized remains. They are generally harmless, but enjoy scurrying in packs of 20-200 through the caves of Fynine; this kicks up dust and loosens rock from the sides, replenishing their feeding ground. Being not the most intelligent creature, Fynites commonly begin chewing on boots, blaster rifles, and anything else that's hard. They don't really have the ability to tell the difference between natural and synthetic material. The best remedy is to pick them up and remove them from the area, though this has been known to make even the best squeemish, as they emit a high-pitch cross between a whine and a gurgle when picked up. If threatened or attacked outright, they will defend themselves by biting. This can be fatal when packs of Fynites are threatened. Otherwise, they are marginally edible (if you haven't eaten in a standard year) and kick up a lot of dust. Sojourners seeking shelter in the caves often awaken to a multitude of chew-holes in their personal gear.

Other suggested species:

Keejin (Cave Crawler), *Creatures of the Galaxy*, p.42-43.

Barri, *Creatures of the Galaxy*, p.12-14.

Fenner's Rock, *Creatures of the Galaxy*, p.25

Thanu, *Creatures of the Galaxy*, p.80-81

Supply/Demand For Fynine

	Low Tech	Mid Tech	High Tech	Metals	Minerals	Luxuries	Foodstuffs	Medicine
Supply	M/3300	L/5670	L/6300	VL/2640	VL/1650	VL/110%	VL/1980	L/4410
Demand	L/3135	H/5670	M/6000	L/2280	VL/1350	M/110%	H/1890	M/4200

Kurlnova

Type: Temperate Roughland

Temperature: Temperate

Atmosphere: Type I

Hydrosphere: Dry

Gravity: Standard

Terrain: Mountains, Plains, Forests, Oceans

Length of Day: 30 standard hours

Length of Year: 276 local days

Sapient Species: Varied

Starport: Stellar Class

Population: 850 million

Planet Function: Government/Administrative (Sector Capitol)

Government: Sector-Wide Dictatorship

Tech Level: Space

Major Exports: None

Major Imports: High Tech, Medicine, Luxury

System: Kurlnova

Star: FG-2398-09WE

Name Planet Type Moons

Kurlnova	Roughland	2
Tellmoak	Blasted Plains	0
Kenmoak	Moist Jungle	1
Roonmoak	Asteroid Belt	0

Port Summary

System: Kurlnova

Starport Name: Kurlnova Center

Starport Type: Stellar Class

Traffic: High

Control: Controller

Landing: Directional Beacon

Docking Areas: Docking Bays and Landing Pads

Docking Fee: 20-100 credits/day

Customs: Local; Orbital Patrol

Services: All

Capsule: The first thing that will strike visitors to Kurlnova Center is the cleanliness and the friendly attitude. All visitors wishing to leave their starships must be accompanied by an Advocate. Exceptional repair and overhaul services are available, and lodging is fairly priced and wide in variety.

World Summary

Kurlnova is dry, rugged, and unspoiled. Several moderately high mountain chains interlace about the world, surrounded by living forests, meadows, expansive plains, and a few shallow oceans. As worlds go, the planet is alive and well.

The main populace never really branched off from the port city, Kurlnova Center, due to the lack of funds experienced before the Liff-Qoapum Trade Run came into the sector. When it finally came, the influx of people and funds just tacked on to the main city. A few minor towns popped up within several hundred kilometers, accomodating retirees, fugitives seeking a clean start, and the wealthy. Further out are the isolated and cloistered villas, castles, and fortresses of the ruling families. They are a never-seen enigma.

Otherwise, Kurlnova Center is a somewhat densely populated but well-maintained and planned city. The spaceport only recently gained "Stellar" status after the Empire arrived and initiated upgrades to allow the flow of goods to increase for their war machine (the main reason why the Empire took Kurlnova Sector in the first place). The city accomodates roughly 90% of the world population, in addition to facilities that allow for a large transient population, as well as handling the entire system space traffic.

System Summary

Despite lingering on the edge of the galaxy, Kurlnova Sector (and thus the captiol system) has amassed a large population for two reasons: an industrial boom and a good place to settle quietly.

Kurlnova System grew quickly to accommodate the bureaucratic duties of administrating the industrial efforts of many companies, protect the sector citizens' interests, and especially boomed when the Vadilarn-Qoapum Trade Run extended to

Liff and include three other Kurlnova Sector systems. Another spurt of growth occurred when the Empire arrived and assumed control of the sector. There had been a steady exodus of Imperial citizens coming to Kurlnova System to escape the galactic war for many years, and the arrival of the Empire disgruntled more than a few individuals. These citizens were mostly based in Kurlnova System, and chose to remain rather than spread further into truly unknown territory.

Another planet in the system, Tellmoak, lies slightly further out, and has served as the orbital bombardment practice range for the Imperial Navy. Because of it's duty, the mostly flat Tellmoak is awash in burnt plains and cratered ranges.

Roonmoak, a rather typical asteroid belt, rings the system at it's outermost. In addition to a number of mynock hives and space slugs, Roonmoak is the stomping grounds for Pena-crete, a minerals company with a vast mining operation. Every day, Pena-crete mauls thousands of small asteroids into dust, seperates the important minerals from the detritus, and packages both; the minerals ship down to a processing plant in Vadilarn and the detritus is used in duracrete mixes.

Kurlnova Center

The locals of Kurlnova Center take pride in their city, and it shows. Due to the majority of them occupied in bureaucratic positions, the city reflects a general attitude of order and cleanliness. Learning from the mistakes of older, more coreward urban areas, the planning of the city took steps to attempt a better city life. The wide boulevards are kept clean, structures are always in perfect repair, and the people keep themselves nicely. Authorities are always visible and friendly, willing and very able to service the needs of locals and visitor alike (especially if they are missing their advocate); from the simplest request for directions to the usual complex disputes.

Because of the atmosphere generated by the city planners, the citizens have naturally taken on an attitude of pride and helpfulness. Most are at ease and friendly. The warm nature of Kurlnova Center is unmatched, gathering some infamy among the adjacent sectors as such an environment is rare so far from the more "civilized" Core. Though visitors are all but forbidden to the Sector, stories of Kurlnovan hospitality get through to nearby ears by way of merchants and shippers. Despite the royal clans' insistence on privacy and restriction, the commoners are more than happy to see strangers from strange lands. Some merchants suspect they are more intimidated than happy.

The Corporate Kilometer

Kurlnova Center being the hub of commercial activity in the sector, the main offices of virtually all companies operating within Kurlnova are located on a particular strip of the city called the Corporate Kilometer. Stretching for just over one kilometer is a particularly wide avenue, saddled with architecturally interesting office structures. On the avenue itself, there is no rest. Couriers, delivery speeders, and pedestrians on a mission fill the street at all hours, mimicking the flow of the trade in the sector.

Security is especially tight here. Those of a suspicious appearance are stopped, searched politely, and allowed to move on to their business – provided they have

business. Onlookers and tourists are heavily discouraged. The security teams will tell anyone it's a form of traffic control. In reality, the companies are insistent on keeping a tight reign of their immediate area, and have convinced the local police to keep the Corporate Kilometer on a tight leash. At any given time, one can stand anywhere on the strip and point out an easy twenty officers. It is said that for every three, there is a plainclothes officer mixed in for good measure.

Many Kurlnovan companies were formed over time to mine the sector. Once commerce stepped up, the sector government created a new office to act as liason between the companies and outside buyers. Publicly, the Kurlnovans claim this is to control taxing in an efficient manner; the truth of the matter is that it allows the royal houses to make sure that every credit possible is squeezed from the rest of the galaxy to line their pockets even more. They know that Kurlnova Sector is getting used up, and they intend on getting the best market price for every container of material that leaves.

The office that handles these procedures lies at the center of the Corporate Kilometer, and is easily noticed. Adorned in pink-tinted glass and light blue metal paneling, the Kurlnovan Ministry of Commodities stands out to one and all. It is a reminder to every other office that they are predominant in business in the sector, and on the avenue. More than half the traffic on the Corporate Kilometer are couriers delivering bids to the KMOC or groups of representatives heading over to discuss a sensitive shipment or whatnot.

Though more than 1,400 companies do business in Kurlnova, and have a representative office on the Corporate Kilometer, the following are the more notable concerns:

Stillen One of the most powerful "all-inclusive" corporations outside the Core, Stillen owns companies in almost every field of retail, processing, and manufacturing. Their office in Kurlnova ensures they receive the best price for materials before shipping to any one of over a hundred facilities just outside the sector.

Stillen is an original creation by the author.

Plexgrove Combine Involved in financing and banking, Plexgrove provides the majority of loans and lien services that aid in other companies keeping their operations afloat. The office here is responsible for all transactions that occur in Kurlnova Sector.

SoroSuub Corporation The landmark company from Sullust is involved in almost every manner of manufacturing, processing, and retail. They are also noted for the weapons division, supposedly exclusive to the Empire through contract. Their presence here serves as a liason for their processing plants, ensuring that the finest raw materials are purchased and shipped from Kurlnova to SSC plants toward the Core.

MerenData Mostly a systems and droid company, their presence in Kurlnova Sector is to oversee the mining operations of several sites that provide key raw elements to their operations. The quality of many of their datachips is dependant on what comes out of Kurlnova, so they're sure to keep an eye on things.

Phaalen Incorporated, Ltd. (PIL) Primarily a company in the medical supply field, their operations run predominantly from the Mid Rim territories. They have a satellite office here which purchases select amounts of medically valuable minerals and organics. They expect this branch, newly open, to increase quality in their product as it allows them to monitor the source of some of their supply.

Phaalen Incorporated, Ltd. (PIL) by Ryan Matheny - <http://starwars-rpg.net/dlos/palvar/chapter02.shtml>

Red Star Shipping Lines A significant Core and Colonies regional shipper, they also own several transport hubs around the galaxy. One such hub is two days by hyperspace Coreward from Kurlnova. Their satellite office in the sector capitol ensures transit processing from Kurlnova is efficient, by monitoring their own shipping traffic. They also serve as a contact office for all their employees who ship out of Kurlnova.

The Karflo Corporation Karflo has their hands in many pots, from industrial mining to manufacturing to colony/scouting concerns. Karflo's business in Kurlnova is mining, and lots of it. They extract more minerals per day than any other company in the sector, through the use of 145 mining sites. The office on the Corporate Kilometer is one of the busiest and largest, handling everything from shipping processes and sector registration to hiring.

Kuat Drive Yards (KDY) Famous for it's starships, in particular those roaming about on behalf of the Imperial Navy, KDY has keen interest in Kurlnova. They purchase vast amounts of material from Kurlnovan companies. Their office here negotiates new contracts almost hourly.

All companies, except where noted, taken from "Han Solo and the Cororate Sector Sourcebook," West End Games.

The Dirigin

Named after the original colony ship that came to Kurlnova, The Dirigin is a favorite stop amongst spacers where one can acquire tasty eats, delectable treats, or a cool and quiet pull off their freshly-brewed specialty. The Dirigin is most popular for it's own brew, a mild, frothy, and mild concoction derived from a root of the same name: heex. Heex sells by individual container, but it is best poured into a serving pitcher and shared amongst friends. It is said that a pitcher of Heex brings even the hardest of foes together; hence, it is a regular staple at casual political and social functions. When an emissary brings dire news to someone, a bottle of Heex usually accompanies it. When a diplomat wishes to convey a sense of friendship and brotherhood, Heex is at the bargaining table as part of the offering.

Aside from Heex the beverage, the same root has proven to be a wonderfully versatile spice for use in a wide variety of foods. If one uses a small amount of Heex on any sort of meat or in a soup during preparation, a rather mild and pleasant taste is produced. A lot of Heex during preparation will yield a very spicy effect, and so on, until one uses too much, usually providing the consumer with a rapid seat on the floor. Though there are many other restaurants and eateries in Kurlnova Center that use Heex in their cuisine, it is only The Dirigin that everyone considers a true master of it's use. Dishes abound on the menu with Heex-flavored favorites, livening up both the patrons every night and the pockets of the owners.

Pilots and crews share The Dirigin as a place to rest, converse, swap tall tales, and trade info. The Dirigin is considered the better place in Kurlnova Center to find both a job and a quick way off-planet (and out of the sector if need be). Most agree it's because of the atmosphere that The Dirigin is so accomodating. Low light conditions, combined with archaic starship regalia on the walls, blast-door frames as gateways between rooms, deckplating on the floors and captains-quality seating at all the booths and tables make even the greenie feel like a pro – and the old-time spacer right at home. Some would believe that making a bar like a ship would make it the last hangout for a ship's crew; the patrons will tell you the joy of The Dirigin is it's how a ship would be if they were the captain. Nobody but droids do the cleaning and serving, everything is old and charming yet still works, fighting is somewhat tolerated, the food is real, inebriation agents are not only allowed but encouraged, and everyone is reasonably friendly.

Since all visitors to Kurlnova Center must have an Advocate, The Dirigin is awash with them. Often, spacers will inform their Advocate of their qualifications for work, or what they are looking for in an employee. The Advocates then huddle amongst themselves and barter on behalf of their assigned visitors for the best job or employee available.

Supply/Demand For Kurlnova

	Low Tech	Mid Tech	High Tech	Metals	Minerals	Luxuries	Foodstuffs	Medicine
Supply	L/3465	L/5670	VL/6600	L/2520	VH/1350	VL/110%	L/1890	L/4410
Demand	H/3465	H/5670	H/6300	L/2280	--	VH/110%	H/1890	H/4410

Ghen

Type: Frigid Wasteland
 Temperature: Frigid
 Atmosphere: Type I
 Hydrosphere: Saturated
 Gravity: Standard
 Terrain: Ice-fields, Glaciered Plateaus
 Length of Day: 19 hours
 Length of Year: 320 local days
 Sapient Species: Varied; Ice Wraiths (Native; Unknown)
 Starport: Landing Field
 Population: 265
 Planet Function: Struggling Colony
 Government: Anarchy
 Tech Level: Space
 Major Exports: None
 Major Imports: None
 System: Ghen
 Star: Fekk

Name	Planet Type	Moons
Ghen	Wasteland	1

Fekkir Airless Rock 0

Port Summary

System: Ghen
Starport Name: Ghen
Starport Type: Landing Field
Traffic: Rare to Slow
Control: None
Landing: None
Docking Areas: Landing Platforms
Docking Fee: Donation
Customs: None
Services: Some shelter, fuel, food
Capsule: Ghen has absolutely nothing to offer the random visitor except for some shelter in a few structures, and their hospitality. Fuel is available, but slow and costly.

World Summary

Ghen is locked in ice and snow due to no axial tilt, an abundance of moisture, and an orbit that keeps it rather far from Fekki, its sun. It ranks as one of the most inhospitable planets found in the galaxy that still has a breathable atmosphere. Actually, this in itself is somewhat of a joke, because everybody who goes outside for longer than 30 standard seconds wears a breath mask; the air is simply too cold to breathe comfortably for an extended period of time. Temperatures on Ghen average around -30C to -40C (-22F to -40F) during the day, and can drop down to almost -50C (-58F) at night and during intense blizzards. Ghen is covered with clouds almost all of the time, a thick layer of heavy gray that hangs low and doesn't seem to move - partially clear days are almost a commodity. This gives the impression that it is almost nightfall all of the time.

Vast ranges of ice flatlands cover Ghen, occasionally interrupted by low plateaus which are actually glaciers. The flatlands are tens of meters thick, able to support any structure or landing ship without so much as a whisper. Dangerous thin spots exist, which break easily into deep and frigid waters, but are rare. Those nearest to the settlement are marked. A half-meter thick layer of snow lies everywhere, well-maintained by constant snowing. Most times, the snow will fall very thinly, with few flakes even visible. At least once or twice a day, a decent storm will spend several local hours dropping thick, large flakes. Occasionally, massive blizzards move in and pour so heavily, visibility is reduced to nothing and they usually last for two days to a week. It is believed the single satellite of Ghen (as of yet, unnamed) contributes somehow to the occurrence of the massive blizzards, but no true scientific attention has been paid to the matter. All in all, Ghen is a frightening and dangerous land.

System Summary

Imperial scouts seeking more routes in and out of the sector came to Ghen in what they thought was a step through the usual barrier of nebula clouds. It was firmly believed that Ghen was over half-way through to the other side of a massive cloud (hundreds of systems in size). An initial colony of 400 was sent to make landfall on the only viable planet, which inherited the same name as the system. After it was

discovered that Ghen sat in a pocket of the nebula, and was not part of a chain to the other side, many abandoned the planet. Barely over half the number now remain on the "useless" ball of ice, and a symbiotic relationship between smugglers and the port has arisen. Ghen is ignored and forgotten by Kurlnovan authorities, largely because they understand the need for a small, controlled smuggling population to exist as a necessary ingredient in a bustling economy.

History

When Imperial scouts found Ghen, excitement ensued at the sector captiol. Finding another route out of Kurlnova meant more trade, which meant more growth, which made everyone happy. The discovery prompted the Empire to send a colony of 400 volunteers to establish a foothold in the sector. It was felt that a reliable base for the scouts was needed to further explore the surrounding area, one that would be closer to their activity and could serve their needs quicker.

The route from Kurlnova to Ghen was bolstered with several navigation beacons, and supply ships trickled colonists and equipment in. The colonists knew they were up against a frigid wasteland, but were willing to endure for the pay and the possible benefits (from a piece of the shipping action, to land rights and so on). Temporary shelters were set up, and as soon as the first hover-grader was unloaded, work began on building something more substantial.

Construction on landing pads, permanent shelters, and repair and storage facilities came first. Rapidly, problems started building up due to weather, extreme temperatures, and support glitches. For power, the colony was given a mantle punch and a geothermal generator. It was hoped that they could drive deep into the planet's interior and feed off of internal heat. They drilled thousands of meters down, finding no appreciable gain in geothermal energy. Realizing that their current generator would not feed them power, they sent a request for another generator type. Back on Kurlnova, it was determined that the nature of Ghen ruled out other generator types such as hydroelectric, wind-turbine, and solar collectors. A full reactor was not available, nor were the proper technicians and support equipment. Ghen was sent a fossil-fuel generator as a temporary fix, until other means could be furnished.

The colony rode on power cells from their ships to fund construction efforts for the time being, and then the equipment began to fail. Harsh temperatures caused heavy icing and breakage, and there were no replacement parts readily available. Also, the duracrete they were provided with cured far too fast, often before it was poured, despite being formulated for extreme cold. It was soon determined that wind-chill was not taken into account when the duracrete was chosen.

Kurlnova sent new equipment parts and a different type of duracrete. The parts broke just as quickly (usually within hours) and the duracrete solidified even faster than the first batch. Metal plating was then shipped to Ghen, and the colonists managed to weld together some landing platforms and more feasible shelter. To compound the construction problems, scout ships would amble into the system and make planetfall, further disrupting the work as they demanded supplies that the colonists were already short on.

As a few scouts were beginning to realize that there was no way through the nebula cloud, Ghen's difficulties began increasing. The metals used were of poor

manufacture, and were beginning to fracture from landing ship's weight and the cold. The colony's navigation beacon failed (again, due to weather), causing a loss of several supply shipments. One evening, a scout ship arrived and told them that the other scouts were in orbit and about to return to Kurlnova. The scout explained that no break in the nebula cloud was found, and the project was a loss. That same night, havoc broke out amongst the colonists.

Hearing that they were there for nothing, and after enduring everything from Ghen's mercilessness and the inadequate supplies, almost all of them wanted to wash out immediately and return to Kurlnova. The problem was that returning before being recalled would nullify their contract, meaning one wouldn't get paid if they returned. About half boarded ships and made for Kurlnova, while the remaining colonists stayed behind and boiled with anger. In several hours, a ship arrived carrying a full reactor and some techs to go with it. It was installed and running within fifteen hours.

Soon, a shuttle from Kurlnova arrived at Ghen, carrying an Imperial lieutenant attached to the project. He informed the remaining colonists that they were right to stay, and those that returned were released without pay. He also told them they could return to Kurlnova and receive full pay now. The colonists, angered by circumstance, told him they figured they were owed more, and an impromptu negotiation ensued. In a few hours, the history of Ghen was determined – the colonists would stay, and collect their pay in two supply shipments of more equipment, goods, and food. They were also allowed to keep the reactor. The Empire washed their hands of the whole charade, seeing Ghen as useless, and the colonists got a good bargain – an opportunity to harness their own world, and with the right stuff. A few more returned over time, tired of Ghen's severe nature, but most remained to carve out a life separate from the rest of the galaxy.

The Ghen Connection

The two ships that came to supply Ghen with the payment of goods was commanded by a commercial pilot who had friends in smuggling circles. He spoke with the inhabitants of Ghen, explaining that they would not survive long without outside contact, and suggested to them that they create a shadowport – a place where smugglers and the like could set down for a bit and avoid the Empire and other authorities.

The colonists at first felt this was a bad idea, allowing criminals on the planet. However, they could not argue with the fact that they needed food and other such things that Ghen could not provide them with. They tentatively agreed to allow smugglers to land, so long as they followed some simple rules.

First, they had to donate goods, services, and food to the colony each time they landed. In return, Ghen would recalibrate the nav beacon to a specific frequency, where only those looking for that obscure frequency would find it. Second, no violence was permitted on Ghen. Should someone commit an act of violence against the colonists, the person doing so would be executed. Third, if they wanted shelter (other than their own ship), they would have to build it themselves. They would be permitted to use the colony equipment, but if they broke it, they would have to fix it. And finally, if the Ghen colony was in need of something in specific, any smuggler they asked would be bound to get it for them (in a reasonable, agreed upon amount of time). If it was determined by the colonists that the smuggler they asked could

not deliver because of other considerations, they could release that person of the obligation and ask another. This measure was created to make sure there wouldn't be a mass of smugglers only taking from the colony, and not contributing. The colony feared they could not encourage trade in any other way, but their fears soon became baseless, as the smugglers well understood that if they don't supply their hiding place, they have no place to hide.

Between the colonists being extraordinarily fair people, and the local wash of smugglers being grateful for their services, most of these rules were not even needed. A very friendly and symbiotic relationship blossomed between the colonists of Ghen and the smuggling community of Kurlnova.

The Colonists

The leader of the colony and captain of the original colony ship, Cor Tyrell, heads up a rag-tag cluster of men, women, and a few children. Most of the colonists are people who came on the original ship, but many are newcomers who arrived after the end of the initial project. Some are stragglers who lacked any other place to go, fugitives who meant well but would only get a fair shake on a planet with no authority. All of them are "career colonists," those who have spent their lives participating in colony attempts, and chose to finally settle down on Ghen. Hard work, harsh conditions, and sparse amenities are the status quo for them, and they like it that way. Many consider the typical trappings of civilized life to be a waste of intellect and a generally poor way to live out life – materialism as a lifestyle never appealed to any of them. Also, almost all of them subscribe to a more anarchaic way of life, preferring to rule themselves than pay dues to an inoperable governing body.

Tyrell sees to it that everybody has a say in matters of the community, and makes sure that provisions and other needs are in order. He gladly takes this responsibility as he doesn't really know how else to live. He has spent his life as a colony "set-up leader," entrusted to care for the needs of colonists. He considers caring only for his own needs as selfish.

Cor Tyrell

Type: Colony Leader

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D

Force Points: 3

Dark Side Points:1 **Character Points:** 12 **Move:** 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Every able colonist has a specific job to take care of. Maintenance and repair of the facilities take up almost the entire time of many locals, knowing that should their "port" fall into disrepair and become unusable, they will die for lack of incoming supplies. Others see to the need of the general laborers; cleaning and maintaining shelters, allocating supplies properly, caring for the very few elder colonists, as well as making clothing and preparing meals.

Typical Colonist: Dexterity 2D, Knowledge 2D, Mechanical 3D, Perception 2D, Strength 2D+2, Technical 2D.

Ghen Architecture

Due to wind and the need to retain as much heat as possible, all shelters on Ghen are built almost two meters into the ice layer. This cuts down on some materials used in construction, and enables the shelters to trap and hold heat a little easier than if the walls were full exposed to the outside air. First, the proper size hole is steam-shaved into the ice. Next, the shelter walls and flooring (made of insulated plasteel) are laid in against the sides of the hole. A ramp leading down to door level is then steamed in, then the door itself is cut into the plasteel wall. Power lines are laid in and the roof is installed. At this point, the height of the shelter is about 2.3 meters, but only .5 meters from the "ground" to the rooftop. After that, ice blocks are steam-shaved out of the ice and placed around the exposed top of the shelter to protect it further from wind and weather. The blocks are built in a graduated slope toward the center in, in an "igloo" formation. The result is a shelter that is, for the most part, able to remain somewhat warmer than the outside.

Establishments on Ghen

The community takes their meals and meetings in a communal "hall" of sorts, loosely known as "Memtak's." Directed by Memtak, the "hallmaster," meals are prepared and kept heated throughout the day and night, with locals and visitors coming and going whenever they wish. Large tables in rows are set up for eating, and are cleared away for meetings. To the side of the hall, a corner has some more comfortable furniture (mostly planks with cushions stapled to them and discarded shipboard lounges) available for quiet discussions and relaxing. In the center of the commons is a round fireplace made out of pieces of discarded plasteel, with a fire always burning, feeding smoke into a ceiling-hung pipe that retains much of the heat and keeps it in the hall. The fire is fed with rockwood, a cheap natural fuel that burns extremely slowly but gives off a dank black smoke (which has stained the ceiling permanently). Surrounding the hall are the colonists's shelters and storage pits.

Memtak's manages to almost single-handedly win over anyone that enters for two reasons. First, Memtak is a good conversationalist and enjoys sitting with locals and visitors alike, catching up on a variety of subjects. Second, Memtak is a sector-class chef. Well-learned in cuisine and foodservice, Memtak has served in every type of establishment, from five-star eateries for the wealthy to two-credit mess halls for Outer Rim sector military forces. He enjoys making his "clients" feel welcome with a good talk and good food. Most agree that if Memtak were to be paid for his services,

he would be a wealthy man. Few really know why he has made a niche on Ghen of all places, especially with his skills, but don't really ask. Memtak seems to enjoy his peace, and his privacy.

Memtak

Type: Hall Master

DEXTERITY 2D+2

Blaster 4D, Blaster: Blaster Pistol 5D+2, Dodge 5D+1, Running 4D, Thrown Weapon 4D

KNOWLEDGE 3D

Survival 5D+2, Survival: Ghen 7D, Alien Species 4D, Cultures 5D, Languages 5D, Planetary Systems 4D+1, Streetwise 4D, Value 4D, Willpower 4D

MECHANICAL 2D+2

Beast Riding 3D+2, Communications 3D, Repulsorlift Operation 5D

PERCEPTION 3D

Bargain 5D, Command 5D, Con 5D, Hide 5D, Persuasion 5D, Search 3D+1

STRENGTH 2D

Brawling 3D+2, Climbing/Jumping 3D, Lifting 2D+2, Stamina 4D+2

TECHNICAL 2D+1

Computer Programming/Repair 3D, First Aid 3D

Force Points: 4 **Dark Side Points:** 1 **Character Points:** 7 **Move:** 10

Equipment: Blaster Pistol (4D), Heavy Clothing, Comlink, Cooking Utensils

North of the housing cluster, about 40 meters, lie the landing pads and a small grouping of structures. One of the daily maintenance duties the locals are busy with is making sure the landing pads are adequately steamed off of ice. Accumulation can occur rather quickly, and gone unchecked, can create an irregular surface. Early in the port's existence, some ships would land and sit for a few minutes, then begin sliding off the landing platforms. Also, the platforms are rigged with a string of lights that runs around the outer edge – they need to be kept clear of snow build-up and in working order.

Off to the side of the landing pads are some large storage shelters and a machine-shop shelter where light repairs on equipment can be made. The dominating structure is a massive bay shelter able to fully house a ship that is 35 meters long and 25 meters wide or smaller. The repair bay rests higher from the ground than the other shelters due to the ice blocks built over it, creating a dome shape; snow build-up could always cause a collapse and must be avoided. The center of the dome is about six meters above the ice plain. A 25-meter ramp runs down to a massive corrugated plasteel door, which opens only to allow ships entry and exit. One can maneuver with care into the bay easily enough; some scrapes are tolerated. A shelter housing large six large fuel cells lies in the middle of the platforms, and can recharge two separate ship's fuel cells simultaneously. If only one ship is recharging, the rate of recharge is 1 cell an hour. If two ships are recharging at once, the rate of recharge is 1 cell every two hours. Pilots are smart to hook up as soon as they can if in dire need.

Inside the bay, it is reasonably warmer than the outside, though several leaks in the structure allow wind to whistle quietly in. Instead of trying to keep the entire bay warm all the time, those who need to be inside keep a portable, rechargeable heater with them that they put down next to them while working. A wide range of tools, diagnostic devices, and other repair equipment are available. Some standard replacement parts are also stocked, and a slightly higher than normal fee is charged for them. Most spacers who come to perform repairs or modifications usually try to bring the parts they need with them – only by chance will someone find a specialty part when needed.

Also found almost all the time in the repair bay is Ig Ramsey. Ig is the local outlaw-tech, and considered one of the finest in Kurlnova and most adjacent sectors. Always up for some tinkering, he makes his home in a corner of the shop behind a couple of loosely welded partitions. Though he earns a great deal of money for doing repairs and modifications, he gives nearly all of it to the Ghen colony, for which they are very grateful for. Many say he is foolish, and some say he is a philanthropist at heart. Ig just sees it as a matter of principle – he hates the thought of others going without, and feels his wealth is his ability to be cared for by the good people of Ghen and do nothing but work on his only passion, ships.

Ig is rather quiet, preferring others to jabber away at the details of a job. He only speaks if he hears or spots a mistake, or feels he has something truly substantial to contribute. Ig isn't rude or reclusive whatsoever; he says that useless chatter is simply "a waste of good heat." This pulls a grin at any who have spent time around him, because though he's thoughtful and peaceful at work, he rivals Memtak with his stories in the communal hall.

In his spare moments, Ig can be found sitting under a solitary light, next to a small personal heater, surrounded by tools and peering with a mischievous look at some obscure lump of circuits, piping and valves. If he is asked about what he is working on, his usual reply is, "Oh, just learning something new about this..."

Ig Ramsey

Type: Starship Mechanic

DEXTERITY 2D+2

Blaster 5D+2, Blaster: Blaster Pistol 6D, Blaster: Blaster Rifle 6D, Dodge 5D+1, Melee Combat 3D+2, Melee Parry 3D+1

KNOWLEDGE 2D+2

Intimidation 5D, Survival 5D, Survival: Ghen 6D+1, Cultures 3D, Languages 4D+1, Planetary Systems 5D+2, Streetwise 5D+2, Value 7D, Willpower 5D

MECHANICAL 3D

Astrogation 4D+1, Communications 5D, Ground Vehicle Operation 3D+2, Hover Vehicle Operation 4D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starship Gunnery 4D, Starship Shields 4D

PERCEPTION 2D

Bargain 5D, Con 3D, Hide 3D+1, Persuasion 4D+1, Search 3D+1, Sneak 3D

STRENGTH 2D

Brawling 3D+2, Climbing/Jumping 2D+2, Lifting 4D, Stamina 4D

TECHNICAL 4D

Blaster Repair 5D+2, Capital Ship Repair 6D, Capital Ship Weapon Repair 5D+1, Computer Programming/Repair 4D+2, Droid Repair 6D+1, Ground Vehicle Repair 6D, Repulsorlift Repair 6D+1, Space Transports Repair 11D

Force Points: 4

Dark Side Points: 2 **Character Points:** 8 **Move:** 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink, Set of Tools

Ghen Stones

The colonists discovered something early on in their habitation of Ghen that they have tried to keep a secret. On occasion, several different people have found colorful gems, either locked in ice or lying on their shelter floor, presumably after thawing out of a piece of ice brought in on their boots. The gems are rather small, appropriately sized for a modest ring, and have bright strips of translucent red, yellow, blue, and gray. Only five have been discovered, and are kept in a small vault in Tyrell's shelter. Until it is known what they are, the colony doesn't want to tell anybody. They fear that should it be announced that there are valuable gems all over Ghen, whether or not there are, it would attract too much attention. The

colonists see it as a simple matter of preserving their way of life, which to them is more valuable than any sort of gems. Tyrell, and many others, are still interested in finding out what they are, because most know they could be traded for valuable things.

A Note on Trade with Ghen

Though much of the supplies that the colony needs are provided for by the donations of incoming smugglers, the colony is always willing to purchase additional goods for storage. Through the credits that are granted to the colony by Ig Ramsey, Tyrell will purchase certain supplies at certain times. He will not buy entire cargoes, and he will only buy when something is needed – the colony shies away from storing a great deal of goods because they see it as gluttony. However, the colony always maintains a sizable cache of food and fresh water, medicines, and some building and repair materials, enough to tide them over for six months. This is to offset any unforeseeable circumstance that would disallow any contact with the outside galaxy for a massive period of time. Otherwise, in an emergency, the colony has their own ships that they can send out for supplies (though this would be dangerous for them, and a last resort).

Supply/Demand For Ghen

	Low Tech	Mid Tech	High Tech	Metals	Minerals	Luxuries	Foodstuffs	Medicine
Supply	None	None	None	None	None	None	None	None
Demand	L/3135	H/5670	M/6000	L/2280	None	None	VH/1980	M/4200

Beuregard

Type: Temperate Plains
Temperature: Temperate
Atmosphere: Type I
Hydrosphere: Dry
Gravity: Standard
Terrain: Plains/Savannahs
Length of Day: 22 local hours
Length of Year: 300 local days
Sapient Species: Varied
Starport: Standard (Special)
Population: 120,000
Planet Function: Refining/Manufacturing Center
Government: Sector-Wide Dictatorship
Tech Level: Space
Major Exports: High Tech
Major Imports: Foodstuffs
System: Beuregard
Star: Ureg
Name Planet Type Moons

Beuregard Commercial Base 1
Saflat's Dense Asteroid Belt

Port Summary

System: Beuregard
Starport Name: Stillen-Beuregard
Starport Type: Standard; Mainly for use by Stillen
Traffic: Busy
Control: Droid
Landing: Directional Beacons, Tractor Beams
Docking Areas: Docking Bays, Orbital
Docking Fee: 10 credits/day; limited to 2 days
Customs: Stillen Commercial Authority (SCA); Patrols & Docking Checkpoints
Services: Some Repair Facilities.
Capsule: Stillen controls the system, and thus the starport. Stillen-Beuregard is used to ship finished products out of the system, and bring in additional equipment, labor, and materials. Otherwise, a limited number of bays and super-orbital slots are available for use by independent and contracted traders to deliver foodstuffs to the planet. Only emergency repair services and facilities are available, usually enough to get you back to Keejer for better repairs.

World Summary

Beuregard is a lone planet whose orbit about it's sun, Ureg, is surrounded by Saflat's, a massive and impenetrable asteroid belt. The planet often receives very light rock showers, causing nothing more than a beautiful display of sub-orbital fireworks as the pieces burn in the atmosphere – otherwise, the only danger is to ships, which suffer little else than voluminous dents in their hull.

Soft grasses and small, tough weeds cover most of the ground, with typical temperatures ranging in a comfortable 21-31C (70-88F). Dry, windswept savannahs abound, pockmarked by Stillen's facilities and a rare lake here and there. Most of the facilities are refining plants that take in the shipments of mineral-laden rocks from Saflat's and extract the valuable contents. The unused material is made into various grades of ferrocrete. Also, a small sector of manufacturing structures are filled day and night with droids and beings, machining and assembling batches of parts for shipment to other Stillen plants; these parts are used to construct after-market starship and vehicle pieces, and household appliances.

The starport is little else than a large collection of bays designed to land various sizes of ships, unload them at a breakneck speed, reload them even faster, and send them packing into orbit where they feed a continuous stream of bulk container ships. A few small bays are set aside for contracted or independent merchants local to the sector to deliver foodstuffs for the laborers, and deliver fresh beings when needed.

System Summary

Beuregard is a system nestled within the confines of the nebula clouds Kurlnova Sector has become somewhat famous for. If the system were a tourism concern, this would make those involved very wealthy; as that is not the case, the clouds

serve as a detriment to travel, restricting entry to the area only by way of Keejer (an adjacent system). Scouts have all but given up on trying to find a more direct route to the Liff-Qoapum Trade Run.

Beuregard itself lies about mid-system to it's sun. Further out (but still very close to the lone planet) is an immensely dense asteroid belt that rings the entire system. The belt is home to heavy mining operations, and it's neighbor planet is covered in refining and manufacturing facilities. The entire operation is a somewhat major cornerstone in the lengthy chain of products created by Stillen.

Stillen-Beuregard: Commercial Port

When Kurlnova Sector was just getting on it's feet and Stillen began negotiations to move operations into the area, Beuregard was an almost immediate acquisition. Stillen knew that an asteroid field as dense as Saflat's would harbor at least a handful of valuable minerals, and with a planet so close to the field, it seemed very judicious to assume control of the system. Stillen offered a paltry sum of money (for them) for the rights to the system, and apparently that sum excited the governing clan; a deal was struck inside of days.

Stillen wasted no time. Between the cheap labor flowing into the sector and getting a position in Beuregard for almost nothing, the system was put on a high priority for development. Stillen shipped in a massive construction force and began erecting large facilities. Just as quickly, they hired laborers in droves and set them up on the planet. Local foodstuff manufacturers were contracted to feed them, and as each plant was constructed, work would be begin; sometimes, labor would commence in one side of a building while the other side was being finished.

Meanwhile, in the neighboring asteroid field, Stillen assaulted with equal force. Hundreds of mining ships were brought in, and supervisory stations were constructed immediately. Half of the trillion-credit operation was up and running inside of two weeks, and mined rock was being delivered to the planet days after that.

Eventually, the operations in Saflat's and on the planet developed a harmonious, bustling relationship. Today, miners tear rock from the asteroids using a variety of methods, then fill a small fleet of container ships that rotates constantly between Saflat's and the planet. Once on the planet, pressure-driven underground tubes push the ore to different facilities where they are collected, examined, and refined.

The subsequent materials are then sent in a similar fashion to other facilities where labores use the metals to create machined parts for a large variety of different products. Those parts are then shipped over land back to the starport for loading onto drone ships that subsequently deliver the goods to lumbering container ships in orbit. Once full, these giants move out to Keejer and follow the route back to the Liff-Qoapum Trade Run, where they travel coreward to other Stillen facilities.

As a singular and combined effort, Stillen-Beuregard is stunning in it's efficiency and volume – thousands of tons of rock make their way to the planet surface in the same day, and an almost equal amount of parts get shipped out of the system in the same time.

Though the majority of foodstuffs delivered to the planet are done so by large contracted concerns, free traders are welcome to deliver specialized foodstuffs. Upon entrance to the system, the first obstacle is to get safely through Saflat's. As a natural barrier, the asteroid belt does a great job. Incoming ships are directed to approach the perimeter of the belt by an automated beacon; at that point they encounter the SCA.

Encountering the SCA

When a ship arrives at the perimeter, it is approached and questioned by a patrol ship of the SCA (Stillen Commercial Authority). Typically, pilots are expected to state their business, cargo to be delivered, and transmit their licence and shipping papers. If the SCA has a record of their pending arrival, then boarding does not take place (unless there is a current emergency alert).

If the ship was not expected, the SCA patrol will board and search the vessel, and usually do a much better job of it than Imperial Customs would. It's not unusual that a vessel arrives unexpected, and the boarding is rather routine. A few SCA officers will come aboard, accompanied by three to seven troopers (depending on the size of the ship and crew). Manifests are checked to the ship's cargo, a cursory inspection of basic ship systems will take place, and the registry will be run against the most current BoSS (Bureau of Ships & Services) records.

The SCA takes their system seriously, and is interested in keeping out malcontents. They have the authority to either hold suspects for delivery to the Empire or "dispatch justice" how they see fit, according to their special Imperial charter. As there are only a few ships on patrol in the sector, it is likely that arriving crews will have to pass through Barald Nem, the chief SCA agent on location.

Barald Nem

Type: SCA Agent

DEXTERITY 2D+2

Blaster 4D, Dodge 3D+2

KNOWLEDGE 3D

Intimidation 4D, Planetary Systems 3D+1+2, Bureaucracy 3D+2, Bureaucracy: SCA 5D, Law Enforcement 4D+2, Willpower 5D

MECHANICAL 2D+2

Astrogation 4D, Communications 3D+1, Sensors 3D+2

PERCEPTION 3D

Command 4D+2, Investigation 4D+1, Persuasion 3D+1, Search 5D

STRENGTH 2D+1

TECHNICAL 2D

Computer Programming/Repair 3D, Security 3D

Force Points: 1 **Dark Side Points:** 1 **Character Points:** 10 **Move:** 10

Equipment: Blaster Pistol (4D), Datapad, Comlink, SCA Uniform.

Barald Nem behaves as though he is in charge of one of the most important posts in the galaxy. He is overzealous, far too interested in what he does, and intent on catching people (often at the expense of the innocent). He speaks with a rather phony deep voice and puffs his chest and chin out all the time, trying to impress everybody with his presence - most people just try to suppress a giggle. Nem is above bribes, as he is paid very well by Stillen. It would often take a miracle to encourage Nem to overlook any infraction, regardless of how petty.

Once the inspection of records (and of the ship, if applicable) is completed, the crew is given the signal code for a series of beacons that will guide them through the asteroid belt so they can get to Stillen-Beuregard. The SCA patrol ships monitor the ship's movement through the belt; deviating from that course is considered an act of hostility, and the SCA will fire upon the ship when found. On the other side of the belt, another SCA patrol ship or two can be seen immediately – they will not contact the crew, as they are just there to monitor the arrivals and departures as well as guard the planet.

Setting Down on Stillen-Beuregard

Once in view of the starport, an assortment of landing pads and bays can be seen. They surround a small group of structures which in turn wrap around a large, warehouse-like structure in the center. Upon landing, the crew is permitted to walk to the main starport area in the middle, where a few buildings used to store goods are most prominent. Among them are some smaller structures; one serves as a sort of lounge for crews awaiting loading or unloading, another houses the main SCA offices, and a slightly larger one contains the Stillen offices for Beuregard. Few people can be seen walking about, and the majority of the walking space is taken up by droids. In the lounge, a small (and incompetent) servant droid takes orders for simple drinks and a small selection of light sandwiches.

At the very center of the starport is where the goods and materials from the facilities on the planet arrive. Shipped through conveyor-shafts, they are received and stored for shipment. No beings are allowed within, and only a few can be found. Droids fill standard shipping containers with the items then place them on cargo skiffs, at which point they are taken (again, by a droid pilot) to the appropriate bay for loading to a ship.

In the SCA offices, captains can pay any fines levied against them, settle up any possible disputes, apply for a position within the SCA, or report a security issue – otherwise, anyone entering will be referred to the Stillen offices next door down (and in a rather unfriendly manner). At the Stillen office, though there are several employees within, any person entering is greeted by a droid behind a counter. The droid can help answer questions about the port, help those interested apply for a position with Stillen, or accept payment on docking fees (if there is trouble with the autometer in the docking bay).

Becoming unruly or physical either within the Stillen office or in the common areas of the port will result in several SCA troopers arriving – arrests regularly result from any sort of call. Often, the SCA will hold a person found to be aggressive until that person's supposed target is off-world. Most of the time (due to the very quick turnaround of cargoes and ships), that incarceration lasts only about two to three hours – rarely more.

A Life of Labor

Occasionally, the laborers that work in the manufacturing and processing facilities on Beuregard can be found walking through the starport. Most will be seen walking over to the Stillen office, and sometimes to the SCA office. The first impression one gets from these people is oppression; few people wear their workload like an employee of the Stillen factories. Most are not talkative – they don't mean to be

rude, they are simply just too exhausted to chat with visitors. Despite this, they can be helpful in terms of describing the planet in better terms.

Most of the laborers on Beuregard work for very little. They are not charged for housing, but are paid barely enough for extra items and food. Amenities run at a premium, and captains who regularly make port will have a routine meeting with a worker to sell them alcoholic beverages, holovids, clothing, or other semi-luxury items. They are not illegal to own, but openly frowned upon by management. The starport authorities tolerate such sales as long as they remain in extremely small quantities. Stillen knows how easy it could get to opening up full-fledged shops in the port, full of random and useless items to aid in leisure – and sub-standard work habits.

An actually common occurrence is for laborers to approach members of a ship's crew and offer them money to take them off-planet. This is illegal, and ships found to be smuggling employees out are held for Imperial authorities to deal with (or worse – the SCA). Most of those trying to escape are doing so because they have had their fill of Stillen's labor methods. Others simply want to return to their families, as Stillen has a habit of refusing transportation to employees who have completed their contracts. This forces the employee to work past their contract to earn enough to leave Beuregard; unfortunately, earning that much takes months (according to Stillen's SCA rates), and Stillen will not allow third parties to transport them (claiming the employee is the responsibility of the company, and if anything happened to them, they would be liable). The regular amount that is offered to a ship's captain and crew is about 500 credits – the laborers feel that six months worth of savings is enough to deliver them at least to the Kurlnova System.

The Horns of Feirenar

Among the many varied plants and animals found in Beuregard's rather accommodating climate, one stands out: the Feirenar. This large beast ambles its bulk of several tons across the plains and feeds on the long grasses. Their four legs and feet are small, slender, and seemingly built for speed. Atop their nimble limbs rests an oval mass of body, with a peculiar "twin tail" falling about one meter from behind. Forward, long jaws and a thin, bony face create what looks like a beak for a head. Just before the beak-like snout ends, two very thick and long horns stick out to either side, completely level with the ground.

When encountering trouble, the Feirenar will try to position themselves at a 45 degree angle to their opponent and wait for an attack. Once that attack comes, the creature will swing its head into the opponent, trying to stab them sideways with their horns. The Feirenar can do this rather quickly; this is good, considering that if they attempt to run away at high speed, they more often than not break their legs. The only thing of coordination the Feirenar can do is defend itself at a standstill. If it feels truly threatened, it will cry out a bellowing scream which will produce fellow reinforcements rather quickly (as they often travel in spread-out herds). Dealing with one is somewhat easy, but trying to take out 3 or more of them can prove fatal if not done in a planned manner. If shot at, a Feirenar will begin walking fast away from the attacker, zig-zagging to keep the opponent in sight of their swaying head.

The horns are what makes this beast of any consequence to sentient beings. They are used to make jewelry and decorations for the interiors of homes and starships, as well as ornamentation on weapons and armor. The horns go for about 800 credits

a pair, a rather steep price. Though they can be found on some other planets with similar climate and terrain, they are at their strongest numbers on Beuregard. Stillen outlaws the hunting of them, regardless if for sport or for the harvesting of the horns – either way, visitors are not allowed to stray past the starport, as Stillen maintains tight security for their facilities. People found transporting or in possession of Feirenar horns are fined 10,000 credits by the SCA, and those found hunting them on the ranges of Beuregard are imprisoned for one year as well as fined the previous amount.

Feirenar

Type: Docile Range Beast

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 5D

Special Abilities:

Horns: Feirenars use the two horns on either side of their snout against attackers by swaying their head side to side very quickly, and do STR+1D+2 of damage.

Defense Cry: Feirenars that feel especially threatened or are cornered will let out a terribly loud and rattling cry. Characters within 30 meters of a Feirenar performing this cry must make a Moderate *Perception* roll. Characters who pass the roll are unaffected, but those who fail the roll suffer a -1D penalty on all actions for one round due to being suddenly frightened by the voracity of the cry. Characters may negate this penalty by passing a Moderate *willpower* roll.

Move: 8

Size: 8 meters

The Alliance & Beuregard

For the past several months, the Alliance has been trying to infiltrate the Stillen facilities on Beuregard. They would prefer to get people in the factories, but so far that has been a waiting game – new employees only get security clearance to work out of the starport in the factories after a year of service (far past when the few rebels present have been hired).

Only two Rebels are present at Stillen-Beuregard. One works at a docking bay section supervisor, and the other as a loading supervisor. Their current mission is to monitor the flow of goods and (more important), smuggle goods to Alliance members who land under the guise of transport captains. Often, these captains are the only person aboard a ship that knows the goods being loaded will go to the Alliance – the rest of the crew are simply hired hands from the sector. The goods are loaded, then the ship flies to Keejer where the cargo is “stolen” by other Rebels, then transported to nearby Alliance caches for pickup by local bases. Sometimes, these undercover captains will leave the Beuregard system then allow themselves to get waylaid at a pre-determined location by Clipse’s Cutters (the local Alliance privateers). Occasionally, the two Rebel operatives in the starport will serve as contacts for other Alliance members on missions.

Kelli Pinz

Type: Rebel Operative

DEXTERITY 2D+1

Blaster 3D+2, Dodge 3D

KNOWLEDGE 2D+2

Bureaucracy 3D, Bureaucracy: Stillen-Beuregard 3D+1

MECHANICAL 2D+2

Repulsorlift Operation 3D

PERCEPTION 3D

Bargain 3D+1, Con 4D, Investigation 3D+2, Search 3D+1, Sneak 3D+1

STRENGTH 2D+2

TECHNICAL 2D+1

Computer Programming/Repair 3D, Droid Programming 3D, Security 3D
Force Points: 2 Dark Side Points: 0 Character Points: 12 Move: 10
Equipment: Hold-Out Blaster (3D), Comlink, Datapad, 100 credits.

Tobi Pinz

Type: Rebel Operative

DEXTERITY 3D

Blaster 4D, Brawling Parry 3+1D, Dodge 3D+1, Melee Combat 3D+2, Melee Parry 3D+2

KNOWLEDGE 2D

MECHANICAL 2D+2

Ground Vehicle Operation 4D, Hover Vehicle Operation 4D+1, Repulsorlift Operation 5D, Space Transports 3D

PERCEPTION 2D+2

Gambling 3D+1, Hide 4D, Search 3D+1, Sneak 3D+1

STRENGTH 2D+2

Brawling 3D+2

TECHNICAL 2D+1

Repulsorlift Repair 3D, Security 3D

Force Points: 2 Dark Side Points: 0 Character Points: 10 Move: 10

Equipment: Hold-Out Blaster (3D), Comlink, Datapad.

Kelli and Tobi Pinz are brother and sister – Kelli being the younger. Despite her being a few years younger than Tobi’s already youthful age of 24, she is the more responsible of the two. Tobi’s natural talent includes vehicles, and he is used to a life of labor, having helped his family earn money by working cargo bays on their homeworld in the distant Mid-Rim. Kelli used to work as a secretary, and after a very fact-filled briefing on Stillen, considered herself to have quite a handle on their mission. The Alliance assigned them to work together since they seemed to be a natural team. Unlike most brother/sister pairs, they almost never disagree, and usually will clamber over anything to help anyone. On Beuregard, their main mission is to keep an eye on what goods are going where and in what quantities, but they also serve as a field contact for agents that need to re-coordinate or re-group. Kelli and Tobi will not hesitate to lend a hand even to the most scrubby cargo captain (a trait that always worried their parents). Tobi works with numerous droids and some other people as a supervisor for the day-to-day loading operations within a section of bays. Kelli often coordinates with Tobi, as her position entails managing several bay sections (including the section her brother works in).

Supply/Demand For Beuregard

	Low Tech	Mid Tech	High Tech	Metals	Minerals	Luxuries	Foodstuffs	Medicine
Supply	--	--	--	--	--	--	--	--
Demand	--	--	--	--	--	M/110%	H/1890	--

Keejer

Type: Humid Jungle
 Temperature: Temperate
 Atmosphere: Type I
 Hydrosphere: Moist
 Gravity: Standard
 Terrain: Jungle
 Length of Day: 29 hours

Length of Year: 328 local days
Sapient Species: Varied
Starport: Standard
Population: 2.5 million (75% is transient population)
Planet Function: Commercial & Military Center
Government: Sector-Wide Dictatorship
Tech Level: Space
Major Exports: Inpin (medicine), Foodstuffs
Major Imports: Medium & High Tech, Luxuries
System: Keejer
Star: Rube

<i>Name</i>	<i>Planet Type</i>	<i>Moons</i>
Keejer	Humid Jungle	1
Mekuge	Gas Giant	3
K-34	Barren Planetoid	0

Port Summary

System: Keejer
Starport Name: Polorem Starport
Starport Type: Standard
Traffic: Busy
Control: Controller
Landing: Directional Beacon, Tractor Beam
Docking Areas: Docking Bays, Landing Pads
Docking Fee: 25
Customs: Local
Services: All
Capsule: Keejer being the headquarters for the PLG, Polorem Starport is a very busy place. Goods and services flow to and from half the sector, and use Keejer as a conduit to the Liff-Qoapum Trade Run. All services are available, as well as excellent repair facilities. Some orbital docks supplement the ground-bound starport, but only provide service to super-container ships, military vessels, and any ship in immediate distress.

World Summary

Keejer is a hot and humid planet covered in mostly shallow wetlands, sparse coastal areas and almost inavigable jungles. There are industrial centers spread about the planet, but the primary location of interest is Polorem, the major city and only starport, which rests on a large plateau cleared of vegetation. The starport is where about 80% of the world population lives, the rest distributed about among the different processing and manufacturing facilities.

Besides a handful of large lakes and countless rivers running over the surface, the vast majority of Keejer's moisture is locked in the jungle and air – the humidity is almost always oppressive, and cause enough to keep all but the foolhardy from venturing outside the relative comfort of the starport. Even within Polorem, the humidity forces those who work outside for long periods of time to wear headfreshers, a local invention combining a breath mask with a small, personal air conditioner.

Fahst's ground forces are temporarily stationed here, but expect to be moved onto Kurlnova itself at some point in the near future – Keejer's climate holds little mercy for equipment and morale.

System Summary

The Keejer system contains three main bodies: the planet Keejer, the gas giant Mekuge, and the planetoid K-34. All revolve around Rube, a large, orange sun.

Keejer is unremarkable, past a breathable atmosphere and an unforgivable jungle. Keejer lies about midway between the system's edge and the sun. Mekuge sits farther out from the sun, and is many tens the mass of Keejer. With three unnamed moons, and a variety of sensor shadows to take advantage of, Mekuge is where Vedious Fahst would care to keep and train his new naval forces. He believes this is the best place to conceal them while they perform shakedowns, hide their true numbers from any attackers, and still be within reasonable reach of the capital sector.

The planetoid K-34 is barren, cold and rather small. K-34 revolves around it's sun on the outer edge of the system. It is dark, iced over in most parts, and word has it that K-34 is soon to take leave of the system due to a terribly weak gravitational influence on behalf of Rube. Most agree that this would be no loss, as it seems to be hive of pirate activity and otherwise entirely useless.

Hustle and Bustle

Keejer is the gate through which goods coming from over half the industry in the sector pass, as well as the main location of Kurlnova sector's labor force. Traffic is always high, with ships of all sizes flowing in and out at all hours. The entire population is either laborers at work in industry on the planet, laborers awaiting jobs, or laborers working in the support sector for the starport. A small number of locals are involved in the protection and policing of the city and starport, however not a great deal of attention is paid to that. The primary concern of almost everybody there is ensuring that workers find work, and the cargo finds the right ship. Past that, anyone is free to go about their business.

With the majority of people being laborers, it quickly became the central point for a labor movement concerning those in the sector and their employers. The Kurlnova Laborers Guild arose from this, and now uses Keejer as it's sector seat. Most bureaucrats think the better location would be in the captial system of Kurlnova, but the KLG contends that the closer they are to employees and employers, the better; most can't argue, as the KLG does a stellar job at representing the laborers of Kurlnova Sector. For more on the KLG and it's leader, Madox Harkey, see the Kurlnova Character's Guide.

Working below their leader, Madox Harkey, and directly in touch with the companies and workforce are Harkey's two trusted lieutenants: Beneth Wilker and Hocko Li'Nedje. Wilker and Li'Nedje work closely with Harkey to decide on policies to be brought for a vote, work out trade disputes, and negotiate everything from mass hirings to settlements for an individual worker's injuries. The three are considered heroes among the KLG members, and are known sector-wide as firm and loyal beings. As well as handling these duties, Wilker and Li'Nedje have particular functions they specialize in for the KLG.

Wilker oversees the transport labor force. This segment of the working population needs special and constant attention. Most transport companies are willing to force their employees to assume shifts on-board cargo ships that can last for eight months or more – far beyond what is acceptable to stay balanced and productive. Wilker, coming from a background of shipping and transit himself, understands the specific needs of this labor segment, and attends to them tirelessly. Wilker, like other administrators in the KLG, is a very “hands-on” type; he can be found talking to crewmen in any of the starport lounges in the evening, eager to hear from them about their experiences and opinions on the state of employment in Kurlnova. The cargo crews trust Wilker often as much as they trust their own captains (most captains being labor force too, not “company men”), and the captains themselves always turn to Wilker when they have lost control of their ability to provide for the crewmen. All in all, Wilker wields power and uses it for the common man.

Li’Nedje, a Nalroni with an impressive background in business and negotiation, represents the ground labor force. This portion of Kurlnova Sector’s workers are the majority of the KLG members, and require constant attention. The companies in the sector came to take advantage of cheap labor, abundant raw materials, plentiful space, and a total lack of interest for the welfare of the working being on the part of the Kurlnova ruling class. In other words, from all the mining, manufacturing, and processing centers in the sector, the KLG (and in particular, Li’Nedje) have their hands full. Li’Nedje works very hard to ensure that every laborer is represented with strength, and considers no being lesser or greater an employee than the next. Li’Nedje stresses to the companies that their profits are directly linked to the quality of workforce they employ, which in turn is directly linked to how that workforce is treated. Though there are more obstacles and setbacks than most would be willing to handle, Li’Nedje works every day (and often through many nights) to overcome those hurdles and attain any variety of victory for those he represents – no matter how small.

Beneth Wilker

Type: Labor Guild Administrator

DEXTERITY 2D+2

Blaster 4D, Brawling Parry 3D, Dodge 3D+1

KNOWLEDGE 2D+2

Intimidation 4D+1, Alien Species 3D, Bureaucracy 4D, Bureaucracy: KLG 6D+2, Business 3D+1, Business: Shipping & Transit 6D, Planetary Systems 3D+1, Streetwise 4D, Value 5D, Willpower 5D

MECHANICAL 2D

Capital Ship Piloting 3D+1, Communications 3D, Repulsorlift Operation 3D+1, Sensors 3D, Space Transports 4D+2

PERCEPTION 3D

Bargain 5D, Command 4D, Con 4D, Gambling 3D+2, Investigation 4D+1, Persuasion 5D+1

STRENGTH 3D

Brawling 4D, Lifting 3D+2, Stamina 4D

TECHNICAL 2D

Computer Programming/Repair 2D+2, Space Transports Repair 3D

Force Points: 3 **Dark Side Points:** 0 **Character Points:** 15 **Move:** 10

Equipment: Hold-Out Blaster (3D+1), Comlink, Datapad, 100 credits.

Wilker came to Kurlnova aboard a shipping vessel he commanded, and when the ship made port on Keejer, he stayed and left the ship to the company he worked for. Soon, he heard about a new labor guild starting up in Kurlnova Sector, and was interested because he saw nothing but employee abuse by all the companies in the area. Meeting up with Madox Harkey in the early stages of the KLG’s formation got him in at a good level. This pleased Wilker, because he could do more good for his

fellow workers at the top. Intent on helping anyone, and almost hungry for other's problems, Wilker is a good listener and doesn't sit on what he hears. He moves deftly through meetings and negotiations with any company, large or small, and they have come to take him seriously. Wilker fights for the rights of the workers he represents, and has a keen understanding of what it's like to work for a shipping company after 20 years in the business.

Wilker's 40+ year-old frame is heavy with muscle and very much in shape. Most say he keeps a good form because of all the running around he does on behalf of the laborers; more often than not, Wilker can be seen charging down a street or hallway, almost leaning toward his target (usually a meeting). His short, brown hair and earth-tone clothing are always disheveled – everyone agrees he looks like he wrestles for contracts instead of talking them out. He is often seen with a fine grin awash with wrinkles induced by years of sincerity, concern, and hard work, and an almost permanent tan (from years of exposure to spaceflight). Wilker is charming and tells a good story when he isn't listening to a newly-unemployed worker spin a yarn of woe or comforting the wife of a recent company victim. Everyone appreciates Wilker, and at this point in his career, everyone tries to buy him dinner (or provide it "on the house" if they own the place). Wilker never will accept, and always says, "Keep it for when you need it. Thanks." In short, Wilker is the working being's hero personified, and he is perhaps one of the safest men in Kurlnova Sector – seeing as he has several million good friends.

Hocko Li'Nedje

Type: Labor Guild Administrator

DEXTERITY 2D+1

Blaster 3D+2, Dodge 3D+1

KNOWLEDGE 3D+1

Intimidation 4D, Alien Species 5D, Bureaucracy 5D+1, Bureaucracy: KLG 7D, Business 5D, Business: Labor Administration 6D, Cultures 5D, Languages 5D, Planetary Systems 5D, Value 6D, Willpower 5D

MECHANICAL 2D+2

Repulsorlift Operation 3D+1, Space Transports 3D+2

PERCEPTION 3D+1

Bargain 6D+1, Command 4D, Con 4D, Hide 4D, Investigation 4D, Persuasion 6D+1, Persuasion: Debate 7D+1, Search 4D+1, Sneak 3D+2

STRENGTH 2D+2

TECHNICAL 2D+2

Computer Programming/Repair 3D

Force Points: 2 **Dark Side Points:** 0 **Character Points:** 14 **Move:** 10

Equipment: Hold-Out Blaster (3D), Mini-Dagger (STR+2), Datapad, Comlink, 150 credits.

Hocko Li'Nedje is a Nalroni from Celanon, a beautiful world rich in trade, agriculture, and culture. Only at the age of 30 (and a slightly diminutive 1.5 meters high), Li'Nedje has garnered far more experience in business, trade, and the art of negotiation than most do all their life. A good deal of this is directly attributable to the fact that many Nalroni are highly skilled negotiators and traders – their merchant guilds are extremely successful. However, Li'Nedje developed a keen knack for negotiating the rights of laborers early on in his career.

At a young age, Li'Nedje completed his requisite period of working in low-level jobs within a trade guild on his homeworld. His uncle, now lost to excessive wealth and the confusions of a sprawling enterprise, taught him a great deal through advice and simply working alongside him. Within Li'Nedje evolved a distinct disliking for how he saw most of the laborers treated. Over late evening drinks, he and his uncle would debate forever on the aspects of labor, the rights of the lay workbeing, and the intrinsic value of that being. Through those discussions, Li'Nedje discovered gaps in

the thinking of most managers – his uncle pointed out that though the workers produce the goods and services, the profits of a company were tied to management and their decisions; he also told Li’Nedje not to bother trying to change this age-old rule of business, because that’s how everything was operated on Celanon. Well, Li’Nedje bothered.

Eventually, he left his homeworld, interested to see what the galaxy held for everyone. Also, it helped a little bit that he was becoming somewhat disenchanted by the practices of his homeworld’s trade guilds. Skipping from job to job and planet to planet, Li’Nedje worked among other guilds and trade unions, acting as a representative for laborers and low-level management. Always searching forward for a new dilemma-ridden group to help, Li’Nedje quickly solidified his skills and left behind him a path of success stories. He ran out of money in Kurlnova Sector, and sought work with any company that would have him – he preferred being caught for a while in a distant sector to calling on his uncle for help. He knew all he would hear from him was, “Come home. You will learn nothing off-world.” Li’Nedje pressed on.

The KLG hired him as a negotiator, and after checking his references carefully, promoted him very fast. His prowess in representing laborers (particularly miners and manufacturing line operators) glistened with success and attracted the attention of the KLG members. In short order (and due to a lack of supply in those as skilled as Li’Nedje), Li’Nedje was voted in as directly subordinate to Madox Harkey. Harkey, Wilker, and Li’Nedje sat about (early on in the KLG’s representation of the sector workforce) and hammered out policies and goals that would solidify the common being’s plight in the sector as well as cement a fantastic working relationship among the triad.

Now, Li’Nedje (preferring a workman’s overvest and utility pants to his homeworld’s standard rich clothing) flies from one meeting to the next, fighting deftly for his charges. Though constantly busy, Li’Nedje enjoys speaking with anyone who has something to say, and has taken to accompanying Wilker on his “evening lounge jaunts.” The two work side-by-side, ensuring the welfare of the common citizen, who without them, would be weak against the companies. Li’Nedje & Wilker have achieved a somewhat legendary status among the workers, who often yell at their supervisor, “Don’t make me pull a Li’Nedje on you!” or, “I don’t suppose you’d say that to me if I were Wilker, would you?”

For more information on the Nalroni, refer to Alien Encounters, p. 100.

Polorem Starport

Polorem is not for the slight of heart. Every droid and most any being imaginable can be found milling through the public fairways, and it is readily apparent to anyone that this entire city and port is about work. Through all hours of the day and night, bright lights adorn the faces of all structures, mostly proclaiming hiring, re-location, and benefits services to laborers. The majority of merchants deal in cheap eateries and overnight domiciles for rent (usually just slightly larger than the being that acquires one). A distinct lack of space is the watchword for Polorem, with small and medium shipping containers lining the streets (involved in loading/unloading procedures). The pace is brisk and the air is filled with the almost violent shouts of bartering, complaints, work supervision, and gruff greetings. The best way to find some solace is to wedge oneself between two others in any of the many workbars and try to focus on a steaming mug of caf – any search for a quiet room, a relaxing

park, or just plain silence is entirely futile. Many crewmembers will attest to hearing the din while within the normally noise-forbidding confines of a docked ship.

In general, no person in Polorem has business other than getting a job, going to a job, coming from a job, or working within the port itself. The KLG has offices spread about the port to handle the flow of members (or sign up new ones) – all coordinate through a master computer network. The offices are mostly the same small, loud affairs with bright lighting and lines streaming out to the fairways and flankwalks.

The fairways themselves are the most apparent indication that this is a work town. A lane down the center outlined in bright pink lights indicates the express cargo lane, where cargo skiffs hurtle their inventories to the correct docking bay or warehouse. On either side are the lanes for general vehicle traffic; however, most vehicles have to lay on their horn to get through the roiling morass of droids and beings seeming to wander with no destination. Floating traffic droids halt the center express traffic on and off to allow regular vehicles to cross over the express lane. Most of the vehicles are hovercabs (marked with black and off-white), whisking workers around Polorem. The hovercabs are a free, pre-paid service operated and maintained by the KLG as part one of the benefits of members (although any being can use the hovercabs – making a distinction between whether or not someone is a member or not is moot due to the nature of the population).

The Spoiled Spade

One of the more popular eateries in Polorem Starport is The Spoiled Spade, which caters mostly to the mining population. The establishment is an old mining barge landed and converted inside to accommodate tables and customers. Entering The Spoiled Spade is an assault on the senses, as the noise and smell of old grease and alcohol was over new entries. Droid service is quick but wordless, rather rudely unwilling to even confirm a complicated order (one just has to hope). The Spoiled Spade offers light fare and many beverages, and at amazingly reasonable prices. One look around speaks to why: it looks like they opened far before they were ready. Wires hang limp from the ceiling with an occasional light dangling from an end, deck plates are crooked from the rather harsh landing it took to get the barge groundward, portions of walls are cut (supposedly to allow people to pass through in to other lounge areas) with exposed weld-edges threatening to tear a limb off should someone be unattentive enough to scrape the side, and the tables and seating often amount to little more than a cut-down crate and some light ammunition boxes. Though the place is geared mostly to the mining crowd, it is filled with laborers of every kind seeking conversation, a simply drink, a barely digestible sandwich, or just plain commraderie – The Spoiled Spade is used as a typical meeting place for old co-workers converging at Polorem Starport at the same time.

The owner and manager is constantly absent, and anyone who asks a droid to see him will receive a roundabout reply followed by a breeze as the droid departs to take or fill another order. Deliveries take place at the front door and are received by any one of the droids. The kitchen is filled with droids, preparing food and drinks and cleaning constantly. Not a living being tied to the establishment is ever seen. Even the Polorem Health & Services inspector is received by a droid. Most think the owner is away on business all the time. The droids support this myth – they often give a different location as to where he is at any particular time and say things like “You just missed him,” “I gave him your message, and he said...”, or “He was supposed to be here this morning.” The fact is, he’s dead.

The owner, listed to anyone who is interested as Harvn Kinks, was the person who started the venture. He purchased the barge as salvage, situated it in the port, bought the droids and some starting supplies, and obtained the proper permits. On opening night, he celebrated a little too enthusiastically, and bumbling his way home, got obliterated by a cargo skiff in the express lane. If it weren't for the internal comlinks he installed in the droids before opening, the whole charade wouldn't have lasted past that night. However, through piecing things together, some intuitive decisions and research, and an abundance of electronic spunk, the droids decided to carry on in his absence.

They perpetuate the myth that he is alive and running about the sector to retain their jobs – they agree that serving miners beats the pudu out of working at a mine itself, a more likely fate if anyone realized the owner was dead. So rather than fess up, the droids see no harm in carrying on. They deposit the nightly revenues in his bank (to which some of them have access), order more supplies when needed, and provide an electronic signature card he left in the kitchen on that fateful first night to inspectors who need him to sign off on inspections.

When a droid breaks down, another takes it to the shop and declares, "The owner would like him fixed." When a delivery arrives, the receiving droid says, "Thank you." When a bouncer needs to be hired, a droid puts in a job request at a hiring center next door and says, "The owner needs a bouncer." When an important decision is needed, they all confer over their private internal comlink system (much like a hive mind). Nobody knows the better.

The droids aren't enterprising enough to expand, repair, or decorate the structure and are not aware that they should do anything with the profits – in the eight years that The Spoiled Spade has functioned, Kinks' old bank account sports a 6 million credit balance.

Industry on Keejer

A decent number of companies have made Keejer a point of operations. The jungle provides several massive sources for material and other goods, and the ready labor force at the main city combines to make the planet an easy choice for business. Most operations involve harvesting in the jungle, however the indigenous plantlife seems to grow back as fast as it is cut (some swear the jungle will grow faster than anything is harvested).

Chiewab Nutrition, a subsidiary of Chiewab Amalgamated Pharmaceuticals Company, is the largest company operation on Keejer. Located many kilometers from the city and buried among the heavy jungle terrain is a plant that uses extracts from the roots of indigenous plants to create a medicine they patented called Inpin. Very popular with naturalists, Inpin is sold in small bottles and a dose of a few drops in a beverage will help most recover very fast from respiratory ailments. Roughly 40,000 beings work the processing, and even more droids harvest the roots outside.

Arcon Multinode Agricornp, a food processing company, holds several thousand square kilometers of jungle and harvests certain mosses and tree bark for use as spices, garnishes and other condiment-related uses in pre-packaged meals the company sells galaxy wide. Arcon employs about 13,000 beings and twice that number in droids in their operation on Keejer, and is considered one of the better employers to

work for on the planet. A great deal of their mealpaks are sold and shipped to Beuregard – they have a foodservice contract with Stillen.

Stillen operates a harvesting operation that produces hundreds of tons of a certain type of leaf as raw material under contract for sale and shipment to an *Ayelixe/Kronbing Textiles* facility in an adjacent sector. The A/KT plant uses the leaves to create fibers for use in clothing and decorations. Stillen employs over 10,000 droids and about 8,000 beings in this operation, and has the biggest hiring turnaround than any other company on Keejer.

Morgath Industries, a food processing and genetic food additive concern, conducts one of the largest operations, spanning hundreds of kilometers worth of jungle. They produce several simple food preservative compounds from the abundant raw resources of Keejer's plantlife. Over 30,000 beings and 15,000 droids work with Morgath, and the company is considered to be well-paying yet somewhat underhanded to work for.

Stillen is an original creation by the author; All other companies (names only) taken from "Han Solo and the Corporate Sector Sourcebook," West End Games.

A World of Life: Plantlife & Creatures

The nature of any jungle is tough, unmerciful, and just plain difficult – the jungle of Keejer is no exception. Branches crisscross to such a degree that it's impossible to tell where one tree's span and the next starts. The canopy raises to a height of about 30 meters, with varying denizens occupying different levels of the plantlife. Through day and night, the jungle is almost as loud as Polorem Starport at times, little creatures chittering and clicking in competition with the heavy beasts of the ground and the branch-sweeping breezes of the top. At the bottom level, the light is disjointed and sparse, offering a mysterious and eerie feel to the land. Further up, the air becomes less laden with settled dust and spores and the light is more plentiful. The following is a description of the various levels of the jungle, along with a particular creature inhabiting that particular area.

Ground Level (0-8 meters) The Ground Level is home to the larger beasts. The tree bases are spread an average of about three meters apart, but are themselves several meters in diameter. Though a jungle sporting such a canopy usually has trees wider at the base than that, much of the stress of such a height is supported by the network of branches above – each tree acts as a crutch for it's neighbors and vice versa. The floor is covered in soft, wide plants with large leaves yearning for more light, and below is a soft bed of mosses and detritus left from dying plantlife and the occasional unlucky creature.

The most prominent creature that inhabits the bottom is the Pundart. A quiet herbivore, these giants are very long (10-15+ meters) and thin to accommodate snaking about through the dense environment. Standing at a height of 5 meters, Pundarts have long necks that weave through the trees and wrap around and down to reach their primary source of nutrition on the ground. Sometimes they will reach their heads high and munch on a clutch of moss on the side of a tree. With rough, brown and dark green skin and nimble legs that end in massive hooves, the Pundart will wander through the jungle in search of fertile grounds to graze. Travelling in herds of 10-40, they are rarely seen alone. When threatened (which is terribly rare)

or spooked by a noise (which happens seemingly every hour or so), they will flee. If challenged and cornered, they will charge on their opponent, most of whom are foolish hunters or wanderers in the wild. A herd of charging Pundarts is a sight to behold and feels like lightning striking one's head. A being hit by a charging Pundart stands absolutely no chance – if not dead on impact, the trampling usually punches one's body deep into the jungle floor.

Pundart

Type: Cautious Grazer

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 6D

Special Abilities:

Hooves: Pundarts have massive, unforgiving hooves they use to trample opponents (or any being in their way when scared), and do STR+3D of damage per strike.

Charge: Pundarts will charge either if they are scared (often for no reason at all) or if they are cornered and challenged. These charges can be heard and felt up to 100 meters away. Characters within 15 meters of a herd of Pundarts charging *directly* toward them must make a Moderate *Perception* roll. Characters who pass the roll are unaffected, but those who fail the roll freeze for one round due to paralyzed by fear. Characters may negate this penalty by passing a Moderate *willpower* roll. Characters struck by a charging Pundart are likely to be killed, if not maimed horrifically.

Move: 5 (15 when charging)

Size: 10-15+ meters

Mid-Level (9-15 meters) Mid-Level is the next level above the ground area, and home to many small creatures. Most are herbivores and consume the leaves of the trees and accompanying planlife. They make their homes in nests either in a dense crossing of branches or in the trunk of a tree.

One such animal is the Yudikie, a ball of rich, brown fur with three thick fingers on each of four hands, almost no arms or legs to speak of, and a comical grin on a flat face with three large, black eyes. The Yudikie chatters constantly with it's food, seeming to visit with a leaf before eating it. They are the main scourge of harvest employees who work in the jungles for the various companies. They aren't threatening by any means, they just don't shut up. They "speak" with a somewhat high pitch, and vary their tone very often and in a complicated manner, which creates the illusion that they are actually saying something intelligent. It's been pretty much proven that they are equal in smarts to their food – they have a nasty habit of falling onto lower branches and screaming with fright when asleep. Their main mode of movement is to wrap up and roll about on the network of branches. Their only use to sentient beings is to take one from the jungle and place it in a friend's bunk or locker as a practical joke – otherwise, they are possibly the most useless creature in the galaxy.

Yudikie

Type: Obnoxious Herbivore

DEXTERITY 1D

PERCEPTION 1D

STRENGTH 1D

Special Abilities: None

Move: 10 (rolling), 2 (crawling)

Size: .35 meters in diameter

Upper Level (16-24 meters) The Upper Level is home to creatures that thrive on the light and the plantlife. These creatures are usually much more aggressive and about half are omnivores and carnivores. They move with much more speed than most typical creatures as they take advantage of nothing to move about on but

branches. The light is a slight bit better at this level, and plants at this height tend to have smaller but many more leaves.

A creature of note at this level is the Queber, a gangly thing with six very long limbs that end at two-fingered hands. It's head is on a slinky neck and looks like a human with no jaw and rough skin. It's eyebrows are massive and almost cover their beady eyes – when surprised or intent on looking at something interesting, their eyebrows will retract and their eyes will open wide enough to overtake their face. Those who see a Queber are usually being stared at by one, and it's very funny sight. Queber's enjoy prancing through the tree limbs at astonishing speeds and feed on plants, insects, and some smaller creatures. They will attack a creature if hungry enough, and do so by knocking down through the many branches. Eventually, the victim will hit enough limbs to be knocked out or killed. A technique Quebers use to hide while waiting for prey or sleeping is to wrap it's arms around and around a branch and hug it completely, making themselves resemble a creeping vine. Queber's usually won't attack creatures equal to themselves in size, and will flee across the network of vines and branches rather than defend itself.

Queber

Type: Hanging Omnivore

DEXTERITY 4D

PERCEPTION 2D

STRENGTH 1D

Special Abilities:

Tackle: Quebers trying to subdue an attacker or food will swing rapidly into their target in an attempt to unbalance them. Characters trying to thwart such attempts must pass a Difficult Dexterity check. Failing this check sends them plummeting for a meter or two and causes 2D-4D of damage from striking branches.

Move: 12 (through Upper Level branch network only)

Size: 1.3 meters (3 meters at full arm span)

Top Level (25-30 meters) The Top Level is an intimidating place to be. It is home to many birds who fly among the top of the trees and over the jungle canopy, as well as many large insects and some small animals. The weather is usually rather breezy and beautiful (even when raining). Plumes of mist rise out from gaps in the canopy as moisture escapes or settles along the treetops. Branches at this height become smaller and weaker, making it difficult for even a small human to climb about without swaying around a great deal.

The undisputed king of Keejer's jungle resides at the top, called the Leafwring. This creature seems to possess some photosynthetic abilities. It lies in the sun and collects it's rays, then stores it's energy for use while hunting at night. Slender and strong, the Leafwring is looks like a hook – it sits upon a branch, in a perpetual bowing position. It's thin body is shaped much like a wide snake, with two long arms and powerful legs at it's base. The arms end in fierce claws and the legs end similarly, though the arms are it's primary source of movement and attack. The head ends in a long, slender snout filled with teeth. Overall, the Leafwring's color is emerald green, with streaks of dusty orange and red about it's face, neck, and hands. The Leafwring will sit in the dark at night, hiding in the shadows and awaiting prey, upon which it uncoils and snaps upon it's target with incredible speed and violence. Disengaging from a Leafwring is almost impossible, and the best chance is to avoid it. Leafwring travel throughout all levels of the jungle and have been known to even bring down an unsuspecting Pundart. On attack, it produces a cross between a blood-curdling scream and an evil grumble.

Leafwring**Type:** Docile Range Beast**DEXTERITY 3D+2****PERCEPTION 4D**

Hide 5D

STRENGTH 4D+2

Brawling Attack 6D

Special Abilities:*Claws:* Leafwring's have terrifying arched claws they embed in their targets to hold onto them, and do STR+2D of damage.*Bite:* The Leafwring's teeth do STR+1D+2 of damage.**Move:** 12**Size:** 1.7 meters (bowing), 2.1 meters (uncoiled)**The Alliance on Keejer**

The Alliance has infiltrated Keejer with varying degrees of success. As far as the companies on-planet go, they have positioned several employees and droids. However, not a great deal is expected to be learned from that are. In Polorem Starport, it has proven all too easy to insert Rebel operatives. The nature of the starport lends itself to anyone easily becoming another face in the crowd, and there is rather lax security there. The primary contact for Rebels passing through Keejer is Meney Hopion, a clerk in one of the KLG offices at the port. The Alliance uses her to feed info to Harkey (the leader of the KLG) and to monitor activities between the companies and the laborers, and watch for Imperial movements. Also, Hopion is used to rendezvous with incoming agents who need to coordinate or require emergency assistance.

Meney Hopion**Type:** Rebel Operative**DEXTERITY 2D+2**

Blaster 4D, Brawling Parry 3D+2, Dodge 3D+1, Grenade 3D

KNOWLEDGE 2D+2

Bureaucracy 4D, Business 3D+1, Streetwise 4D, Willpower 3D

MECHANICAL 2D

Repulsorlift Operation 2D+2

PERCEPTION 3D

Bargain 4D, Con 4D, Forgery 4D+1, Hide 4D, Investigation 3D+2, Search 4D+1, Sneak 4D+1

STRENGTH 2D+2

Brawling 3D+2

TECHNICAL 2D+2

Computer Programming/Repair 4D, Droid Programming 3D, Security 3D+2

Force Points: 2 **Dark Side Points:** 0 **Character Points:** 16 **Move:** 10**Equipment:** Blaster Pistol (4D), Comlink, Datapad, 100 credits.

Meney Hopion is young and ambitious – ambitious for the freedom of the galaxy. She is talented in bookkeeping, accounting, and record maintenance, a perfect choice on the Alliance's behalf for placement in the KLG offices. Hopion conducts herself with professionalism and carries herself with a pleasant attitude. Willing to help her coworkers and almost anxious to aid every KLG member that enters her office has won her several pay increases and commendations from her superiors in the guild, but she does so to serve as a distraction to anybody – Hopion figures that if she makes everyone think she's too busy to do anything else than her job, she will never be a suspect. So far, she's right. An attractive brunette with docile eyes and a relaxed expression on her face, Hopion is a favorite with the single men (about 99% the population of Keejer) and is always having to brush off offers for dates and flirtatious comments from the steady stream of members. With a strong office background and some reasonable combat training from the Alliance, she is a highly

functional operative, able to deliver data over coded transmissions to allied ships in the port by day and small sabotage efforts under the cover of night.

The Empire on Keejer

Though the Empire hardly had a foothold in Kurlnova Sector, especially following Rannus' prompt retreat from the area, a small Imperial cell functions on Keejer. Made up of one man and a droid, the cell provides key information to Warlord Rannus' incoming fleet. The man, Zervis Darl, works within the KLG offices (though not with Hopion, the main Alliance contact). As a clerk of reasonable stature, Darl is privvy to great amounts of tactical information, comprised of Fahst's military movements, commercial shipments, shifts in labor, and many other facets of Kurlnova's inner workings. Every night, Darl compiles the information he gleans daily from popular rumors to KLG documents and feeds it to a cargo droid he placed within the port. This droid, which does nothing but travel up to orbit and back over and over to aid in loading and unloading, feeds the data into an Imperial ship (disguised as a freetrader) that passes through every half-day. The ship acquires that data and passes it to Warlord Rannus' fleet. Rannus is gathering his information carefully, waiting for the prime opportunity to drop in on Fahst and the rest of the sector, and is studying different options methodically. Darl has proved very useful to Rannus, who has promised the spy great wealth once the sector is taken. Darl doesn't believe Rannus, but is doing it anyway because he knows that when Rannus enters the sector, there will be plenty of personal opportunities to take advantage of during the initial chaos.

Zervis Darl

Type: Imperial Operative

DEXTERITY 2D+1

Blaster 4D, Brawling Parry 3D, Dodge 3D+1, Melee Combat 4D, Melee Parry 3D+1

KNOWLEDGE 2D+2

Bureaucracy 4D+1, Business 3D, Languages 3D, Streetwise 4D, Value 3D, Willpower 3D+2

MECHANICAL 2D

Repulsorlift Operation 3D+1

PERCEPTION 3D

Bargain 4D, Con 5D, Forgery 4D, Hide 5D, Investigation 3D+2, Search 6D, Sneak 5D

STRENGTH 2D+2

Brawling 3D

TECHNICAL 2D+2

Computer Programming/Repair 4D, Demolitions 4D, Droid Programming 3D+2, Droid Repair 3D+2, Security 3D+2

Force Points: 1

Dark Side Points: 2 **Character Points:** 13 **Move:** 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Comlink, Datapad, 200 credits.

Zervis Darl can't help but look like somebody to trust. His warm features and welcoming expressions and speech belie his sense of greed and his usually dark intentions. He considers non-humans to be idiots, and humans unsupportive of the Empire as useless and undeveloped. He has a taste for the finer things in life, and enjoys subtle, classy jewelry. He dresses and maintains himself like an engine – sparse and only the necessities. Often, Darl acts like he is preparing for a major athletic event; his coworkers consider him to be a little too intense and far too intent on excelling at his job – this is his method of distracting them from the truth. At night, he can't help but grin when he feeds his daily dose of intelligenece reports into his droid for delivery to Rannus, as he can't wait until the attack. The way he figures, when Rannus, the Alliance, and Fahst finally tangle in open combat, he will make off with the booty. There's plenty to be had just in the KLG offices, enough to set Darl up on a small moon. For now, he bides his time, just in case a better

opportunity arises before the storm, but when that storm hits, he's going to disappear, and laugh while doing it...hopefully.

Supply/Demand For Keejer

	Low Tech	Mid Tech	High Tech	Metals	Minerals	Luxuries	Foodstuffs	Medicine
Supply	L/3465	L/5670	L/6300	VL/2640	VL/1650	VL/110%	H/1710	M/4200
Demand	M/3300	H/5670	M/6000	L/2280	VL/1350	L/95%	VL/1620	L/3990

DuWeine

Type: Crater Fields (Orbital Facility)
Temperature: Searing
Atmosphere: Type III
Hydrosphere: None
Gravity: Heavy
Terrain: Craters
Length of Day: 44 hours
Length of Year: 180 days
Sapient Species: Varied
Starport: DuWeine Market Hub
Population: 135
Planet Function: Supply & Distribution
Government: Sector-Wide Dictatorship
Tech Level: Space
Major Exports: Services, primarily shipping; Energy
Major Imports: All
System: DuWeine
Star: Du

Name	Planet Type	Moons
DuWeine	Cratered Fields	0
Herse	Nebulous Mass	0

Port Summary

System: DuWeine
Starport Name: DuWeine Market Hub
Starport Type: Orbital Facility
Traffic: Moderate
Control: Droid
Landing: Tractor Beam
Docking Areas: Docking Bays, Orbital Sterisks
Docking Fee: 20 credits/day
Customs: None
Services: Some Repair Facilities, Storage Bays
Capsule: The Market Hub is an important way-station that feeds goods coming in from Liff core-ward to Kurlnova, as well as serving as a delivery point for supplies needed by the scout station at Houldut. DuWeine Market Hub was initially constructed with hopes that a way through the local nebulas would be found, to allow access to more systems – it was determined later that a foothold was needed at Liff to bypass the nebula system central to the sector. The Market Hub is always

quite busy, and if space is not available in a docking bay, specially constructed orbital "sterisks" drift about the station in a holding pattern, allowing more ships to dock nearby. Emergency or light repairs are available

World Summary

DuWeine was a hope held by scouts for a few years, until it was realized that they needed to push further out to get around the vast nebulas of the Kurlnova sector. Upon discovery, it was obvious that the sole planetary mass was terribly inhospitable, and largely useless. Nevertheless, plans were made to construct an orbital station that could handle anticipated traffic. Originally built by a private concern, the Kurlnova authorities assumed control of the system and it's assets several decades before the Empire arrived. Not sensing any particular importance about the location, Imperials marked DuWeine low on it's list of occupation priorities, thus the Market Hub saw almost nil in terms of Imperial interference or presence.

A small, private company has assumed operations in low orbit around the planet. Fysill Energies deploys large thermal collectors that dip into the shallow atmosphere and glean heat from the planet, storing it and returning it to a small station for conversion into energy. The enterprise is almost entirely automated, and has operated without incident for many decades.

System Summary

DuWeine is a terribly hot and inhospitable area – perfect stomping "grounds" for an orbital station. The Market Hub takes advantage of the exothermic systems inherent in DuWeine's geology to supply the orbital system with energy. Jagged and terrifying cliffs jut across the landscape below, pockmarked by overlapping craters of various sizes, ranging from several meters in diameter to complicated and ancient bellies spanning hundreds of kilometers.

Toward the outer edge of the system is a curiosity that interests many of the sciences. A gaseous mist of material is in the middle of coalescing; it's believed to be a rare glimpse of planet formation for astrophysicists. The factor that makes it a true rarity is that planets of a system are usually formed soon after a system's sun – DuWeine's cratered presence stands vigil as testament to the fact that this nebula should have created a mass far longer ago than now. It's believed that a cloudburst from the nearby monstrous nebulas hurtled into the system and was captured by the local sun, and is creating what many astrophysicists call a "post-systemic mass engenderation" – a "late bloomer" of sorts for the layman.

DuWeine Market Hub

The Market Hub was designed for one purpose: receive, store, and re-load cargo as efficiently as possible. No accommodations or entertainments were figured into the station, because it was believed that nearer destinations would be available for lighter pursuits. It was known ahead of time that there would be need for a scouting center to serve as a border point. When it was discovered that DuWeine was nestled in a corridor surrounded by nebula, the scouts pressed on and later settled Liff, then Houldut.

With the advent of Houldut being created as the scout border point, and with the discovery of Liff's rich and varied resources, it was not difficult to adjust the Market

Hub to the appropriate mission. Supplies would be direly needed at Houldut almost all the time, and Liff itself would need support to a reasonable extent. Also, Liff would need a closer drop-point for goods entering the tradeways of the Liff-Qoapum Trade Run. DuWeine had it's work cut out for itself almost from the word go.

When entering the system, approaching ships will pick up an automated signal that directs them toward the station. Once within better sensor range, the station automatically determines what sort of ship is coming in, and attempts to find a place for it to rest. Many ships enter and leave DuWeine due to the constant need to exchange cargo, but despite the relative congestion, the station usually has a spot for any ship.

If not in one of the several tens of docking bays, DuWeine can always put a ship on one of about twenty "sterisks." Sterisks were developed with stations like the Market Hub in mind: shipping centers that outgrew their docking capability but either couldn't or didn't want to expand the superstructure. Sterisks are large, multi-pronged, star-shaped structures measuring 60 meters in diameter. At the end of each prong, a ship can dock via airlock attachment, though there is actually no access. At the center of the sterisk is a powerplant that feeds through lines that ride the prongs to ships, allowing visitors to refresh their energy supplies and communicate requests to the central station. Cargo is ferried from the ships docked at sterisks to the main holds of the Market Hub, or vice versa.

On station, the docking bays range in size, able to accommodate ships as small as 20 meters and as large as 75 meters (the larger bays are few and far between). On occasion, container ships will enter the system with massive amounts of various cargo, and will stay in-system for up to three weeks while smaller ships ferry the cargo to either Liff, Houldut, or both. Though an expensive proposition to hire smaller ships for this duty, as well as having a captain and small crew sit idly for that long, and accrue docking fees and lost time, the sheer bulk of cargo delivered makes up for any loss (and then some).

There are no accomodations available, but crews of ships docking within the station can disembark and take advantage of a small collection of storage areas that were converted to lobbies. Partitions skirt the inner walls, housing some shipping offices and the stations administrative personnel (not many), while the outer area is walled with transparisteel, allowing a breathtaking view of the planet below, and on occasion, the Herse nebula mass in the distance.

Ships bringing cargo in blind (without a pre-request for the goods) must contact the Cargo Administration Center on the station. The CAC will barter with and eventually purchase the cargo in short order, knowing they can either sell it right away, or store it for a later sale or trade. Prices offered are usually fair, but one would have a better chance taking a desk job than expecting massive profit from such a system. Despite this, many ships travel between DuWeine and Kurlnova, ferrying whatever they can find. Some say it's just safe trading, others say it's a waste of time and ship.

Ships wishing to travel on to Liff or Houldut must wait for permission to do so. Unless they are registered scouts, ships are held back because between the two locations there are only so many docking facilities and supplies. Sophisticated systems are utilized to measure how long a ship should wait before entering the perimeter regions of the sector, weighing such factors as energy consumed by travel

versus energy supplies on-hand, all in conjunction with how many ships are already out there and what type they are. These systems are often seen as a hassle, but were instituted after constant losses of ships and crews were occurring due to inadequate preparation for their maintenance and sustenance. Rather than spend millions of credits on constant rescue operations, the Kurlnova authorities prefer to spend hundreds of thousands of credits on this computer system. The average wait is several hours, but can be as much as several days to a week or as little as a few minutes, all depending on the situation out and around Houldut and Liff.

Transport Opportunities

Houldut and Liff have a high turn-over in terms of labor. Liff's productivity is mostly seasonal, and Houldut is always swapping beings in and out – both resources tend to draw temporary laborers who often lack their own transportation. Though it's easy enough to get to DuWeine, finding shuttles that will travel all the way to Liff is difficult, and transport from Liff to Houldut is on a need basis.

Because of these system's varying manpower requirements and their placement at the edge of the galaxy, hired transport for goods and workpersons is somewhat thriving. Those with a small ship which can accommodate some reasonable cargo and several people at a time can find decent money by going back and forth from Houldut to DuWeine, with stops at Liff.

Many light traders can be found hanging about at the Market Hub, offering transport services. They usually only need to be around for no more than one day or so, then it's off with either cargo, beings, or both to one of the outer systems. At Houldut, a trader can expect to wait not much longer than one to two days before even one person requires their services to return them to the Liff-Qoapum Trade Run. Prices can run high, and comfortably so, since most scouts leave their ships at Houldut for repairs or refitting, return to Kurlnova for training, assignments, or leave, and their travel is paid by the scout's sponsoring company. An average rate to deliver either one or two people or around 50 tons of cargo to Houldut is around 250 credits, but can vary wildly depending on if there is more cargo or persons, what sort of cargo (or persons) are to be delivered, what travel restrictions are in place at a particular time (such as a drifting nova), how many other traders are on hand to offer transport, and how fast the delivery needs to take place.

Most independent scouts will take their own ships into the sector, but rarely have room enough for another person – many scout ships are small affairs designed to support one person. Besides, independants prefer to be alone, especially after spending two months in the isolation of Wild Space. Returning to the hustle and bustle of Kurlnova can be challenge enough, without having to deal with another being right next to you in cramped quarters.

Hexller's

On the orbital facility, life can be occasionally tedious. Despite the isolation of the system, enough money flows through the station to fund some simple yet much desired entertainment.

This is where Rofin Hexller comes in. He is neither a scout, nor a transportation agent. Also, he is not allied with any union of laborers, or with any corporation. Rather, Hexller was passing through some years ago and noticed a distinct lack of

anything other than hard work. Being a seasoned restaurateur from the Mid Rim, he realized that one could carve out quite a niche on the Hub should they be the first person to open up a gathering place. Also noticing that he was the first one to think of such a thing for the Hub, Hexller rolled up his shirt sleeves and set to work.

Now, almost twenty years after that fateful epiphany, Hexller is the proud owner of the only eatery, bar, and gathering place for several parsecs around – Hexller’s. It’s design is one of the more interesting aspects that draws visitor’s attention from the relentlessly boring lifestyle of DuWeine. When Hexller decided to carve out a space, he was stopped dead in his tracks almost immediately by the fact that there was no space available on the station. He even offered a reasonably sizable amount of cash to some tenants, but none would budge.

Noticing a large array of empty cargo containers floating about outside the station, he devised a plan. He knew that containers used on super-ships were reasonably sound, and were very modifiable. Hexller figured if he could get about five or ten of them rounded up, then marry them together and create passageways between them, he would have himself all the space he would need (and for much less money). Shockingly, in an apparent lapse of judgement, the local Kurlnova Facilities Department approved his scheme, and agreed to lease an airlock and tether system to facilitate Hexller’s being attached to the station.

Defying everything from gossip and snickers to a half-hearted attempt of sabotage by a drifter, Hexller’s was born. The savvy owner went to Kurlnova and purchased the necessary materials, and returned with an EVA construction team. Several weeks transpired, within which the team foreman and Hexller squared off on construction issues almost every hour. Probably due to emotional exhaustion, the team finished the superstructure, rigged the tether system, and sealed it to the airlock. They booked passage back to Kurlnova and left in a huff, with final heated words from the foreman. Something to do with Hexller being a “crackpot,” and doomed to “fig’r out whatcher in fer.”

Regardless of all the naysaying, Hexller’s is now not only the most popular watering hole for several systems around, it’s the *only* one. It’s owner spends all of his time catering to customers with meals and drinks, commanding his server droids about the place with the style and pinache of a true restaurateur. Hexller makes sure that the finest ingredients are used, and synthesizes as little as possible. He prefers to offer more naturally prepared fare, and he has yet to get a complaint. Also, from experience, he knows that the right glass of spirits will set any meal into the stratosphere of culinary perfection, so he makes sure he has a very current and well-stocked supply of fine rare wines and spirits. Hexller’s, out in the wilderness of the know galaxy, is one of the final stops where one can find a glass of Coruscanti Vilardi ’09. If Hexller didn’t know better, he could figure he was not only importing fine food and beverage, but a touch of class to the otherwise burdensome (and sometimes thuggish) beings of the Hub.

Observers could say that he’s wasting his time, as he is obviously a being of a finer cut, while his customers are doing all they can to figure out which is the salad fork, and how to chew a Voipe steak with only five teeth. The mixture is bizarre, but the formula is terrific. Hexller is quite pleased, as he considers this retirement, and naturally, if it weren’t for him, most beings passing through or staying on the Hub would never see a truly fine meal cross their tables. To some, this is immaterial, but

to most scouts returning from a three-month jaunt through nothingness, it's everything.

Rofin Hexller –not finished

Type: Conniving Royal

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 3D+1, Bowcaster 3D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Missile Weapons 3D+1, Lightsaber 3D+1, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D, Pick Pocket 3D+1, Vehicle Blasters 3D+1

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Alien Species 4D+1, Bureaucracy 4D, Business 3D+1, Cultures 5D, Languages 5D, Law Enforcement 3D+1, Scholar 3D+1, Planetary Systems 5D+1, Streetwise 4D+1, Tactics 3D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Archaic Starship Piloting 3D+1, Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Jet Pack Operation 3D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Rocket Pack Operation 3D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2, Swoop Operation 3D+1, Walker Operation 3D+1

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Forgery 3D+1, Gambling 3D+1, Hide 4D, Investigation 3D+1, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Armor Repair 3D+1, Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Demolitions 3D+1, Droid Programming 3D+1, Droid Repair 3D+1, Hover Vehicle Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Security 3D+1, Starfighter Repair 3D+1, Starship Weapon Repair 3D+1, Space Transports Repair 3D, Walker Repair 3D+1

Force Points: 3

Dark Side Points: 1 **Character Points:** 12 **Move:** 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Supply/Demand For DuWeine

	Low Tech	Mid Tech	High Tech	Metals	Minerals	Luxuries	Foodstuffs	Medicine
Supply	VL/3630	VL/5940	VL/6600	L/2772	VL/1650	VL/110%	VL/1980	L/4410
Demand	L/3465	H/5670	H/6300	L/2280	VL/1350	VL/110%	VH/1980	H/4410

Coideg

Type: Vibrant Ocean

Temperature: Temperate

Atmosphere: Type I

Hydrosphere: Moist

Gravity: Standard

Terrain: Ocean, some islands

Length of Day: 24 hours

Length of Year: 400 local days

Sapient Species: Varied

Starport: Limited Services

Population: 4,800

Planet Function: Natural Resources

Government: Sector-Wide Dictatorship

Tech Level: Space

Major Exports: None (company-specific, not sold to freetraders)

Major Imports: None

System: Coideg

Star: Degeyon

<i>Name</i>	<i>Planet Type</i>	<i>Moons</i>
Coideg	Vibrant Ocean	2
Goshane	Planetoid	0

Port Summary

System: Coideg

Starport Name: Coideg Commerce Field

Starport Type: Limited Services

Traffic: Busy (mainly commercial)

Control: Droid

Landing: Directional Beacon

Docking Areas: Docking Bays

Docking Fee: 50 credits/day (3 day limit)

Customs: None

Services: Limited Repair & Food

Capsule: Coideg Commercial Field is a difficult port to deal with. There is little there, it's almost entirely miners and other laborers who don't want to deal with any outsiders, there are nearly no services save for emergency repairs at high cost and food available at the commissary (for a fee). Non-commercial ships with no business on the planet are limited to one local day's stay, and others are limited to 3 days (if in need of repairs). Past that, 99% of this port, it's inhabitants, and the ships that come and go are all tied to the companies on Coideg.

World Summary

Coideg is entirely covered with water, save for a few very small islands. The weather is regularly sunny, lightly breezy, and comfortably warm. Occasionally, storms will develop, often spanning several hundred kilometers in diameter and reaching hurricane strength. These storms usually halt any work and transit that is going on for up to several days (or a week or two at rare times).

Below the surface lies the real world of Coideg. The ocean is filled with life at every level, and the bottom is loaded with beautiful vistas and fascinating natural structures. Different mining and harvesting operations take place on Coideg, along with a research project. Past the commercial and scientific offerings, Coideg has nothing to offer the lay citizen.

System Summary

Coideg is one of two bodies that orbits the system's star, Degeyon, and sits about midway between the sun and the system perimeter. Closer to Degeyon is a parched and searing planetoid called Goshane. Goshane is very small, prohibitively hot and always melting, and is slowly being pulled into Degeyon. The planetoid is expected to leave Coideg to rule the system in several centuries, when it is due to make sunfall on Degeyon.

Coideg Commerce Field: "The Spur"

The starport on Coideg is very unusual and, by general consensus, very uncomfortable. Essentially, it is a very small floating city, able to accommodate a limited amount of beings, ships, and goods.

The design of The Spur is very simple. A small section of structures dominates the center (about 40 meters in diameter), with six branches evenly spaced and spread out like a star. These branches (much resembling arms or tentacles) reach out for a few hundred meters. There are bridges of small structures that run between the arms, placed haphazardly at varying distances from the center, creating a web-like appearance from the air. The entire system floats on the surface, the deepest part reaching only about 15 meters. A massive multi-line tether attached to the bottom of the centerpiece runs down about 20 kilometers. At intermittent locations along the tether, hydroelectric are attached, sending the energy up the lines and to the station for use.

Space is at a premium on The Spur, even more so than the most cramped starships. Walkways run alongside the center hub and over all the arms, and are only about one meter wide at best. Landing platforms shaped like large, high-walled dishes are set on columns above the branches, allowing droids and beings to use space below. Business and workrooms are unbelievably tight – most offices are about one and a half meters square, with a desk and chair within (to most, it seems like the rooms were built around the furniture).

At the center hub, there are a collection of structures that serve as control for the incoming starships, as well as the constant stream of ocean-vehicle traffic that dive below and back. These ocean-goers attach themselves to the branches or lock in to docks below the arms to transfer personnel and cargo. Large loaders that are filled with goods float their way to the top, sit on the surface near The Spur while being unloaded, then dive back to collect more goods. The goods are delivered by small cargo vessels to container ships in orbit.

About 500 beings and almost an equal amount of droids call The Spur home. Quarters are so cramped, they seem non-existent. Meals are taken at a company commissary at the center hub, where one must almost interlock elbows with those on either side to fit at a table. The entire structure is always bobbing up and down, rising and falling an average of five meters all day and night. Equally disorienting is watching an adjacent branch or the far side of The Spur rise fifteen or so meters above you as a wave comes through, then watch it fall an equal distance below as the wave lifts your end up. During a heavy storm, the best bet is to attach yourself to anything solid and stay put. Those absolutely needing to move around can tether themselves with a bracelet and hooked line to a rail that slides along wherever they go. Needless to say, it takes a long time to toughen one's equilibrium to the ways of The Spur.

Landing on Coideg

Once a ship approaches Coideg, it is hailed by an automated beacon that directs it to assume a position in orbit. At the port control's convenience (sometimes an hour), the ship is then directed to approach The Spur, then told to lock-on to a beacon signal showing which pad to land on.

The actual act of landing is treacherous and nerve-bending. The platform rises and falls with the rest of the port, subject to the whims of the waters. The column of the

platform is equipped with industrial-strength hydraulics, allowing a ship to hover a few meters above, get "caught" by the platform as it rises, then cut power and drop with the structure as it falls off a wave, the hydraulics making up for the stress. A Moderate to Difficult *piloting* roll is required to maneuver a landing in such a manner. Failure results in light damage to either the ship, the platform, or both, and a very violent landing. Rolling a 5 or less (or a mishap) will pitch the ship into the ocean, requiring a Difficult *piloting* roll to save from ditching.

Depending on how the ship lands, the crew is either ignored or yelled at. No customs officer arrives, no authority searches the ship or the crew, and everyone around seems to make a point of being unhelpful. Signs will direct the crew to either the commissary or The Spur's chief officer (should they have questions concerning repairs). Past that, they are on their own to either find the appropriate office for which company they need to talk to or do what they will. Getting to wherever they are going will entail squeezing past droids and miners travelling down the walkway, always a difficult and uncomfortable situation. A Moderate *stamina* check passes a character beyond the boundaries of sea-sickness, but failure will put that character in the throes of vomiting and disorientation for 1D hours, after which an Easy *stamina* check is required. Repeat if failed, moving to a Very Easy *stamina* check until the characters get their sea legs. Occasional Easy Dexterity rolls should be thrown to avoid hitting one's head or losing footing on the walkways. Wrist-tethers are available everywhere on The Spur and pre-attached to the walkway rails – if walking somewhere, it is wise to put one on. Though it slows movement to 1/3 the character's normal rate, it will save them from falling into the sea and getting battered to death by the floating structure. Walking without a tether on will allow a slightly faster speed, but still only 1/2 the character's standard rate.

Industry on Coideg

Coideg is home to several companies that conduct mining and harvesting operations below the surface. The Spur is a co-operative effort funded by the companies to allow transit of employees, goods, and supplies on and off the planet. Though it would seem that several companies backing a starport would wield a nice result, it winds up no particular company really wants to be responsible for it – the end result is a barely-floating pile of pudu that only gets attention when it breaks in some catastrophic manner.

K-1937

The largest operation on Coideg is run by The Karflo Corporation, a multi-company giant that has a massive mining facility at the ocean floor, called K-1937. The facility covers around five square kilometers, made up of varying sizes of low-atmosphere domes which cover bunker-style chambers and tunnels. It can only be reached by special submersible ferries that go back and forth from The Spur, and boarding one requires a special permit attainable at the Karflo office in the port.

About 3,000 beings live and work in the facility. They are managed in shifts of two months, with five days leave granted between shifts. K-1937 fields a reasonable fleet of drill-droids that burrow beneath the ocean floor and create sealed mine shafts. Once a shaft is completed, live workers and other droids enter the shafts and mine the walls for a hard-to-find mineral called Aeuton (a-yu-ten). This mineral is used in the construction of repulsorlift and gravity-well components. The strategic value of the material rates it as rather high, and the Empire contracts Karflo

specifically to develop and take advantage of Aeuton resources. Until Fahst took control of the sector, the Empire had planned on establishing an outpost to protect K-1937, but due to recent political turmoil in the sector, this has been set back.

Fieden Naturals' FN7

A fiber-processing plant run by Fieden Naturals hovers several kilometers below the ocean surface, known as "FN7." Operations are conducted around the clock. A population of just under 1,000 (comprised of 70% droids) works in a five kilometer radius around the plant, gathering complacent sea creatures and detritus that wander aimlessly through the waters. Beings supervise droids which do the gathering, weaving slowly through massive patches of ocean life. The droids pluck their targets manually, then fill small automated cargo pods which return the materials to the plant. There, more droids and other beings proceed to break down, process, and package the material for shipping. The plant produces fibrous raw materials for use in the construction of medical supplies and filtration devices.

FN7 itself is overwrought with moisture and humidity, with beings and droids working side by side in a highly cloistured environment. What little respite any worker can get is found in working gathering duty, where one is enveloped in solitude and seemingly endless space. The employees (droids not included) are allowed two weeks off for every six weeks worked, time with which they are free to go anywhere. However, the reality of the matter is that returning to their homeworld outside of Kurlnova Sector costs too much money for the average laborer. All spend their time hopping the next available ship to Keejer, where they can hobnob with fellow laborers, catch up on labor news, and relax with their peers.

Occasionally, an employee takes more leave than granted, and a representative from FN7 is sent to Keejer to find them. Invariably, it winds up being entirely non-confrontational, because according to the labor agreement struck between the PLG and Fieden Naturals, all sentient employess must have their two weeks for every six – in short, getting that extra time off costs the employee no extra work past returning and completing another six weeks. The clincher for Fieden Naturals is that they have learned they cannot fire their employees for such behavior until other labor arrangements have been made – nobody else will work for them on FN7, and bringing in outside labor is too costly and usually causes too much trouble.

Outbound

Over five hundred kilometers from The Spur floats a research station operated by Hedlesell Composite & Commercial, called "Outbound." Hedlesell C&C is a industrial minerals research company that specializes in the development of new materials used in construction applications. Hedlesell C&C is somewhat small, but very powerful. They are a recently-acquired subsidiary of Stillen, who purchased them two standard years ago. Stillen felt that the strides Hedlesell C&C was making in the materials sector were too great to let go unchecked, and decided to add them to the "family." After a relatively bloodless hostile takeover, Hedlesell C&C now enjoys the budgetary freedom and para-military protection of Stillen, and continues to produce cutting-edge results.

Outbound is a massive series of pods linked by flexible tunnels. The entire structure floats at the ocean surface. A total of 30 meters in height, ten meters of Outbound is submerged continually. Landing facilities for up to two small freighter-sized ships

are available, but only by invitation. The installation is protected by three turbolaser emplacements that are capable of pulling even the most determined from the sky (and at range, too).

Inside Outbound, a collection of researchers, assistive droids, and a small support staff totaling around three hundred work on various research projects. Rumors abound that they are working on the recent discovery of how to create "flexible armor" through the manipulation of hard materials and water. Some attest to hearing about prototypes of armor that "rush" about the body it protects, forming hardpoints where the wearer is about to be hit, then running fluid again. Most grin at such stories, noting how unrealistic such a notion is.

Not much is heard out of Outbound, with the exception of the occasional supply ship being called for, or bizarre requests for supplies from Hedlesell C&C's offices at The Spur. The last supply request entailed the "immediate" delivery of twenty kilos of some obscure plastic used in the construction of toys, and fifteen cartons of repulsorlift motivator seals.

The Ocean of Coideg

Coideg's waters are filled with more creatures than most see in a lifetime of travels. The employees who have worked on Coideg the longest call it's oceans "congested" with life, and "overwhelmed" at that – rumor has it that it has more life on it than water. Though there is some embellishment on the behalf of these grizzled "career Coidegs," there is a hint of truth to their statements, some of which nobody even realizes.

The more obvious creatures swim, jet, lurch, wriggle, crawl, and glide about, entirely harmless and equally oblivious to the invasion of sentient beings. They range from large, lumbering creatures seemingly devoid of the most remote thought, to darting and dipping whips of skin and spine that know little more than how to make a perfect spiral.

Perhaps the most simplest and mindless creature to be found in Coideg's waters is the Valley Ort. Roughly the size of a light freighter and almost perfectly round, the Valley Ort does nothing but float with total stillness at varying levels of the ocean. If attacked or struck accidentally, a Valley Ort will move away slowly. If killed, it will sink to the bottom and serve as food for many other creatures of the sea. When they sink, they do so very slowly, due to the resistance their size has against the water. Both K-1937 and Outbound have occasion to send droids to a sinking Valley Ort that is about to land on their facilities, and instruct them to cut it up until it's pieces are of harmless size. Otherwise, the few that have spent a few minutes of conjecture on this creature guess that it is either something that *was or is about to be* a very great animal, but is simply caught in some sort of evolutionary limbo. Some feel it is a dying species, while others feel it is one in development. Either way, at the rate of evolution as a given across the galaxy, the Valley Ort is expected to remain fabulously stupid for at least a hundred generations.

Valley Ort

Type: Listless Giant

DEXTERITY 0D

PERCEPTION 0D

STRENGTH 5D

Special Abilities:

Camouflage: The skin of Valley Orts often blends with the shadows and murkyness of the ocean. Submersible pilots travelling to and from The Spur must make a Difficult Perception check every other round of travel if they are going at maximum speed. Travelling at a cautious speed (at least ½ of the particular vehicles movement rate) lessens this check to Easy.

Move: 2

Size: 25-35 meters in diameter

Another equally useless creature, yet more graceful and a hint more intelligent, would be the Manitola. Manitolas are nothing more than a long, slinky spine wrapped in a translucent membrane and capped at one end with a malicious face. It carves through the water like any other sort of snake, and can move at very high speeds. Manitolas are very beautiful, bone white in lighter waters and emanating a glowing red, green, or blue from it's spine when in deeper, darker areas. The head is nothing more than slender, pointed jowls with no teeth (fit for scooping up microorganisms to feed on) and four beady eyes that shine a distant silver at any depth. Schools of Manitolas are a striking scene, numbering in the thousands and giving off the impression of a rapid and ever-changing sphere of colored light.

Manitola

Type: Sea snake

DEXTERITY 4D

PERCEPTION 3D

STRENGTH 0D

Special Abilities:

None.

Move: 15 (20+ in short "jets" or spurts)

Size: .5 – 3.4 meters long.

Xerxes' Elves, a misnomer, are fascinating but potentially dangerous creatures. Rather than an elf, these creatures look very much like wolves, and occupy a level of the ocean between 1 and 2.5 kilometers of depth. At these depths, there are many plateaus and vistas that provide expansive range for these creatures to roam. Nicknamed "Water Wolves" by the temporary inhabitants of Coideg, they wander these submerged plateaus, feeding off dead and dying creatures that drop from above and settle on the plateaus. Also, currents tend to carry either small creatures or pieces of larger, dead ones over these underwater flatlands, to be picked off at the content of either individual or a pack of Water Wolves. It is believed they communicate each other by implementing stomping on the plateau floors with their hooves – a simple yet low-range form of reaching each other.

Xerxes' Elves stand very large and are almost excessively muscular. Observers feel this is due to their need to move such large bodies about on the plateaus. Thought they are capable of jumping great distances (up to 100 meters has been witnessed), it is doubtful these creatures could function with any dexterity on dry land, or at any other level of pressure. Curiously, they are not capable of swimming, and are trapped on the plateaus they wander upon. Occasionally, Water Wolves will run at and jump upon passing submersibles and other watercraft, but do absolutely no damage. They seem to be trying to relocate to another plateau, and use passing ships once in a while to hop from one to another. Otherwise, they remain where they are born, though their life expectancy, as well as any other physiological details, are unknown.

Xerxes' Elves (Water Wolves)

Type: Underwater Range Carnivore

DEXTERITY 1D

PERCEPTION 2D

STRENGTH 3D**Special Abilities:**

Camouflage: Xerxes' Elves have coloration very much like the "ground" they occupy, thus a Difficult Perception check is required to spot one while it is still. Otherwise, watching for movement is the best way to see them.

Protective Temper: Xerxes' Elves travel in packs (supposedly family pods), and any alien creature to it that nears the pack will be attacked viciously. Xerxes' Elves have jaws that do STR+3D+1 in ripping and tearing damage.

Move: 10 (across underwater plains; cannot "jump-swim" more than 100 meters laterally or 25 meters upward)

Size: 2-4.6 meters long (usually around 3.4 meters high)

Garbidols are massive and terribly ferocious creatures that lurk in all regions of Coideg's waters with the exception of the ocean floor. They typically span 400 meters, are shaped like wide, slender eels, and are rarely seen. Their activity seems to be linked to the surface storms; when the weather is calm, they are never found and are believed to be hibernating, but during severe storms, they awaken and wander restlessly, attacking anything in their path. Little else is known of them as none have ever been killed or captured – the facilities and equipment to do so are not present on Coideg and doing such things is not the priority of the companies. Otherwise, The Spur has been attacked twice since it's inception by a Garbidol; they always are seen travelling solo. Once, a witness claimed seeing a Garbidol measuring over 1,000 meters, but this has not been substantiated. One can do little except flee or brace themselves when being attacked by one.

Garbidols

Type: Ocean Giant

Scale: Capital

DEXTERITY 1D

PERCEPTION 1D

STRENGTH 3D

Special Abilities:

None.

Move: 3

Size: 250-600 meters long (possibly larger)

Goshane: Planetoid of Fire

Goshan is very small, measuring only around 200 kilometers in diameter, and has a swirling cloud of near-melting rocks around it. As it rotates, the sun-side melts and burns, while the dark side cools and solidifies. A full rotation lasts about 14 hours, placing a seven hour window on any position at the dark side. The planetoid is in perpetual change due to the intense heat from Degeyon, and is entirely useless due to it's inhibiting nature, and astronomical measurements which show it to be slipping slowly into it's sun. The death of Goshan is expected in a few centuries, by rough estimates.

The Alliance on Coideg

A Rebel cell is developing on The Spur, with members attempting to recruit among the more established employees on the planet. The cell is headed up by one of the portmaster's assistants, Gardell N'etts. Gardell is a rough character, presenting a demeanor of rowdiness and irresponsibility. He holds his job by performing admirably, which really only makes up for his brash behavior off the clock.

It's all, of course, a ruse. Gardell is actually a highly trained and well experienced Alliance Intelligence operative. He was planted here over six months ago, in

anticipation of Kurlnova becoming important at some point. As always, some quick-thinking commander in Intel certainly pegged that one.

Gardell will know beforehand when Alliance personnel are to make planetfall. He will provide them with supplies and anything else required, but will only do so without direct contact. Only in the gravest of emergencies should he be confronted by characters, and if done, should probably ensure he is not seen with them. This could ruin Gardell's illusion of impatience for all others, currently part of his difficult attitude that keeps his employer from asking him too many questions. It is indeed the cornerstone of his security, and should not be breached unless all other resorts have been exhausted.

Gardell N'etts –not finished

Type: Conniving Royal

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 3D+1, Bowcaster 3D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Missile Weapons 3D+1, Lightsaber 3D+1, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D, Pick Pocket 3D+1, Vehicle Blasters 3D+1

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Alien Species 4D+1, Bureaucracy 4D, Business 3D+1, Cultures 5D, Languages 5D, Law Enforcement 3D+1, Scholar 3D+1, Planetary Systems 5D+1, Streetwise 4D+1, Tactics 3D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Archaic Starship Piloting 3D+1, Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Jet Pack Operation 3D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Rocket Pack Operation 3D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2, Swoop Operation 3D+1, Walker Operation 3D+1

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Forgery 3D+1, Gambling 3D+1, Hide 4D, Investigation 3D+1, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Armor Repair 3D+1, Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Demolitions 3D+1, Droid Programming 3D+1, Droid Repair 3D+1, Hover Vehicle Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Security 3D+1, Starfighter Repair 3D+1, Starship Weapon Repair 3D+1, Space Transports Repair 3D, Walker Repair 3D+1

Force Points: 3 **Dark Side Points:** 1 **Character Points:** 12 **Move:** 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Supply/Demand For Coideg

	Low Tech	Mid Tech	High Tech	Metals	Minerals	Luxuries	Foodstuffs	Medicine
Supply	--	--	--	--	--	--	--	--
Demand	L/3135	H/5670	M/6000	--	--	L/95%	H/1890	M/4200

Nefedre

Type: Dense Forestland

Temperature: Cool

Atmosphere: Type I

Hydrosphere: Dry

Gravity: Standard
Terrain: Forest, some mountains
Length of Day: 36 local hours
Length of Year: 315 local days
Sapient Species: Varied
Starport: Limited Services
Population: 8,000
Planet Function: Natural Resources
Government: Sector-Wide Dictatorship
Tech Level: Space (company employees only; otherwise undeveloped)
Major Exports: Raw Materials (Wood)
Major Imports: None
System: Nefedre
Star: Nefed

<i>Name</i>	<i>Planet Type</i>	<i>Moons</i>
Nefedre	Dense Forestland	0
PSL-7103	Dense Forestland	0
PSL-7104	Trapped Planetoid	0

Port Summary

System: Nefedre
Starport Name: Nefedre Main
Starport Type: Limited Services
Traffic: Rare
Control: Controller
Landing: Directional Beacon
Docking Areas: Landing Pads
Docking Fee: 10 credits + Fueling
Customs: Corporate Patrol
Services: Limited Lodging.
Capsule: Nefedre Main has little for the visitor past some cabins that aren't used anymore which they are willing to rent out for 50 credits a week, since most who come out are here to get away from the hustle and bustle of everything.

World Summary

One of the many resource-rich planets found in Kurlnova Sector, Nefedre is a completely unmolested globe of forests and mountains. There are some moderate deposits of valuable minerals in the rocky areas, but Nefedre's value is its trees. Past that, there is absolutely nothing to be found.

System Summary

When scouts first scanned the system, they thought they would have to recalibrate their equipment. The first world they scanned (now known as Nefedre) showed dense forests and some mountain ranges, with a very cool climate and a very breathable atmosphere – certainly worth logging. Then, the second system the scanned matched the first one, item for item. After re-checking their double-checks, the scouts discovered what is considered a very rare event in the galaxy known by scouts as "twinism," or, two identical planets side by side in the same system. Later, as companies bought the scout reports, a raw materials company named Wiq Fibers staked their claim and moved in.

Wiq Fibers

Wiq Fibers has made a name throughout the galaxy for providing high-quality materials to manufacturing and processing companies. They specialize in all-natural fibrous materials. To their delight, Wiq discovered the scout reports for Nefedre. After promptly submitting for a corporate charter on the entire system, and having it swiftly granted, Wiq wasted no time setting up operations.

Their primary interest in the system was of course the forests available. Compounding that interest was the presence of two identical planets, teeming with resources. After arbitrarily choosing one of the planets, they began constructing a very small spaceport that could accommodate incoming employees and equipment and out-bound raw materials. Recognizing the beauty of Nefedre, they knew that if they played their sabacc right, they eventually would be able to develop some tourism on the planet. Keeping this in mind, the spaceport was built with a blending quality, making it look like a natural part of the landscape, and worksites were chosen that were at least 100 kilometers away (to keep the blight of industry away from visiting eyes).

Their dreams of tourism quickly became unfounded when it was discovered that Nefedre was essentially the last stop on its particular route. Scouts refused to press further into the dangerous nebulas of the region; judging from adjacent systems and the nebula clouds near them, it was felt that Nefedre was far enough into the "wild" Kurlnova Sector. Wiq Fibers built nothing for the supposed onslaught of tourist.

One interesting detail made up for the loss of tourism credits. The trees indigenous to Nefedre grow at an incredible rate. When one is cut, it is Wiq Fibers' policy to plant a sapling in its place. However, it takes a sapling only five standard days to grow back to full size. Once it reaches that size, it stops growing. Through this extraordinary discovery, Wiq Fibers has realized they will never run out of trees on Nefedre, and as if that wasn't enough, they have a whole other planet full waiting to be harvested. Wiq Fibers considers this system to be a crucial asset, and has placed a small protection force made up of some ground troops and an orbital patrol shuttle.

Roughly 8,000 employees call Nefedre their temporary home. Typical of exploited systems in the sector, almost all of them are hired on from the Kurlnova Laborers Guild. Turnover is slightly less on Nefedre, only because of the beautiful work environment and the considerable distance from the system to Keejer and Kurlnova.

Several massive barges arrive every couple of standard weeks, and stay in orbit over Nefedre for several days. About 80 small cargo shuttles deliver the fallen logs to the barge's waiting bays, then they push off for Kurlnova to join with the Liff-Qoapum Trade Run. Occasionally, laborers up for leave or departing for other jobs are granted steerage on these container ships. Otherwise, the occasional freetrader will show up, looking to offload foodstuffs or advanced parts for repairs.

Supply/Demand For Nefedre

	Low Tech	Mid Tech	High Tech	Metals	Minerals	Luxuries	Foodstuffs	Medicine
Supply	VL/3630	VL/5940	VL/6600	VL/2640	VL/1650	VL/110%	VL/1980	L/4410

Demand	L/3135	H/5670	M/6000	L/2280	VL/1350	VL/90%	VH/1980	M/4200
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Liff

Type: Natural Preserve
Temperature: Terrestrial
Atmosphere: Cool
Hydrosphere: Dry
Gravity: Heavy
Terrain: Mountainous Desert
Length of Day: 44 hours
Length of Year: 520 days
Sapient Species: Varied
Starport: Limited Services
Population: 60
Planet Function: Natural Resources
Government: Sector-Wide Dictatorship
Tech Level: Stone
Major Exports: Poer Beasts, Heavy Minerals
Major Imports: None
System: Liff
Star: Lifftur

<i>Name</i>	<i>Planet Type</i>	<i>Moons</i>
Liff	Natural Preserve	0

World Summary

Liff is a rough and dangerous place. It can be considered extremely hostile to most species. The planet is predominantly mountainous, with high-altitude lakes and sparse forests dotting the otherwise barren landscape. The mountains are an incredible jumble, seemingly placed one on top of another.

Liff's gravity is considerably stronger than what many species may be used to. Slightly double the standard gravity, Liff has bred a non-sentient but highly powerful species called Poers. A poer is a unique animal, and recognizing the creature's possible viability, a company moved in and began "harvesting" the creatures. However, interested in their welfare and not just the almighty credit, the company has instituted defenses against rampant slaughtering. Knowing they are a precious resource not to be found elsewhere, many are out to protect the poers from dying out.

System Summary

The planet Liff is a young, terrestrial body still in it's final development stages. In an otherwise empty system, it is alone with it's yellow-brown sun that lies at a rather great distance. Astronomers have yet to determine whether the Liff system is dying or being born. Little other information is know, and no further discoveries will be likely until astronomers feel sufficiently attracted to studying this odd system, almost crunched between the great barriers of two vast nebula.

Miyog Tangibles

Miyog Tangibles is the company that stumbled on the scout report for Liff. Being a corporation dealing primarily in organic, non-synthesized food products, MT was interested in the presence of the poers. It was suggested in the scout report that these animals were fit for consumption, and quite good at that. This was determined when the scout ship crashed on the planet, and during repairs, the crew made a meal of one that attacked them.

MT has been on Liff for around twenty five years. In that time, their operations have stayed minimal, even miniscule, compared to what some other companies would have done. Their presence on Liff is restricted to an extremely small outpost in a tight valley nestled between several of the higher mountain peaks. The outpost takes up no more than one square kilometer, and includes several housing barracks, a small pre-processing plant, and two landing pads fit for small to medium freighters.

Due to Liff's gravity, the way the employees live and how they work are very different from a standard terrestrial planet. First, the Liff crew is paid very well, and cared for carefully to keep turnover nominal. MT found that it takes almost a year and a half to allow an employee assigned to Liff to reach a fully productive point. This is attributed to the alteration in lifestyle and health that the severe gravity demands of most beings. Problems range from muscle and bone aches to crushing headaches and even organ failure. The typical MT employee on Liff has been there for years.

The architecture of the MT outpost on Liff tells the story of its fight against gravity. All structures have arched roofs and curved sides, looking very similar to a dome. Each structure is supported by immense beams and columns on all sides, made out of the local rock and form-fitted to the walls.

Starships landing at the outpost have to struggle against the mighty pull of Liff. Pilots must be skilled in "press landing," the term generally used for any drop in any high-gravity environment. The stresses induced on the ships cause mild structure failure sometimes, and these ships often have to put in at Kurlnova for repairs. Though MT has their own barges that deliver the goods core-ward, they only go as far as Kurlnova, and on occasion to DuWeine. MT hires light freighters to take the product to one or both places, providing opportunity for the independent captain willing to take risks with Liff's gravity-induced difficulties.

The target of MTs interest, the poers, are a sturdy and bulky species. Roughly the same size as a bantha (with the exception of length), they walk about the dangerous landscape on four muscle-packed limbs. They are up to ten meters long and their torso is thick and muscular. Hunting a poer is risky business, because they are vicious. Once spotted too close, a being approaching a poer can be determined a threat, whereupon the poer will attack. Seeing as most species are not naturally able to hurtle across slanted and rocky territory at high speeds, the poer usually makes short work of whomever may be irritating him.

Poer

Type: Giant Mountain Predator

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 6D+1

Climbing 6D+2

Special Abilities:

Defense Cry: Poers that are attacking will let out a terrifying cry. Characters within 10 meters of an attacking poer must make a Moderate *Perception* roll. Characters who pass the roll are unaffected, but those who fail the roll suffer a -1D penalty on all actions for one round due to being suddenly frightened by the intensity of the cry. Characters may negate this penalty by passing a Moderate *willpower* roll.

Claws: Poers possess claws that can manipulate relatively small items, or shred massive gashes in metal in stone. Attacks with their claws wield 7D of damage.

Move: 10

Size: 8-10 meters

Capsule: Poers feed on small cliff-dwelling rodents and the rare avian they encounter. They are short tempered and terrifyingly strong. A being hunting a poer must be well skilled, because once spotted, one must be committed to killing it or die themselves. Poers often travel either alone or in pairs, but it is not uncommon to see up to four or five at once. On attack, they emit a horrifying, deep scream that freezes most hunters in their steps.

Bridge to the Unknown

When Parkanon Industries first sent scouts out to search for a good base of operations, one of the scouts went to the edge of Kurlnova sector, to Liff. From there, she carved along the edge of one of Kurlnova’s vast nebulous bodies. The first system she found, she dubbed Parka, and delivered the coordinates to Parkanon for them to use.

After Parkanon began setting up shop on Parka, they were in the midst of registering the hyperspace route to Parka from Liff when Vedioius Fahst seized control of the sector and ousted the Empire. In the chaos, the route from Liff to Parka was lost. Stillen knows where Parka is, but hasn’t the coordinates to get there. Some precious time has been bought for those on Parka, until either Stillen or the Empire plots another course to get there.

Supply/Demand For Liff

	Low Tech	Mid Tech	High Tech	Metals	Minerals	Luxuries	Foodstuffs	Medicine
Supply	--	--	--	--	--	--	VL/1980	--
Demand	L/3135	L/5130	--	--	--	--	L/1710	L/3990

Houldut

Type: Temperate Plains
 Temperature: Temperate
 Atmosphere: Type I
 Hydrosphere: Moderate
 Gravity: Standard
 Terrain: Plains
 Length of Day: 30 hours
 Length of Year: 211 days
 Sentient Species: Madaren (N), Varied
 Starport: Limited Services
 Population: 1.4 million, possibly more
 Planet Function: Homeworld/Scout Base
 Government: Sector-Wide Dictatorship

Tech Level: Stone-Feudal (Madaren)/ Space (scouts)

Major Exports: None

Major Imports: None

System: Houldut (Binary)

Stars: Houl, Coro

<i>Name</i>	<i>Planet Type</i>	<i>Moons</i>
Houldut	Temperate Plains	1
Houl-1116	Gas Giant	5
Houl-1117	Gas Giant	3

Port Summary

System: Houldut

Starport Name: Intrepid 14

Starport Type: Limited Services

Traffic: Rare

Control: Controller

Landing: Directional Beacon

Docking Areas: Field

Docking Fee: Varies; Hired transport and scouts land free of charge

Customs: None

Services: Limited food, lodging, and repair.

Capsule: The typical visitor to Intrepid 14 is the occasional scout jumping into or out of Wild Space. The base is paid for by dues from scouts belonging to the Intrepid Project, and members can take advantage of all services for free. Also, transports hired by the base or independent freighters with needed goods can land free of charge. All others must pay a flat fee of 80 credits per day, which covers all services (whether used or not). Intrepid 14 offers food and lodging, but in limited quantities. Repair services are available for most scout ships and light freighters, but full overhauls and seriously damaged vessels must be tugged back as far as Kurlnova for proper services.

World Summary

Houldut is enveloped with a warm blanket of savannahs and plains about it's midsection, taking up the majority of the land. Toward both poles, the terrain becomes slightly more rocky, and certainly cooler. At each pole, wind and flurries atop permafrost predominate.

Much of Houldut's ranges are flat and very broad, with patches of sparse plantlife riding the edges of occasional, low hills. The local plant of dominance is the Shua, a stunted and bent tree that grows crookedly to a height of around twelve meters on average, capped with a sparse bunch of leaves. The twin suns of the system often cast bizarre shadows off the trees at daytime, and every sunset is a dramatic splash of every shade of orange, red, pink, and purple.

Houldut is the homeworld of the Madaren, who have developed a stable relationship with the land. For more details on the Madaren, see the alien race write-up of the same name.

System Summary

Houldut system has two suns, equally yellow-orange, named Houl and Coro. They inhabit the center of the system, rather closely together. According to Madaren legend, they "feed" off of each other's power once in a while (a "while" being measured in centuries). Preliminary scientific data has been able to determine that on occasion, the twins seem to trade fire in a wily exchange where they come too close to each other. Massive static storms ensue between them, allowing random spires of fire to arc between them in a spectacular display, causing immense waves of electromagnetic energy to blow out through the system. Though it is believed the next of such an event isn't to take place for several centuries, reliable measurements have yet to be acquired.

Besides Houldut, which revolves around the suns around mid-way in the system, two gas giants, Houl-1116 and Houl 1117, circle the suns just beyond Houldut's orbit. Every month or so, both gas giants can be seen in the eastern sky, both appearing about the size of a credit each. During the sunset on that evening, the light not only washes over the plains of Houldut in its usually spectacular manner, but it also bounces off the gas giants and causes a secondary, lower-intensity sunset to criss-cross the land. There has yet to be a scout that can't swear it's one of those moments that keeps them in the business.

Houl-1116 and Houl-1117 are unexplored and unmolested, and will probably continue to amble about the twin suns for generations with their various moons of ice and rock without being disturbed. Houldut's single moon is very small, but extremely dense. Its only purpose is to pull the waves of the sparse and nominal oceans on Houldut and reflect the light-orange sunlight at night. The scouts have collectively and warmly dubbed it "Spectus," the Old Standard word for "spectator." When leaving or arriving at Intrepid 14, the sight of the orangish moon is their last or first sign of familiarity, and they often speak of a sense of being watched over by the moon. Some call it the typical gibberish of wanderers, but those who understand the scout psyche recognize it for what it is.

Intrepid 14

Intrepid 14 is made up of several sturdy lodges and a large common hall, in a half-circle surrounding the port tower and main communications butress. The tower is a 20 meter tall cylinder made out of the hull of an abandoned colony container, topped off by a transparisteel dome that allows a lone controller full view of the skies. The adjacent structures are 6 meters tall, 20 meters long, and 12 meters wide.

The other half of Intrepid 14's circle is taken up by a variety of designated landing fields. The fields are of varying size, most accomodating small scout ships and a few able to accept vessels of larger size, up to a medium freighter. At night, the tower and landing fields are adorned with orange navigation lights, providing a beautiful harmony of color at dusk and dawn.

Upon arrival in Houldut system, ships will immediately acquire the signal of a beacon that instructs travellers to approach Intrepid 14 from the sun side and await further instructions. Once that order is completed, a live controller will feed them a specific navigational beacon signal and indicate for them to land at a certain field. Travellers are asked to state their vessel and captain name, as well as their business and expected stay. If Intrepid14 is full (a terribly rare occasion), non-scouts will be directed into a holding pattern at no charge. Non-scout vessels visiting the base and

taking up a landing field will be asked to depart as soon as possible if a scout ship is in an orbital holding pattern.

The base has a total of four structures. One is used to house supplies, two provide lodging (roughly 15 rooms per building) and an accompanying lounge, and the other does double duty as a cafeteria on one end and a repair hangar on the other. Most beings can be found in the lounges, or in the cafeteria. Though meals are meant to be taken at the tables, most of the visiting scouts and freight captains can be found eating their meal over a portable generator in the repair area, talking with the local repair crew and pawing over the access panels of whatever vessel is being cared for at that time.

Project Intrepid

During the Old Republic, a group of scouts began a non-profit organization with the sole purpose of providing self-support for independent scouting missions, dubbing it "Project Intrepid." Their goal was to band together their savvy and funds to provide base support for independent missions, since government-sponsored scouting bases were found to be either corrupt or rather unhelpful. Since its inception, Project Intrepid has managed to create and maintain a system of 19 bases, all adjacent to each other on a band around the edge of known space.

Intrepid 14 is one such base, and provides free services to members of Project Intrepid. For a very nominal fee (often overlooked), it will provide equal services to other independent scouts, and will never turn away corporate scouts in need (but they enforce the charge). The Empire is aware of Project Intrepid, but is both too busy and resource-stretched to even begin thinking about governing them; the bases of Intrepid are left to their own devices, but it's been suggested that recent Imperial spies have entered the ranks of membership to keep tabs on discoveries. As for those discoveries, important ones come few and far between, and are usually sold to private concerns or local sector governments. All other charts and accumulated information is sold to BoSS through data middlemen and traders.

Personalities of Intrepid 14

Fubie, as he is known, is an amicable and interesting fellow, and chief tech of the repair facilities. Fubie has a crew of three beings that offer repair and light refits. Though Fubie seems like he couldn't hurt a mynock, nobody really knows of his former exploits, and it's possible he is there like many others – escaping something both dastardly and in the past.

His crew is also friendly and highly specialized. Their services are preferred by the scouts, who leave with confidence after having their ship tuned by Fubie and his repairmates. When arriving after a long jaunt in Wild Space, scouts also know that the repairbeings can manage everything that is thrown at them. As Fubie says, "As long as it gets here on its own, it'll leave here in better shape."

Fubie –not finished

Type: Chief Starship Tech

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 3D+1, Bowcaster 3D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Missile Weapons 3D+1, Lightsaber 3D+1, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D, Pick Pocket 3D+1, Vehicle Blasters 3D+1

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Alien Species 4D+1, Bureaucracy 4D, Business 3D+1, Cultures 5D, Languages 5D, Law Enforcement 3D+1, Scholar 3D+1, Planetary Systems 5D+1, Streetwise 4D+1, Tactics 3D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Archaic Starship Piloting 3D+1, Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Jet Pack Operation 3D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Rocket Pack Operation 3D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2, Swoop Operation 3D+1, Walker Operation 3D+1

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Forgery 3D+1, Gambling 3D+1, Hide 4D, Investigation 3D+1, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Armor Repair 3D+1, Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Demolitions 3D+1, Droid Programming 3D+1, Droid Repair 3D+1, Hover Vehicle Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Security 3D+1, Starfighter Repair 3D+1, Starship Weapon Repair 3D+1, Space Transports Repair 3D, Walker Repair 3D+1

Force Points: 3

Dark Side Points: 1

Character Points: 12

Move: 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Capsule:

Repair Crewer 1—not finished

Type: Assitant Starship Tech; Propulsion Specialist

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 3D+1, Bowcaster 3D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Missile Weapons 3D+1, Lightsaber 3D+1, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D, Pick Pocket 3D+1, Vehicle Blasters 3D+1

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Alien Species 4D+1, Bureaucracy 4D, Business 3D+1, Cultures 5D, Languages 5D, Law Enforcement 3D+1, Scholar 3D+1, Planetary Systems 5D+1, Streetwise 4D+1, Tactics 3D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Archaic Starship Piloting 3D+1, Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Jet Pack Operation 3D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Rocket Pack Operation 3D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2, Swoop Operation 3D+1, Walker Operation 3D+1

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Forgery 3D+1, Gambling 3D+1, Hide 4D, Investigation 3D+1, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Armor Repair 3D+1, Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Demolitions 3D+1, Droid Programming 3D+1, Droid Repair 3D+1, Hover Vehicle Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Security 3D+1, Starfighter Repair 3D+1, Starship Weapon Repair 3D+1, Space Transports Repair 3D, Walker Repair 3D+1

Force Points: 3

Dark Side Points: 1

Character Points: 12

Move: 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Capsule:

Repair Crewer 2 –not finished

Type: Assistant Starship Tech; Hyperdrive Specialist

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 3D+1, Bowcaster 3D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Missile Weapons 3D+1, Lightsaber 3D+1, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D, Pick Pocket 3D+1, Vehicle Blasters 3D+1

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Alien Species 4D+1, Bureaucracy 4D, Business 3D+1, Cultures 5D, Languages 5D, Law Enforcement 3D+1, Scholar 3D+1, Planetary Systems 5D+1, Streetwise 4D+1, Tactics 3D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Archaic Starship Piloting 3D+1, Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Jet Pack Operation 3D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Rocket Pack Operation 3D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2, Swoop Operation 3D+1, Walker Operation 3D+1

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Forgery 3D+1, Gambling 3D+1, Hide 4D, Investigation 3D+1, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Armor Repair 3D+1, Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Demolitions 3D+1, Droid Programming 3D+1, Droid Repair 3D+1, Hover Vehicle Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Security 3D+1, Starfighter Repair 3D+1, Starship Weapon Repair 3D+1, Space Transports Repair 3D, Walker Repair 3D+1

Force Points: 3

Dark Side Points: 1

Character Points: 12

Move: 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Capsule:

Repair Crewer 3 –not finished

Type: Assistant Starship Tech; Weapons Specialist

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 3D+1, Bowcaster 3D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Missile Weapons 3D+1, Lightsaber 3D+1, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D, Pick Pocket 3D+1, Vehicle Blasters 3D+1

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Alien Species 4D+1, Bureaucracy 4D, Business 3D+1, Cultures 5D, Languages 5D, Law Enforcement 3D+1, Scholar 3D+1, Planetary Systems 5D+1, Streetwise 4D+1, Tactics 3D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Archaic Starship Piloting 3D+1, Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Jet Pack Operation 3D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Rocket Pack Operation 3D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2, Swoop Operation 3D+1, Walker Operation 3D+1

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Forgery 3D+1, Gambling 3D+1, Hide 4D, Investigation 3D+1, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Armor Repair 3D+1, Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Demolitions 3D+1, Droid Programming 3D+1, Droid Repair 3D+1, Hover Vehicle Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Security 3D+1, Starfighter Repair 3D+1, Starship Weapon Repair 3D+1, Space Transports Repair 3D, Walker Repair 3D+1

Force Points: 3

Dark Side Points: 1

Character Points: 12

Move: 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Capsule:

The Temple of Siftin

About 200 kilometers to the east, one could find the Temple of Siftin. That is, if they ever found themselves 200 kilometers east of the last known remnant of galactic civilization for parsecs around.

That is what Domiscis Trabin and his handful of Force trainees are counting on to retain the secret of their purpose on Houldut. Once every month, if Domiscis is at the temple, he will travel to Intrepid 14 and purchase enough supplies for two months. He takes a beaten and aged repulsorlift he bought second-hand from Fubie. The locals have grown easily accustomed to Domiscis, and trust that he is nothing more than the reclusive and hermit-like leader of a few followers and an obscure, dying religion. Domiscis sees to it that this perception is carefully maintained, as it is key to the security of his personal mission. For more details on Domiscis Trabin and his objectives, see the write-up of the same name in the in *Kurlnova Gamemaster Guide*.

Supply/Demand For Houldut

	Low Tech	Mid Tech	High Tech	Metals	Minerals	Luxuries	Foodstuffs	Medicine
Supply	--	--	--	--	--	--	--	--
Demand	H/3465	H/5670	M/6000	--	--	VL/90%	VH/1980	VH/4620

Parka

Type: Tectonic Hotbed
 Temperature: Searing
 Atmosphere: Type IV (Environment Suit Required)
 Hydrosphere: None
 Gravity: Standard
 Terrain: Volcanic
 Length of Day: 32 standard hours
 Length of Year: 190 local days
 Sapient Species: Varied
 Starport: Limited Services (Inactive)
 Population: 100
 Planet Function: Alliance Strike Base
 Government: --
 Tech Level: --
 Major Exports: --
 Major Imports: --
 System: Parka
 Star: Parka

Name	Planet Type	Moons
Parka	Tectonic Hotbed	0
Parka II	Barren Planetoid	0
Parka III	Blasted Crater Field	2

World Summary

In the line of harsh and unforgiving places in the universe, Parka ranks high. The surface is a roiling morass of craters, chipped and jutting ridgelines, developing mountains, and volcanism.

The air is extremely dense with thinned material and heat expelled from constant volcanic eruptions. Immense dust storms plague the surface, spanning for hundreds (sometimes a few thousand) kilometers and sustain for weeks at a time. Every several hours, extreme swells of intensely heated air will blast through a region, searing the dirt and rock. Beings with a need (and lack of sanity) to be on the surface must wear exceptional environment suits to keep from being blown apart, ground down, or vaporized by the excessive conditions. Generally, the use of a mechanized walker (reinforced for extreme duty) is recommended in such environments.

System Summary

Parka System contains three bodies and a single star. The star, which goes by the same name as the system, is approaching the red giant stage; roughly 1,400 standard years are left for the system before the star expands and obliterates all bodies near it. Until that time, the star is seething with solar flares and magnetic waves that disrupt communication signals and powered equipment from time to time.

Besides Parka, the planet that Parkanon settled for mining purposes, there is Parka II and Parka III. The first is barren, wiped clean by a lack of atmosphere and being positioned very close to the local star. Parka III is a planet almost unrecognizable as a sphere, having been battered by so many meteors. Parka III has two moons, one very mangled and maimed by some cosmic collision in its past. It is obvious that the planet below took the brunt of that event and recorded it for eternity (at least until the star goes white dwarf).

Strike Base Parka

When the Alliance learned of the goings-on in Kurlnova Sector, they moved quickly to increase their presence. Moore Katen, previously the head of the now-dissolved Parkanon Industries, had given them details of Parka and its mining installation. Alliance military strategists determined the location to be the proper place for Alliance forces to move in, for three key reasons: no many knew about it, it had a varied set of defenses to present to any opposing force, and it lie close to the key element in Kurlnova that was the focal point of all the controversy.

The installation built by Parkanon is strong enough to survive its surroundings for centuries, which means its more than enough for a military force to dig in. The only part of the facilities visible from the outside is a group of three access pits clustered within a square-kilometer area.

One access pit is massive; measuring 135 meters in diameter, it is able to open its heavily armored doors and swallow a medium transport. The pit structure rises fifteen meters from the surface, with smooth sides to prevent the wind from eroding any edges. The doors are powered by six pneuma-core pistons, more than enough to lie open both of the 47-ton doors.

The other two access pits lie north of the main access pit, close together. An aerial view presents two dots (the secondary pits) like human eyes, and the main access pit as a round "mouth" or sorts to the south.

The secondary access pits are 54 meters in diameter, with identical outfittings. The only difference is the doors are 26 tons each (2 to each pit). All three pits open to equally-wide shafts that descend into the depths of Parkanon. Each of the three terminate 500 meters below in their own individual docking facilities.

At the docking level, the shaft widens to four times the width of the descension shafts. Layered in a descending spiral are landing platforms of varying sizes. The platforms are connected by a turboway (assisted-movement walkways) that winds past each landing area and deposits pilots and crews a docking entrance room. Down the shaft, below the docking area, lies machinery that lifts containers of minerals to awaiting ships – these facilities are dormant as mining does not occur.

Arrayed out from the docking entrance room is a series of four corridors driving into the ground, sheathed with yorasteel (an extremely strong metal, used throughout underground facilities in high-stress environs). Off each corridor are tertiary accessways that connect each main corridor to each other at varying points. Also, the command center, living quarters, storage, galleys, power plant, workshops, and additional chambers can be found along the corridors.

Within the station, it is not unusual to hear rumbling, and even loud snapping and cracking – this is the ground around the underground station shifting. It makes security patrols edgy and partially ineffective, but their presence is more to give the Rebels something to do than provide any real defense. The only entrance to Strike Base Parka is through one of the three access pits – they are not only guarded closely, but one would have to defy physics to enter unnoticed.

The base is currently outfitted with a compliment of starfighters, meant as base defense and on-call support to Alliance operations within the sector. Also, several shuttles and transports have been allocated to provide evacuation and transportation to the base personnel.

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(CHARACTER STATS TEMPLATE)

Welatto Fahst –not finished

Type: Conniving Royal

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 3D+1, Bowcaster 3D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Missile Weapons 3D+1, Lightsaber 3D+1, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D, Pick Pocket 3D+1, Vehicle Blasters 3D+1

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Alien Species 4D+1, Bureaucracy 4D, Business 3D+1, Cultures 5D, Languages 5D, Law Enforcement 3D+1, Scholar 3D+1, Planetary Systems 5D+1, Streetwise 4D+1, Tactics 3D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Archaic Starship Piloting 3D+1, Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Jet Pack Operation 3D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Rocket Pack Operation 3D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2, Swoop Operation 3D+1, Walker Operation 3D+1

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Forgery 3D+1, Gambling 3D+1, Hide 4D, Investigation 3D+1, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Armor Repair 3D+1, Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Demolitions 3D+1, Droid Programming 3D+1, Droid Repair 3D+1, Hover Vehicle Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Security 3D+1, Starfighter Repair 3D+1, Starship Weapon Repair 3D+1, Space Transports Repair 3D, Walker Repair 3D+1

Force Points: 3 **Dark Side Points:** 1 **Character Points:** 12 **Move:** 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink