

GURPS STAR WARS

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FORWARD

DEDICATION

This book is dedicated to all the children who ever dreamed of taking part in the Star Wars universe, yesterday, today and tomorrow... I hope my children will love it as much as I do!

Michael Siersleben, The SW project team

AUTHOR'S NOTE

I am sorry that this first publishing not complete. During writing this book I had to realize that the material of the SW Empire needs years to be collected, judged, changed, sorted out or included. Although this book is not to be considered complete now, I decided to publish it anyways – because it was intended to be a guide and help to all player who want to game in the SW universe. So my harddrive is not a good place for it and I decided to show you, what I have collected yet... have fun!

michael

IMPORTANT NOTE

When we started to write GURPS rules for the Star Wars universe we began our work as a pure hobby. Though it might (we hope that) look very professional now, we would like to emphasize that the following book is still not more than a hobby. We love Star Wars and we love RPGing – that was the only intention to write this book. Two things we would like to emphasize:

1. We do not earn money with the writing and/or online-publishing of this book.
2. We did not *steal* information or material of official sources. All quoted sources were asked for permission before we dared to use it. A detailed list of the used sources can be found in the Bibliography section in the end of this book. We just tried to transform the wonderful universe created by George Lucas in the GURPS system to make it playable in the universal rules, created by Steve Jackson Games.

If you find any material published that belongs to official Lucas Arts sources and want this information removed from this book, please contact us.

DISCLAIMER

The material used in this book is drawn from the works of George Lucas, his collaborators and other Sci-Fi authors who have helped the Star Wars phenomenon to grow since its

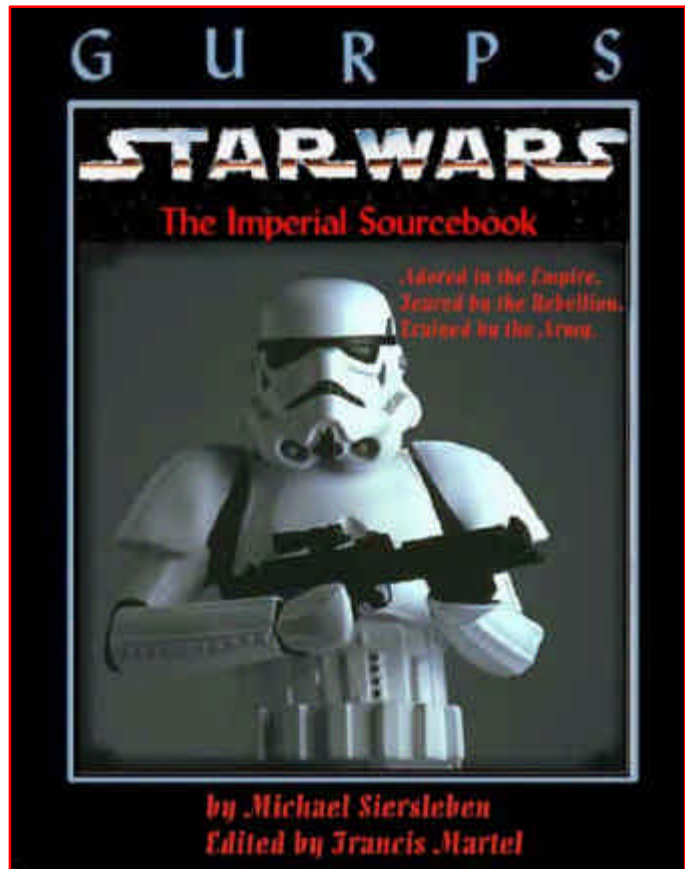
birth in the late 70s. Most of the material referred to in this book is owned under copyright laws by George Lucas (Lucasfilms Ltd) and/or/either 20th Century Fox.

ALL NAMES; TRADEMARKS AND LOGOS USED IN THIS BOOK ARE USED WITHOUT PERMISSION EITHER GIVEN OR IMPLIED BY THE COPYRIGHT OWNERS.

I hope they would like what they see in this book.

ABOUT GURPS

GURPS is a registered trademark of Steve Jackson Games Inc. All reference to their works used in this book are used without their permission given or implied. We hope that this book is in the sense of SJ games – it mirrors the endless possibilities one has with this great RPG system and a little bit imagination and good will! If you have made it this far, you know about GURPS and Steve Jackson Games Inc. Your are familiar with their works and the wonderful RPG system they have created. You know what it is about and you like it... As everybody involved in the project does!



A quick look at an alternate cover for this book...

INTRODUCTION

“IF YOU ONLY KNEW THE POWER OF THE DARK SIDE...”

These words are justification enough for a separate sourcebook on the **Empire**. What would STAR WARS be without the tyranny of the Empire? The perfection of the cold working evil war machine where individuals are expandable fascinated me from the first moment on when I saw the movies as a child. Evil can be very fascinating, too, which explains why kids nowadays love to play rather Darth Maul than Ani Skywalker...

This book should give the GURPS GM or player a deeper look into the structural background of the Empire and it should provide all players with detailed information on the giant war machine of the Empire. Though there are tons of material one can use to write a book like this, one will not be able to cover everything. Therefore I concentrated on presenting the information for the basic understanding of the imperial SW universe. Especially the ships, walkers and weapons section will lack much of the material it could potentially present. I hope that probably some day somebody fills this space with another sourcebook...

Instead of just presenting weapons, suggestions will be made how to use the Imperial machinery in a game, either as NPCs or as PCs. I hope that I managed to convey the complicated mechanisms in the perfect clockwork of such a huge organisation as the Empire. In 1989 West End Games published a book called “*Imperial Sourcebook*”. I have to admit that this book fell into my hands while I was already working on this book.. It is a very good book that fits directly in the STAR WARS RPG by WEG. Though I had a look at that book I want to point out that I did not intend to simply copy it. A lot of new information about the Empire has been invented by various authors since 1989. This book tries to include all the new data from novels, new movies, WWW sources, comics and of course the classic movies. The information I gathered for this book is mostly taken from sources I call “*Unofficial Official Sides*”. All information sources were able to bring up reference from the data they used. Therefore I hope that the information presented in this book contains only facts which are based on official Lucas Arts sources, such as WEG, Bantam Books and Lucas Arts computer games. Anyway, I hope you have fun reading the following, and keep in mind: Stormtroopers aren’t gun-fodder – they are tough guys with blasters!

If you like what you see, feel free to mail me under:

gekami@gmx.de

For any suggestions or comments we are always thankful! This includes as well game experiences!

ABOUT THE SW PROJECT AND THE PROJECT TEAM

Of course nobody writes a book like this alone. It is the result of the Star Wars Project Team, a world wide project group, united through the www with the same interest: Star Wars and GURPS roleplaying. Many people helped me in the construction of this book, provided me with material, suggestion, critics and kind words. I doubt that I can list all of them. Some of them I know only as a pseudonym and have never seen in my whole life. Anyway – thanks to all of you! This is your book!

PRINCIPAL AUTHOR

MICHAEL SIERSLEBEN

Michael Siersleben is 29 years old and lives with his wife Dr. Kathrin Siersleben in Braunschweig / Germany. Michael has been fascinated by Star Wars since saw “The Empire strikes back” as a child. During his studies of English and German literature and linguistics and Greek philosophy he stumbled over the SW project during doing internet researches. Michael wrote the Campaigning section, the cinematic section and the Jedi Martial Arts section in the SW sourcebook. Though he has plans to become a teacher as soon as possible, a part of his heart belongs to sports, that’s why he earned his living as a gym instructor for TaeKwon-Do, Thairobic and Aerobics.

PROJECT COORDINATOR

FRANCIS MARTEL

The project coordinator is Francis Martel, from Montreal, Canada. Francis is 30 years old and lives with his wife Stefanie and their two children Marc-Antoine and Marie-Sophie (and as well with a shape shifting cat named “Willy”). Francis is a role-player since he was 15 , which means that he has gathered endless character points for his gaming-skills! Furthermore he is the founder of the SW project and principal author and editor of the first SW sourcebook.

Francis currently works for ConnecTalk Inc. in Montreal and develops IT solutions for the customers.

OTHER PROJECT MEMBERS

JASON KIDD

Jason is from the US, and he currently lives in Pittsburgh, PA, with his wife Melanie. He is 27 years old and is currently working as a photographer. Jason's interests include Roleplaying, Philosophy, Music (Both listening and playing), and Sociology. Jason has been gaming since he was twelve

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and has been a Star Wars fanatic most of his life (Since Episode IV first came out in '77). He is the principal writer of the Star Wars Alien Races book, and is also working on the Alien Races supplement. For this book he established contact to The Force Net to provide the time-table on the Empire at the end and gave much useful advice concerning errata and details which I would not have seen. Furthermore the wonderful cover-art of this book is his work. Thanks Jason!

NEW PATHS

THINGS WHICH ARE DIFFERENT FROM THE GURPS STAR WARS SOURCEBOOK!

Every book differs a little bit from the ones published before. This is the same with this book. Game experience, new ideas and many discussions helped us to think over the basic rules we once created under the Argus eyes of Francis Martel. This sometimes means that there have to be made changes for

playability reasons. But as well these changes are not made easily.

If you like the things we changed you can keep in mind that they are the achievement of the SW project team – if you do not like them, consider me, Michael Siersleben, as the responsible person because I had the last word in the creation of this book...

Everybody makes mistakes! That includes us – if you find any errata we would be very thankful if you could send us an e-mail to inform us.

Enough chatter.

The light dims, the curtain opens and reveals a universe filled with thousands of stars while under the 20th century fox fanfare the words "A LONG TIME AGO IN A GALAXY FAR FAR AWAY" appear.

Check your blaster and prepare to take a step to the dark side...

IMPERIAL HISTORY

Before it was called the Old Republic. No recorded memory of the Old Republic's inceptions existed, nor was any needed. Its founders had faded into the dust of history. They had built the only galactic community ever known, a community that had always served its citizens well and faithfully. New worlds came to share its beneficial guidance as the centuries passed. Planets, which found themselves in jeopardy due to natural disaster or rebellious uprising, could turn to their neighbours for help. All races, all sentient species, all peoples were equal under the law and lived their lives with rights that guaranteed both opportunity and freedom

The guardians of this Republic were the Jedi Knights, a bold and fearless Order that, numbering in the hundreds of thousands, served to defend and protect the people of the Republic. Their wisdom, bravery and strength had become a legend. Drawing their common strength from the Force, the Jedi maintained peace throughout the galaxy for generation upon generation, and passed their ways along to those who had proven themselves both capable and worthy of knighthood.

By banding together, the Old Republic had made itself impervious to any outside attack. No other known galactic powers dared move against them for to do so meant certain failure. The people of the Old Republic slept securely in their beds, safe within their political walls.

Attack did come, however. But, as with many democratic societies, it came not by outside force, but from within.

Decay finally set in as more and more worlds joined the Old Republic. Local officials became susceptible to influence and bribery, bowing most often to the wishes of those involved in the dealings of interstellar commerce. The Senate, weakened by so many centuries of peace and complacency, became dangerously careless. Political overthrow was unthinkable, but inevitable.

An ambitious and unscrupulous senator named Palpatine rose quickly and geometrically to power, aided by those in the lower regions of the Senate who began to crave more power and authority for themselves. Promising to clean up the galaxy and return the Republic to the excitement of its more

vital and ambitious days, Palpatine was elected President of the Republic, and surrounded himself with these greedy and power-hungry officials, who had swept him into power.

What they did not know was that Palpatine drew his power and charisma from the dark side of the Force. He had far greater ambitions than the mere office of President would allow him, and those who had ridden his coattails onto the upper places of the political power were soon to find themselves left behind, imprisoned, or crushed beneath the



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heavy hand of Palpatine as he ruthlessly sought his ultimate goal. Under Palpatine's orders, the new Empire began a military build-up unlike any in recorded galactic history. Immense vessels with incredible fire power sprang from the drawing boards and into existence seemingly overnight. The resulting technological boom brought about the creation of a whole new science of war.

The core systems were the first to fall. their planetary governments were forcibly disbanded as martial law swept from world to world.

Secure in his position, surrounded by a military core that feared him, Palpatine declared himself Emperor. For the first time in uncounted centuries, the worlds of the Old Republic found themselves ruled by one man. All personal rights

became subject to the whims of the Emperor, and early uprisings against Palpatine were wiped out almost before they began. The Jedi were systematically hunted down and summarily executed. The Jedi found themselves being abandoned, betrayed and even murdered by those whom they had protected for so long

The puppet Senatethat had been kept in place was permanently disbanded, and direct rule was given to those regional governor's appointed by Palpatine. The creation of a terrible weapon, one capable of destroying an entire planet with a single blast, kept the terrified leaders of each world in line under pain of annihilation. This Death Star was Palpatine's last word- the final assurance of his stronghold over the billions that he ruled.

POLITICAL STRUCTURE OF THE EMPIRE – AN ANALYSIS OF GOVERNMENT

FORMS OF A REPUBLIC - AN ARISTOTELIC VIEW

According to Aristoteles there are three possible forms of the republic: One ruler, some rulers or all rule the republic.

In other words these are the descriptions of dictatorship, representative democracy and total democracy. None of the systems is the best, according to Aristoteles – and even in a completely objective point of view. A good and wise King can rule his reign alone better than an incompetent parliament. Again everything is a question of attitudes...

There is no moral fault in a dictatorship or monarchy. No system is better than the other – they are ... different. The ambition of the ruler(s) and their capability to rule are the only things after which a government can be treated. And even in a dictatorship people have rights as personal protection within the system and duties as to obey the law and to uphold the order.

DICTATORSHIP – LAW, PEACE AND ARBITRARINESS

Webster's Encyclopedea defines a dictatorship as :

a government, form of government, or country in which absolute power is held by a dictator or a small clique.

The Emperor has this absolute power. His word is law. The policy of the Empire is easy to understand: explore, conquer and rule! This imperialistic policy is necessary to strengthen continuously the power of the Empire. Many worlds have chosen right to follow the words of the Emperor. A unique law, not bound to the borders of a planet, means one justice

and it is the only chance to give the universe the peace it deserves. But only when all worlds in the galaxy follow the paths of the Emperor there will be peace. As long as there are disturbing forces who try to break the universal law of the Empire there will be no peace in the galaxy. Everybody who is not for us - is against us!

This is the basic attitude of the imperial policy. And it is propaganda with a spark of truth in it. The policy of the Emperor is easy. Suppress all worlds who do not co-operate by force and make them accept the leadership of the Empire. Once in this position all reigning leaders are replaced by Imperial forces that will guarantee the enforcement of imperial law.

Greed, anger, bloodlust and megalomania were the motives of Emperor Palpatine. They are characteristic for the power of the dark side of the Force. Total control of the galaxy is the main goal of the Empire – one man and one ruler with the force to rule arbitrary over life and death of whole races. The Empire itself is no cruel government – it is the dark side of the force that makes it cruel.

But the Empire is more than just a large military war machine. Although it is a militaristic government which bases on dictatorship, its organisation contains diplomats, governors and skilled academics. To build a working government it needs more than just soldiers! They are the instrument, not the basis of a government...

POLICY OF THE EMPIRE

How to rule a universe when you can't be everywhere at the same time

After the dissolution of the Imperial Senate (A New Hope) Palpatine wiped out the last bit of democracy in the Imperial Galactic Regime. Democracy means confusion and irritation.

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The Emperor stopped the ineffective endless discussions of the Senate. Efficient action restored the peace in the galaxy. Fear and terror were supposed to keep the order in the different sectors. Therefore the construction of the Death Star and the giant Armada of the Imperial Navy were necessary to symbolize the Emperor's power.

The problem was to carry the will of the Emperor in any corner of the galaxy and to ensure that imperial law won't be broken. Permanent presents of imperial forces was necessary to do this in a satisfying manner.

EMPEROR

Palpatine knew that he would not live forever. But he knew his Empire would. Therefore the constitution of the Empire is based on the government of a single person – the Emperor. Emperor is a title, a political position that defines a single individuum as the absolute leader of the Empire. This Emperor has many advisors, all of them greedy for might and power and only a few who dare to hope to become Emperor themselves after the death of the current Emperor. Nobody knows who will become the new ruler after the death of the old Emperor. This reaching for power causes many intrigues and again the policy of the Empire is not based on trust but greed...

SECTOR CONTROL

The galaxy was divided into many strategic sectors, political regions that include several thousand inhabited worlds ruled directly by imperial governors. These sectors include as well many worlds who lack any life and need therefore no special attention. Precise calculations were made to designate a certain number of troops needed to control a sector. The supreme commander of a sector group is a Moff, a military official who is responsible for the political government of a sector. Every Moff governs the sector he is responsible for, politically as well as martially.

SECTOR POLICY

Demonstration of power and deterrence was the basic policy of the Moffs. To rule all the worlds in such a huge sector, the Moffs had to rule with an iron fist to ensure law and order on every planet. Priority sectors were designated wherever imperial authority was demanded or the Emperor himself has a special interest in. In these priority sectors imperial forces are concentrated by number and equipment to ensure the policy of the Empire.

IMPERIAL LAW

The Imperial Law is a document which laid down the specifics in Emperor Palpatine's New Order. It contains the rights and duties of every imperial citizen. Every planet in a sector of the Empire is automatically under Imperial Law. To uphold the law under any circumstances was part of the iron-fist-policy of the sector command.

Every individual living being, no matter what race, species or sex is considered full citizen. As a full citizen these beings have certain rights and duties. They have the right on the protection of the Empire against any criminal activity and anti-imperial terror-groups. Furthermore the citizens have the right to live a peaceful life under imperial government on their home world. On the other hand they are obliged to imperial law and will have to face imperial court trials if they dare to break it. Though imperial law differs a little bit from world to world, the main policy of the Empire is situated in the main directives of the law on every world.

Special imperial doctrines are part of the law book on every world. These doctrines include that every citizen stands in a debt to the Empire and has to pay some tribute to it. So, special obligations can force the population to unwilling recruitment by imperial forces in the case of emergency or can mean the spontaneous confiscation of all goods if the policy of the Empire demands it.

ADMINISTRATION

The political government of a sector group works after the following chain of command.

THE GOVERNORS

The Planetary governors represent the authority of the Empire on a single world or a star system with several worlds around a single star. The governor has the command over all Imperial troops stationed on the planet. The job of a governor is politics. He has to maintain the peace on the planet and is responsible for the welfare of the planet.

When other troops of Navy or Army are required in the orbit or surface of the planet they are supposed to contact the governor to organize their action with the political affairs. Although the governors are in command of military forces, the rank of a governor is not a military one.

THE MOFFS

The Moffs are in command over a whole sector. They are also in command of the governors who have to obey their order without questioning. A Moff is getting regularly reports from the governors and has to observe any political activity in the sector. Therefore communications and logistics are one of the most required skills of a Moff. Often a Moff is as well a governor of a single planet.

THE GRAND MOFFS

The Grand Moffs have a very powerful position in the Empire. They are sent to priority sectors with full authority over any resources of the Empire.. A Grand Moff is supposed to be the right arm of the Emperor himself therefore he enjoys all privileges as the Emperor himself and he is in command of any imperial member within his reach. The only person the Grand Moff is responsible for is the Emperor. Nobody else is in the position to give him any orders.

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BACKHAND FORCES

In addition to the armed forces attached to a particular regional government or sector group, there exist naval and military assets which are deployable in the Empire as a whole. More 10 percent of the Empire's forces are kept in reserve, placed all over the galaxy. All forces are at the disposal of the Emperor, his twelve Grand Admirals, the Grand Moffs or for deployment in elite roving commands such as Darth Vader.

The whole system is based on the strict functioning of the chain of command. Every commander has a superior commander who is responsible for his actions. The punishment for failure was draconic and therefore fear was the ambition of every commander to control his troops. The fastest way for immediate action was to send an Imperial Garrison to the focus of revolution against authority.

IMPERIAL GARRISON

The Imperial Garrison is the fastest way for establishing an occupation force and an Imperial presence on distant worlds. (WEG) The I.G. is carried aboard Star Destroyers and other Imperial vessels and can be ready within a few hours. Often the I.G. has to re-establish Imperial Law on planets which government fell victim to a putsch of the Rebellion or the native anti-Empire-movements.

FEAR AND PUNISHMENT

The destruction of Aderaan was a strategic necessity to symbolise the power of the Empire and the consequences for those who dare to anger the Emperor.

If some government or group succeeds to resist the Emperor's will others will follow. That is the reason for the fear-and-punishment-policy of the Empire. Deterrence is the key-word. Resistance must not only be fought – it must be punished hard to demonstrate what consequences it might have. When a governor fails in keeping the peace on a planet his commanding Moff will immediately take actions to get the situation under control. Often the "replacement" of the current governor is used as an example to "motivate" the new governor to more efficient action – for his own sake.

Imperial Garrisons are the first method for immediate action against anti-imperial-movements in the galaxy. Fortunately Star Destroyers are able to take these first occupation forces to most planets, before imperial law is completely undermined and then the enemies of the Empire will learn the true meaning of the fear-and-punishment policy.

OFFICERS CHAIN OF COMMAND

In a military based organisation like the Empire the chain of command is a necessary instrument to plan and organise action of any kind. It is ladder which everybody wants to climb above to gain more power. The higher one rises in the hierarchy, the more "underlings" one has to command. But

this power goes hand in hand with responsibility. The higher one is in this hierarchy of power, the deeper can be ones fall!

In no other organisation promotion and degradation is as fast and arbitrary than in the Empire. Lord Darth Vader had the tendency to be grateful in giving promotions – but to be merciless in degradation if one turns out to be not able to handle this responsibility.

The table below shows the possible officers ranks for the political and military government of a sector group.

An exception to the chain of command is always the last word of the Emperor. So is a commanding Sith Lord who has

Rank	Class	Navy	Army	Starfighter	ISB	
7	1	[Emperor or nominated executor or proxy] ⁴				?
	2	Grand Admiral	Grand General			
	3					
	4	Supreme Moff ³				
	5	Grand Moff				
	6	Moff				
6	1	High Admiral ⁷	Surface Marshal ⁵	High Marshal ⁸		?
	2					
	3	Fleet Admiral ⁶	High General ⁷	Force Marshal		
	4					
5	1	Admiral	General	Chief Marshal	General	
	2					
	3	Vice Admiral	Lieutenant General	Marshal		
	4					
4	1	Rear Admiral	Major General	Vice-Marshal	?	
	2	Commodore	Brigadier	Commodore		
	3					
	4	Line Captain ¹	High Colonel ¹	-		
3	1	Captain	Colonel	Group Captain	Colonel	
	2	Commander	Lt Colonel	Wing Commander		
	3	Lt Commander	Major	Squadron Leader		
	4					
2	1	Lieutenant	Captain	Flight Lieutenant	Lieutenant	
	2	Sub-Lieutenant	[First] Lieutenant	Flying Officer		
	3					
	4					
1	1	Acting Sub-Lt	Second Lt	Pilot Officer	?	
	2	-	-	-		
	3					
	4					

his orders directly from the Emperor in a higher position than the highest commanding officer. The whole system is based on the direct command of the Emperor.

A more detailed table for the career in the troops can be found at the end of this book. That table contains all possible ranks within the hierarchy of the military forces.

FROM THE REPUBLIC SENATE TO THE IMPERIAL DOCTRINES

Every law needs verification. Imperial bureaucracy includes rules for everything. Literally! Social behaviour, crime and law-obedience, decoration and degradation, trade and customs, research and education – every daily life situation is considered in the law books of the Empire. Whenever a law is broken punishment follows at Imperial courts, under the rules, set up by the Emperor. Only the highest ranked officers, advisors or Lords can dare to make up their own rules, and have to take the responsibility for it in front of the Emperor himself.

But law is made from people for people. In the old republic a Senate had this duty. In the New Order this was Palpatine. The following sub-groups are to give an overview over the governmental institutions, basic documents and influencing elements of galactic law, from the old Republic to the New Order.

IMPERIAL SENATE

The Imperial Senate was the ruling body of the Old Republic. It was a representation of senators from the Old Republic's major worlds, who decided many of the laws and basic beliefs. Some of these senators were Garm Bel Iblis, Mon Mothma, and Bail Organa (founders of the Alliance to Restore the Republic); princess Leia Organa; and Palpatine.

Palpatine usurped the support of various parties who wanted to reform the Old Republic and established his New Order. Shortly before the Battle of Yavin Palpatine permanently dissolved the Imperial Senate and transferred administrative power directly to his planetary governors and military leaders to rule the Galaxy alone with a huge army. (SW, DFR)

THE IMPERIAL CHARTER

This document includes the complete rules and agreements set forth by the Empire. It is used as the basis for planetary governments under the Empire. Every planetary governor is familiar with the rules and the main goals of the Empire's policy. This charter formed the basis for the tyranny of Palpatine after the dissolution of the Imperial Senate. (SME)

IMPERIAL RULING COUNCIL

The "IRC incident" took place after Palpatine's death at the Battle of Endor the Empire needed re-formation and re-organization. The IRC rose in order to restore the Empire to its former power. Originally led by Sate Pestage intrigues caused his fall, arranged by Ysanne Isard who desired control of the Council. But the Council voted Paltr Carvin as its new leader and Isard had to proceed with her intrigues to gain control. Again mistrust, greed and double play were the politics of the imperial leaders. Part of her plans was to enable the Republic to retake Coruscant – which makes this incident's political importance. Isard got short control of the Council but was defeated by Rogue Squadron at Thyferra. The Council was abandoned shortly after this battle by the warlords who fragmented the Empire. The historical importance of this incident comes from loss of Coruscant and the political influence this affair had on the Empire. (XWMR)

IMPERIAL PALACE

The Imperial Palace is substance of many tales and legends. It is a huge governmental building where the leaders of the galaxy have ruled for thousands of generations. The palace sprawls across the face of Imperial City and dominates the skyline with its huge pyramidal outline.

- ◆ The upper levels: they contain house hangars and delivery bays that can accommodate large transport ships. Landing platforms and defence mechanisms are integrated in the upper level.
- ◆ The remaining levels above ground: they contain many banquet halls and living quarters for the all races and cultures that have been part of the Old and New Republics.
- ◆ Below ground levels are made up of audience halls and conference rooms.
- ◆ The lowest levels: These are the support and service areas, including kitchens, atmosphere circulation, heating and cooling, and waste disposal. In all, there are more than 50 connected structures that make up the Palace, encompassing some 20,000 rooms and chambers. It is easy to get lost within the complex structure of the building.
- ◆ Rumors & Legends: Many rumors and legends are connected with the history of the Palace. There are several stories of construction workers who were lost and never found; of chambers without doors; of sections of a hundred or more rooms that have never been occupied.
- ◆ The hidden treasure room: There is even a belief that there is a hidden chamber that contains the treasure of Tolpeh-Sor.

When the New Republic retook Coruscant for good, they used the Palace as their base, and tried

IMPERIAL JUSTICE COURT

In the New Republic this justice court was used in important trials. The judge's bench sits atop a large, black slab of marble, and gives the judge an ominous appearance. Often the trial is only a formal session while the judge already knows what penalty the accused person will retrieve. Many historical trials took place in the IJC and many revolutionary leaders lost were got death penalty for subversive activity against the New Order. (KT)

IMPERIAL LAW

This is the original document which carefully describes the specifics in the New Order. This document is the basis for every government in the Empire and leaves little room for interpretation. It is a collection of rights and duties of all institutions and citizens from a single being to the population of a whole sector group. (SCRE)

GURPS STAR WARS

IMPERIAL CITY

This huge Metropolis grew during the early years of the Old Republic and had the name "Republic City". It grew fast and inevitable until it covered most of the surface landmass of the planet Coruscant. When there was no place to grow on the

surface the architecture grew in height with buildings some kilometres high. Then some architects began to create living areas below the surface of the planet – in the crust of Coruscant. When Palpatine took over the government and made himself Emperor he renamed it to Imperial City. (HTTE)

THE POLITICAL STRUCTURE OF THE EMPIRE

INTRODUCTION

The Empire is a huge military organization. But because of its size it needs steady development, support and organisation. The larger an organization is the more complicated its individual branches become. Administration means organization – and therefore the Empire came up with several non-military branches as research and development, social organisations to control education and media control. The militaristic branches of the Empire work hand in hand with the non-militaristic ones. Spies and internal affairs control every individual of this machine, mind conditioning and mind control is a prime maxim – and everybody involved in this machinery knows that there is a luxury...

COMMISSION FOR THE PRESERVATION OF THE NEW ORDER

COMPNOR was formed shortly after the fall of the Old Republic and the birth of the New Order. Palpatine formed this institution in order to define the ethic of the New Order and to observe and prevent any other kind of thinking. Nobody exactly knows how many members COMPNOR has – its number varies constantly and often members of COMPNOR are as well official agents of the Imperial Security Bureau. It is said that COMPNOR is a branch of the military ISB – only that it works also on civilian levels. COMPNOR's mission is easy to define: Mind conditioning and mind control. They define what kind of education is loyal to the system and wipe out ill-loyal and subversive elements within the system. They monitor the activity of any society, control art and education, organize motivation and recruitment of young talents for the troops or academics, decide what technical developments are for public use and have even influence on the development of whole sectors.

The following branches for Research and Education, Social Departments and Resources, Industry and Economy are heavily influenced by COMPNOR.

RESEARCH AND EDUCATION

EDUCATION

THE IMPERIAL ACADEMY

The famous Imperial Academy is responsible for any kind of education within the Empire. It covers all branches of the militaristic education system of the Empire. All educations include political education as a part of the mind conditioning education system of the Empire. During the New Order the Academy was the best chance to get a good education for a career within the Empire. Status and wealth was not important at the Academy – only talent and hard-work counted. For many young men and women the Academy was the only way to escape their bad social environment and make a career.

THE IMPERIAL INSTITUTE OF HIGHER STUDIES

This academy is situated on the planet Ferrhast, and is one of the premier learning facilities during the New Order. Promising students get the opportunity to study all kind of topics there under the tight observation of imperial teachers. This control of academic education is the basis of mind conditioning. Pro-imperial attitudes were supported during these studies and any anti-regime ideas were observed, controlled and if necessary wiped out. (SWAJ)

THE IMPERIAL PRIME UNIVERSITY

This is the most prestigious university founded by Emperor Palpatine during the New Order. The most talented students got the opportunity to study here for the progress of the Empire. This University produced some of the greatest geniuses, strategic advisors and weapon designers of the Empire. (TME)

IMPERIAL BOARD OF CULTURE

Controlled censorship is the basis of the IBC. It is responsible for reviewing and censoring any kind of art and cultural influence. Only pro-imperial work gets the permission to be published. So called "scarlet" works were disregarded, the artists under observation, but it was not forbidden. Any anti-imperial art was banned and the artists got the internal mark "enemy of the system". (GG9)

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RESEARCH

IMPERIAL BIOLOGICAL RESEARCH CENTER

The IBRC complexes are built on such worlds where the flora and fauna presents opportunity for exploitation. Worlds with high mineral resources were mined and all material studied for usefulness. Najarka is a good example for an IBRC. All IBRC facilities were top-secret and only a few chosen scientists knew everything about the ongoing projects.

IMPERIAL BIOLOGICAL WEAPONS DIVISION

this division was founded to discover ways to use biological weapons, such as deadly viruses and spreading diseases. Part of the exploration was to test the time a bio-weapon needs to wipe out a whole population. Furthermore it was their order to explore or develop new forms of life eliminate opposing peoples or cultures. (GOF3)

IMPERIAL BIOLOGICAL WELFARE DIVISION

this institute was a cover for the Biological Weapons Division. The Biological Welfare Division claimed to be working to ensure that species weren't decimated by diseases. Of course this statement was cover for the fact that the species was victim of unethical experiments of viruses and other biological warfare. Often the IBWD put a planet under quarantine to test the effect of a new virus without the danger of being discovered. (GOF3)

IMPERIAL DEPARTMENT OF MILITARY RESEARCH

The imperial war machine is always developing new weapons and military technology. Projects like the cloaking device, clone chambers, death star technology are as well part of their work as developing better armour or heavier weapons. (CTD)

IMPERIAL MEDI-CENTER

this is one of the primary medical research facilities of the Empire, during the New Order. The IMC constantly improves Bacta technology, develops new immune serums and medical cyborg technology. (GCQ)

SOCIAL DEPARTMENTS

IMPERIAL ENTERTAINMENT GUILD

This guild is symbolized by a superimposed mask on a sunburst. It provides various outposts with entertainment shows, holographic or life events. The control of entertainment has as well a political function. Especially workers on outposts or mining corporations are not interested in political affairs but are looking for entertainment. The IEG has a key position to those peoples minds. (HSE)

IMPERIAL NEWS BUREAU

Censorship is important for the creation of the public attitude. This intergalactic holonews service provides the galaxy with news. Of course it is constantly controlled by ISB agents or Intelligence. (MTS)

IMPERIAL HOLOVISION

the largest and most powerful news agency of the Outer Rim Territories. Formerly known as Republic News, back in the days of the Old Republic it was re-organized in the New Order and was given an Imperial warrant to report controlled news of the New Order. (GG9)

RESOURCES, INDUSTRY AND ECONOMY

IMPERIAL ARMS

manufacturers of small blaster weapons, like the 22T4 holdout blaster. (GG9)

IMPERIAL CUSTOMS

this branch of the Empire was responsible for defining and enforcing the rules and regulations regarding interstellar trade, and the transport of goods across system and sector boundaries. (SWJ9)

IMPERIAL DEPARTMENT OF RESOURCES

The Empire's production facilities are always in need of more resources or new and better material. This is the division of the Empire responsible for the procurement and distribution of natural resources. (SME)

IMPERIAL EXPORTS

This is the official shipping company of the Empire. It combined efforts with Galactic Exotics to fund the dome over Plawal. It is responsible for the transport of huge amount of goods, technology and resources between star systems. Usually the Empire transports its goods in convoys of 8 to 60 ships, depending on the seize of the transporter. These convoys are often protected by frigates or single star destroyers. (COJ)

IMPERIAL MACHINES

An Imperial corporation manufacturing any kinds of machines, from a number of detonation devices to non-militaristic machines for farming or mining. (DF)

IMPERIAL STOCK EXCHANGE

the primary financial trading institution on Coruscant. (KT)

The Military Organisation of the Empire

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FOUR BRANCHES OF THE MILITARY ORGANIZATION

To uphold a huge reign like the Empire it needs a good working military machine. To enable the imperial forces to show presents at every corner of the universe it needs not only men with blasters, but excellent logistic.

The Emperor's military divides into 4 organisations: The Imperial Army, The Imperial Navy, The Security Bureau and Imperial Intelligence. Each branch has a certain function in the structure of the Empire. The Imperial Army is responsible for holding the territories of the Empire. They shall guarantee law and order on planets after the Emperors will. The Imperial Navy provides the Army with new forces and transports whole legions to the battlefields of the Empire. Furthermore the Navy ensures the security of space and represents the Empire in the vast emptiness of the universe.

The Imperial Security Bureau is the intelligence and security organisation within the Empire. To observe the population of planets, keep an eye on resistance movements in the underground and to control the attitudes of the Imperial personnel are the main orders of the ISB. The ISB also has special departments that control the education system on planets, the media, correspondence and other sources that influence the public attitude. Imperial Intelligence is another secret organisation within the Empire. Sometimes the fields of work are the same with the ISB but Intel also deals with espionage and analysis.

All four organisations work closely together through a perfect working system of logistics and communication.

UPHOLDING THE LAW – ENFORCEMENT TROOPS

TWO EXECUTIVE ENFORCEMENTS

The Stormtroopers are the elite strike force of the Empire. They support Army and Navy in their missions and are known as loyal and efficient forces. Although they officially belong to the Army they can be as well be found on Spaceships.

The Starfighters enforce law and order in space. They are the pilots and commanders of the feared TIE fighters or transport high officers with their Lambada shuttles.

Both, the Stormtroopers and the Starfighters, are the executive instruments of the Empire. They undergo a long training at the Imperial Academy and gather experience and practice as apprentices on starships or outposts until they gain the military rank of a Stormtrooper or Starfighter. The executive forces are the key to the total control of the galaxy. They appear where pure imperial policy does not work. If necessary whole legions of troopers are posted on planets or a whole armada of starfighters is stationed in the orbit of a planet to maintain a blockade.

THE IMPERIAL ARMY

COME TO THE ARMY – SEE THE GALAXY!

This is the slogan that can be read on the posters of the recruitment bureaus of the Empire. Often this propaganda works with the romantic aspect of the Army. See other planets, meet exotic beings, make a career.

The Imperial Army has the order to restore or maintain imperial law on planets and outposts. They are supposed to eliminate any threat to the Empire on any ground. No longer the Army's battleground is only the planetary surface. The Army has a great amount of troops on every larger imperial vessel to intercept any danger. The Army offers many careers. Specialists work in spacesuits, AT-AT commanders command giant walkers, artillery gives area clearing fire – only a part of the Army really consists of stormtroopers.

On small outposts the Army helps local governors to uphold the law, to secure endangered environment and to fight subversive groups. But most of the work of an imperial garrison is routine action and training.

COMMANDO STRUCTURE OF THE ARMY

- ◆ Army Officer
- ◆ *Service Uniform*: Olive-grey trousers and double-breasted tunic.
- ◆ *Battle Dress Uniform*: Olive-grey trousers and double-breasted tunic.
- ◆ Army Subofficer
- ◆ *NCO*: Possibly similar to the Naval subofficer uniform
- ◆ Armoured Vehicle Crewman
- ◆ *Invasion gear*: Grey flight-suit overalls.
- ◆ *Garrison gear*: Grey overalls.
- ◆ Soldier
- ◆ *Battle Dress Uniform*: Light-grey overalls; Olive grey open blast helmet; Combat vest armour [optional, in RPG sources]

ORDER OF THE ARMY

The job of the Army is to eliminate any military threat to the Empire. In consideration of the many threats in the galaxy the Army has many jobs.

OFFENSIVE ACTION

Whenever a planet refuses to accept imperial law the Army is on the plan. When diplomacy fails, force is necessary to

guarantee peace in a sector. Usually diplomats try to convince the leaders of the hostile government to retreat and to surrender to the Empire. When they refuse to do so one possible solution is an offensive war. The Army lands its elite troops first to destroy tactical structures as communication systems, anti-air defences, planetary shield generators and the main power supply. After having destroyed the main defence system and supply of the enemy, the main troops land to take over the planet. During the operation the Army is supported by the Navy that can support the Troops with environment bombing or strategic missiles. Furthermore the Navy keeps enemy ships from escaping and secures the orbit.

GARRISON DUTY

An established garrison often has the function to observe a certain hostile environment or to keep an imperial outpost on a planet for strategic reasons. Garrisons which are considered "highly important" are provided by many Army troops that keeps the environment under close observation through scout troops and eliminate any danger. Most garrisons are like fortresses and the Army is the line of defence of the post.

STARSHIP TROOPERS

Many Army people serve on starships as Starship Troopers. They have the order to serve as "Backhand Forces" and as "Imperial Garrisons". Furthermore they are onboard to capture hostile ships in docking maneuvers. Their prime order is to guarantee immediate action by maintaining their offensive vessels like AT walkers or repulsoircraft vehicles. Routine duty means drill action, maintenance of equipment and minor day to day security jobs for the Navy. Another priority is that the Army is responsible for the security of the vessel of the Navy in the case of defense action. Therefore Army officers are often authorized to command Navy personnel as well.

STORMTROOPERS

The proud of the Army is embodied in the white armoured and masked stormtroopers. They are the best of the best. Special trained elite soldiers who are put under special command for special purposes. Although today the stormtroopers do not belong only to the Army, they have their roots there. Every stormtrooper was recruited by the Army, trained by it and finally released for the special training of the stormtrooper training center.

ORGANISATION OF THE ARMY

The Army is known as the best working organisation in the Galaxy. The logistic is a task for everybody whose job is organisation. The chain of command is the law, to climb it the ambition of everybody who chose to work in the Army.

When you need to control and organize a huge organisation, perfect logistics is a must. It is certainly not enough to drop a lot of soldiers on a planetary surface and let them seek their

enemy. Every single squad needs perfect organisation, a special task and somebody who is responsible for it. The education of the military leaders from Sergeant to Grand Admiral is very hard and only the best skilled and gifted men make it to the top. The key words for the organisation of the Army are Total Control and Responsibility.

The leading officers at the strategy tables need to know every time about the current position, the status and the situation of every single squad involved in a battle. Therefore the chain of command can be followed to the smallest unit to report, the squad leader, who reports regularly to his platoon leader whose job is it to give the information to the leading captain of the company... and so on. This chain of information makes it possible to react on every situation that can influence a battle, from a hidden sharp shooter to mine fields – the leading officers can react on every situation that is considered in the strategic plan of the Admirals.

Responsibility is the key to ambition. A successful leader will be promoted soon, a unsuccessful leader will lose his rank or life soon. There are key situations when a leader has to decide whether he can cope with the situation during a battle or whether he should inform the next higher officer in the chain of command. An experienced squad leader can decide whether to infiltrate a building with a supposed sniper in and get the reward for the success or whether the situation requires support and the HQ should be informed.

During the academic education and the gaining of combat experience, leader in every position learn fast when to decide themselves or when to inform the next officer. Many rules exist and are learned that tell the leader how to react in standard situations but the best rule for a leader is the easiest: Follow the chain of command and your own instincts.

THE IMPORTANCE OF SUPPORT

During a battle it is the soldiers who gain honour, but it takes more than soldiers to win a war! The organisation of the Army includes many helping hands, mechanics that maintain the vehicles, staff that refuels and reloads the weapons, communication officers, medics...

To work efficient during combat the organisation of the Army has one commanding officer per 8 soldiers and several mechanics and support staff for every vehicle or larger equipment. Furthermore rather often robots take minor functions as repair droids, med. droids, communication support droids, etc.

BATTLE UNITS

SQUAD

The Squad is the smallest and most manoeuvrable line unit of the Army. A squad usually consists of 8 men and is commanded by a sergeant. Every man in a squad has a special function and a special rank. If the squad leader gets killed, automatically the next soldier in the chain takes over.

GURPS STAR WARS

The squad leader is mostly as well the communications officer to hold a connection to the supporting officer at HQ. There are many different specializations of squad teams with differences of men and equipment for many different purposes. There are demolition teams, sniper squads, Stormtrooper squads and even mechanic squads.

PLATOON

Usually four squads form a platoon. That makes a minimum of 32 soldiers plus extra officers and support staff. The platoon is the smallest unit on a tactical scheme developed for a battle. Platoons are furthermore the smallest unit that can requested fire support by other units like artillery. In practice the platoon is the most flexible unit in the Army. The commanding officer for a platoon is a lieutenant for the organisation of the platoon and a second lieutenant as his adjutant. There are many different kinds of platoons:

Name	Group formation	Minimum Number of men	Special equipment
Assault platoon	2 line squads 2 heavy weapons squads	Total : 42 <ul style="list-style-type: none"> 32 soldiers 4 communication officers 1 commanding officer 1 adjutant 4 battle support staff 	<ul style="list-style-type: none"> Special demolition equipment gatling lasers heavy guns
Artillery platoon	4 artillery squads	Total : 38 <ul style="list-style-type: none"> 32 soldiers 4 communication officers 1 commanding officer 1 adjutant 	<ul style="list-style-type: none"> 8 light artillery guns or 4 heavy or 4 medium artillery guns
Repulsorcraft platoon	4 repulsorcraft squads	Total : 54 <ul style="list-style-type: none"> 32 soldiers Commando crew: <ul style="list-style-type: none"> 4 communication officers 1 commanding officer 1 adjutant 16 support staff & technicians 	<ul style="list-style-type: none"> 4 repulsorcraft vehicles, technicians
AT platoon	4 heavy vehicles or 8 medium or light vehicles	Total : 34 to 42 <ul style="list-style-type: none"> 3-4 men crew/vehicle Commando crew : <ul style="list-style-type: none"> 4 communication officers 1 commanding officer 1 adjutant 10 men support and supply 3 men/vehicle special service 	<ul style="list-style-type: none"> AT-AT AT-ST 1 extra command vehicle 2 extra heavy transporters for spare parts and resupply Up to 50 soldiers can be transported in an AT-AT
Special missions platoon	special	Minimum : 38 <ul style="list-style-type: none"> 32 soldiers Commando crew : <ul style="list-style-type: none"> 4 communication officers 1 commanding officer 1 adjutant 	<ul style="list-style-type: none"> Special
Scout platoon	2 lances à 5 scouts	Total : 29 <ul style="list-style-type: none"> 20 scouts Commando crew : <ul style="list-style-type: none"> 2 communication officers 1 commanding officer 6 support staff 	<ul style="list-style-type: none"> Speeder and technical support station (mostly inside a command station (see garrison))

COMPANY

The Company is the unit of the Army that gets its strategic importance of its organisational status. The Company is the smallest structure that can operate completely on its own. It consists of a minimum of 4 platoons and can be expanded to 8 platoons per Company. In addition it contains all command elements it requires and enough support personnel and sometimes extra Squads for special services. It is commanded by a Captain who is supported by 4 staff officers (Corporal or Sergeant) and sometimes by two additional Lieutenants. So a company has a minimum of: 5 command officers, at least 128 soldiers, 24 platoon leading officers, at least 40 men support staff and 118 droids.

The number of total men in a company can vary very much because of the function of the Company. Usually every Company contains several heavy weapons and ATs. There are several specializations of Companies. Assault

Companies contain more troops (mostly 4 additional assault platoons) than usual, Artillery Companies have up to 32 artillery guns, Heavy weapons platoons 32 AT walkers – the exact equipment and organisation of squads and platoons in a company is planned before every single combat situation by the commanding officer and his adjutants. The standard equipment of the troops in a Company is a standard blaster rifle and an armoured vest for the troops and a blaster gun for the officers. The exact equipment and uniform can be found under the individual rank descriptions.

BATTALION

The Battalion is the next highest level of the chain of command. A single Battalion contains 4 to 8 Companies, depending on the mission. It contains from 512 (4 companies à 4 platoons) to 2048 (8 companies à 8 platoons) troops, plus command structure and support staff.

The commando level gains more importance here than the mere firepower. Logistics and Commando are together in a separate HQ, mostly far enough from the battlefield to become not involved in the battle. The HQ is furthermore supported by an extra security platoon and several heavy weapon squads (AT-AT, AT-ST, repulsorcraft, artillery) to secure no disturbance through enemy activity. The Battalion is lead by a Major who is supported by at least 4 staff officers and 4 lieutenants. Though there are special formations for a Battalion (Artillery Battalion, Assault Battalion, AT Battalion),

most Battalions are created for all purpose use. To re-form a Battalion usually takes a lot of time because of the many troops. More often the special requirements of a Battalion are considered by putting special Companies under the command of a Battalion.

On the Battalion level it is common that Army officers hold close contact to Navy officers in case to organize support fire for Companies or Platoons.

REGIMENT / LEGION

A Regiment or also called Legion contains of 4 to 8 battalions and is lead by a Lieutenant Colonel or a Colonel. The HQ is rarely on the planet were the battle takes place. It is more likely to be onboard of a Star Destroyer or station in orbit to control the actions on the planet. The commando structure is similar to that of a battalion but it contains even more commanding officers in the chain of command and an even more complicated logistics. A regiment is always required when the activity of the enemy is spread over a wide area. It delegates the battalions to their battlefields and establishes a strategic warfare. One must imagine that a Regiment can include 16384 fighting troops with walkers, repulsoircraft vehicles, artillery and scouts! And this does not include the reserve forces, support staff and logistics. To lead a regiment is one of the highest duties a normal officer can dream of. The education of the commanding officers is not only highly academic but also combat experienced. Failure is not an option for the officers – and paws sacrifices like squads or whole platoons are calculated for the achievement of the great goals for a much bigger victory.

BATTLGROUP

A Battlegroup contains of 4 to 8 regiments and is commanded by a High Colonel with at least 6 staff officers and 4 sub-staff officers. Battlegroups are sent whenever major resistance has to be broken. Offensive battlegroups are supported by the Navy, either for transportation, by air support or orbital fire support.

CORPS

A Major General leads a Corps. He is supported by 6 staff officers who have 2 staff officers themselves to organize things. The Corp contains 4 to 8 Battlegroups and a huge number of support staff. A Corps is sent whenever a whole planet is supposed to be taken. The perfect organisation of the Corps enables it to fight even stronger enemies with less good organisation. Only one Company is stationed for the protection of the HQ. Furthermore a Corp gets full support by the Navy. Often the missions of a Corp are as well Navy jobs.

ARMY

An Army consists of 4 to 8 Corps and is commanded by a General. The HQ contains a security company, 6 patrol platoons and over 200 ISB agents. The army as a unit does rarely see action, it organises the action of the Corps and reports directly to the Emperor. On an organisation level an Army has to represent Imperial Law in a sector or sector group.

THE ARMY IN THE GAME

When you create an Army group for a game first consider whether it really makes sense to build up the whole Army for your game. During a game the PCs will deal more often with Squads or a Platoon. Higher units are very unlikely, though in a game that deals with a major offensive the organisation of the troops can be much fun. When the PCs are infiltrating a garrison post on a desolate planet to steal information or blow it up, it is most likely that the whole organisation of the sector Army does not matter to the game. It is more likely that there is a small regiment or only a few platoons protecting the outpost – depending on its importance for the Empire.

Before you start “throwing” Army groups in the game think of the background of the mission. Always consider why the Empire chose to place an Army group on a planet – and what seize it needs to secure the fulfilling of the demanded task. A few squads will not be enough to infiltrate a station, the Empire likes to outnumber their enemies if possible – but on the other hand a Battlegroup would be too much afford to protect an average single outpost.

There are a few points to be considered when you create the Army for your campaign.

- ◆ What kind of Army group does make sense in the situation of the game?
- ◆ Are there specialized groups like an artillery platoon or a scout squad?
- ◆ Why is the chosen unit where it is? What is their prime order?
- ◆ How many “fighting troops” does the mission need? Often mere technical squads are required to uphold a station.
- ◆ What kind of equipment does the unit use?
- ◆ What are the commanding officers like?

The last question is very important. When you decide to have an experienced senior officer commanding a platoon he will be experienced and foresee many weak points of his troops or post. To him the prime mission has absolute priority! Probably he will even let the enemies escape when he knows that a strategic loss is better than a daring pursuit. A young ambitious officer will try to make points by smart action to impress his superiors and can be a dangerous enemy because of unforeseeable actions. He may even ignore his prime orders to the idea to do greater work for the Empire, probably to catch a rebel leader in contrast to his orders. Ambition can be very dangerous in the Empire – to its officers and to the enemies of the Empire.

STORMTROOPERS

COMMANDO STRUCTURE OF THE STORMTROOPERS

- ◆ Stormtrooper Officer
- ◆ *Service Uniform:* Black trousers and double-breasted tunic.
- ◆ *Battle Dress Uniform:* Stormtrooper armour and helmet appropriate to unit and environment.
- ◆ When present, a coloured pauldron at right shoulder indicates rank.
- ◆ Stormtrooper
- ◆ *Battle Dress Uniform:* Stormtrooper armour and helmet appropriate to unit and environment. When present, a colourless pauldron at right shoulder indicates rank.

The white armour of the Imperial Stormtroopers stands for the destructive power of the Empire. It stands for the executive force of Imperial law and the outstretching hand of the Emperor from little outposts to whole planets. Absolute effectiveness and emotionless rational action are the typical associations with the white armoured foot soldiers of the Empire all over the galaxy. The great power of the Imperial forces is known and feared in the whole galaxy.

The military branch of the Empire divides into 4 main sections: The Imperial Army, the Imperial Navy, the Imperial Security Bureau and Imperial Intelligence. While Army and Navy are often directly associated with the direct enforcement of imperial policy, ISB and Intel are more considered to espionage, secret service and internal affairs.

But any of the 4 branches need executive special forces – the stormtroopers. In contrast to the average imperial soldier in their light-grey uniforms, the stormtroopers are the elite forces of the Empire. They are specially trained for any task, and failure is not an option for them. They are equipped for any environment: water, desert, mud, jungle or snow – and they will follow any orders without questions. They serve by the thousands in fearsome Legions aboard starships, starbases, outposts and countless worlds.

The Stormtroopers do not only belong either to the Army or the Navy, they are an separate branch in the Empire's organisation. Although they are counted officially to the Army they do often work outside the safe structure of it.

To work as efficient as possible with as less bureaucracy as possible, stormtroopers can be put under temporary direct command of the operation officer. This can either be the Army, the Navy, ISB or Intel. From time to time, when the Imperial policy demands it, this can even be a single civilian (a politician or even a crimelord). This obedience is only cancelled when a direct order from the Empire (most times through the next highest officer in the chain of command) gives new orders.

While standard stormtroopers are most common, the Empire also utilise specialised stormtrooper units, including snowtroopers, sandtroopers, spacetroopers (or Zero G troopers), scout troopers, airtroopers, seatroopers, tunneling

**ADORED IN THE EMPIRE.
FEARED BY THEIR ENEMIES.
TRAINED BY THE ARMY.**

Slogan on a recruitment poster

underminers, Magma troopers and Dark troopers. The Storm Commandos are highly trained scout troopers who wear black armour, while radtroopers work in radiation zones. The fearsome Dark troopers are so well-equipped that they constitute powerful self-contained weapons platforms. Finally, truly elite stormtroopers may be selected to join the Emperor's Royal Guard.

STORMTROOPER OFFICERS

The Stormtrooper Officer is the commanding officer in a Stormtrooper squad. He wears either his service uniform with black trousers and a double-breasted tunic or his combat armour with a coloured pauldron at his right shoulder that indicates his rank.

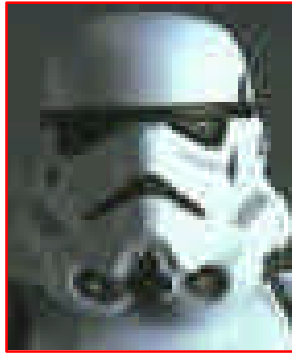
The squad leader is trained in tactics, strategy and warfare. His job is to guarantee to achieve the mission goals and to organize the soldiers in his group. Before a soldier is given the rank of a Stormtrooper Officer, he must have gathered long combat experience and undergo tests and training of loyalty and discipline.

STORMTROOPERS

PERSONAL DATA SPECIES: HUMAN HEIGHT: VARIES HOMEWORLD: VARIES AFFILIATION: IMPERIAL STORMTROOPERS
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These strike forces are stationed on all Imperial starships, spacestations and worlds throughout the galaxy, to quell uprisings and enforce the Emperor's will.

A standard stormtrooper wears a white suit, consisting of 18 individual pieces of hardened plastoid composite armour, over a black body glove. These suits have temperature controls and built-in life-support systems, allowing stormtroopers to brave a wide range of hostile environments. The armour also provides limited protection from blaster fire. The helmet of the stormtrooper is equipped with polarised lenses, transmitters and sensor arrays. The suit can be sealed so it can have a self-contained air supply, allowing these units to survive in the vacuum of space for brief periods of time.



The utility belt contains emergency batteries, extra ammunition, a swingline and other survival gear. On the back of the belt is a thermal detonator with unlabeled code keys to prevent enemies from using stolen ordnance against Imperial forces. Each stormtrooper also carries both a blaster pistol and blaster rifle, and some stormtrooper officers wear coloured shoulder pads.

SANDTROOPERS

PERSONAL DATA SPECIES: HUMAN HEIGHT: VARIES HOMEWORLD: VARIES AFFILIATION: IMPERIAL SANDTROOPERS

Sandtroopers are a special kind of stormtroopers that is assigned to desert worlds.



On Tatooine, stormtroopers are challenged by such dangers as krayt dragons and Tusken Raiders. To survive, sandtroopers wear standard stormtrooper armour with a heat-reflective coating and an advanced temperature-controlled body glove.

The helmet includes a filtered breathing mask for use during sandstorms, polarised lenses,

and a built-in comlink.

Sandtroopers carry a long-range comlink in their utility belts for emergency use.

Along with the standard issue BlasTech E-11 blaster rifle, sandtroopers utilise a wide range of weapons, including concussion grenade launchers and repeating blasters.

RANKS OF A STORMTROOPER

OFFICERS

- ◆ General
- ◆ Lt. General
- ◆ Major General
- ◆ Brigadier General
- ◆ Colonel
- ◆ Lt. Colonel
- ◆ Major
- ◆ Captain
- ◆ 1st Lieutenant
- ◆ 2nd Lieutenant

ENLISTED

- ◆ Master Sergeant
- ◆ Sergeant
- ◆ Corporal
- ◆ Private

GURPS STAR WARS

SNOWTROOPERS

PERSONAL DATA

SPECIES: **HUMAN**

HEIGHT: **VARIES**

HOMEWORLD: **VARIES**

AFFILIATION: **IMPERIAL SNOWTROOPERS**

A special forces core inside the Imperial Army. Imperial Snowtroopers are trained to fight and survive on snow covered worlds. This first-strike force is designed to suppress any opposition as quick as possible and to enable the Imperial Navy to land the troops.



They are special stormtrooper units that are successful due to their advanced suits. These armoured suits contain durable heated pants and shirt. A snowtrooper's helmet includes a face mask with a breath heater. Polarised snow goggles, a wrist comlink, and an insulating cape completes the outfit.

The entire suit is powered by a power cell located on the trooper's backpack. Snowtroopers can service for up to two weeks in even the harshest frozen worlds or moons.

Snowtroopers carry E-11 blaster rifles as their standard sidearms, but are also trained to use the E-Web heavy repeating blasters and other large weapons.

SCOUT TROOPERS

PERSONAL DATA

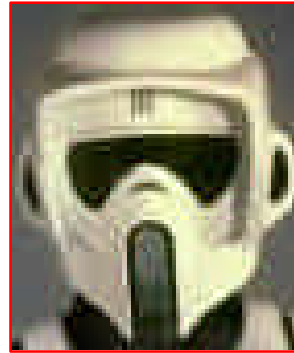
SPECIES: **HUMAN**

HEIGHT: **VARIES**

HOMEWORLD: **VARIES**

AFFILIATION: **IMPERIAL SCOUT TROOPERS**

Biker-Scouts are assigned to garrison posts. Their duty consists mostly of bike patrols and reconnaissance missions.



Unlike other stormtroopers, scout troopers are equipped to perform missions far from re-supply by Imperial forces. As such, their personal transports are stocked with a survival kit and extra gear. His backpack has a portable power unit. They are also lightly armoured, allowing them to move quickly through most areas. They carry food supplies, micro profiles

and specialised gear designed for specific mission profiles and terrain.

They are trained to operate independently, but travel in squads, or lances, consisting of four soldiers led by a sergeant commander. While travelling at dangerous velocities on their Speeder bikes, they wear specialised helmets equipped with build-in macrobinocular viewplates and sensor arrays. These devices feed into a small computer capable of instantaneously analysing the surrounding terrain to aid the trooper in navigation.

The Storm Commandos are an elite and highly trained unit of scout troopers who wear black armour.

AQUA TROOPERS

PERSONAL DATA

SPECIES: **HUMAN**

HEIGHT: **VARIES**

HOMEWORLD: **VARIES**

AFFILIATION: **IMPERIAL AQUATROOPERS**

Aqua Troopers are rare special forces which are trained for combat on worlds covered in water, such as Calmari. They are trained in huge water tanks on basic camps as well as on water planets. They wear a flexible light armour like the scout troopers with a oxygen tank that contains as well the power cell pack and the propulsion system for faster movement under water. The sealed helmet contains communication systems, sensor array and a macrobinocular viewplate. Instead of the standard blaster they carry a high tech harpoon and underwater demolition sets. Often they are supported by the powerful AT-AT swimmers.



The standard mission for the Aqua Troopers is to force hidden underwater bases to dive up by initialising demolitions in their hull or to manipulate life support systems or to prepare the landing of the main troops. When they have force the enemy to leave the secure environment surface troops take over and infiltrate the bases.

ZERO-G TROOPERS

PERSONAL DATA

SPECIES: **HUMAN**

HEIGHT: **VARIES**

HOMEWORLD: **VARIES**

AFFILIATION: **IMPERIAL ZERO-G TROOPERS**

The Zero-G Troopers or spacetroopers are special forces within the elite fighters. They wear a sealed vac-suit that enables them to work and fight in space. The zero-G-troopers are equipped to disable ships, manipulate satellites, crack station hulls, enable or disable mines and perform terrorist actions.



Whenever a standard docking operation on a disabled ship is not possible the zero-G-troopers serve as well as infiltration and storm unit. Several modifications of the suit are possible: Higher armoured suits for storm units, special tools for technical units and individual variations for squad leaders, demolition experts and computer specialists. The zero-G-troopers are the highest trained stormtroopers, their training includes not only combat and strategy training but also academic skills like ship design and computer hacking.

IMPERIAL ROYAL GUARD

PERSONAL DATA

SPECIES: UNKNOWN

HEIGHT: VARIES

HOMEWORLD: VARIES

AFFILIATION: SERVE AND PROTECT THE EMPEROR

The best elite stormtroopers have a chance to become Royal Guards, the personal protectors of the Emperor. They receive the best training and only a hand-picked group of a few stormtroopers makes it to Imperial Royal Guards. They are the best trained and loyal stormtroopers, willing to give their lives for the Emperor without hesitation.



The elite Royal Guard are in constant presence alongside the Emperor. Although trained in the use of a number of weapons, the Royal Guard typically wielded two-meter force pikes. They also kept heavy blasters and combat armour concealed beneath their ceremonial robes and were masters of unarmed combat.

The most elite members of the Royal Guard became Imperial Sovereign protectors, who served as Palpatine's personal bodyguards. At least one remained near the Emperor at all times. The Sovereign Protectors wore as more ceremonial version of the Royal Guard's red armour and were taught minor dark-side techniques by senior Dark Side Adepts in the Emperor's service.

RANKS OF AN IMPERIAL GUARD

- ◆ Imperial Sovereign Protector
- ◆ Imperial Royal Guard
- ◆ Imperial Guard — Admiral
- ◆ Imperial Guard — General
- ◆ Imperial Guard — Cadet
- ◆ Imperial Guard — Inductee

THE IMPERIAL NAVY

The Imperial Navy. The dark space suit of the fighter pilots is associated with honour and courage. The TIE fighters, bombers and interceptors are the notorious vehicles that scare every pirate who dared to come in their way. This chapter will deal with the organisation of the Navy, according to various sources. But as well a gunner on an Imperial Corvette or a Technician for the Hyperdrive of a Star Destroyer belongs to the Navy.

Because some of the official sources do differ a little bit (WEG, LA X-Wing, ROTJ) I decided to combine them in what I think to be a reasonable system that covers most of these sources without contradiction.



COMMANDO STRUCTURE OF THE NAVY

- ◆ Naval Officer
- ◆ *Grand Admiral, Dress Uniform*: White trousers and double-breasted tunic.
- ◆ *Service Uniform*: Olive-grey trousers and double-breasted tunic
- ◆ Naval Subofficer
- ◆ *NCO*: Black trousers and double-breasted tunic.
- ◆ Naval Guard
- ◆ *Junior NCO*: Black trousers and double-breasted tunic.
- ◆ *Naval Guard*: Black trousers and single-breasted tunic
- ◆ **Gunnery Crewman**: Black overalls
- ◆ **Technician/Specialist**: Light grey overalls.
- ◆ **Crewman (sailor)**: Light grey overalls.

ORDER OF THE NAVY

The main mission of the Navy is to do in space what the Army does on a planetary surface: To uphold the imperial order. This means a lot of routine work like the patrolling around common travel routes, the checking of freighters and stations. This work can be very dangerous, therefore the education of the Imperial Navy personnel is challenging and professional to train the cadets for every known situation – and belong...

MISSION PROCEDURE

MISSION GOALS

A mission is an organized strategic action following a greater scheme. Every unit involved in a mission gets a mission briefing before the mission starts. This does not mean that every pilot knows about the strategic value of the mission.

Often the pilots only get a briefing about their particular function during the mission.

Some missions have various mission goals. Primary mission goals are the ones that have absolute priority. When they are fulfilled there are secondary mission goals which have less priority, and it is up to the leader whether he decides to go for these goals or whether he decides to return to the mother-ship. Mission goals can change during the mission. When the situation requires it, the priority of the mission goals can be changed or set in different order of importance. This is up to the officer who is responsible for the mission and depends on the situation which can change immediately during a battle.

LINE

A line is the term for a number of vehicles working together in space. This can be from 1 to 20 ships, or even more in major offensives.

WAVES

The main tactic of successful warfare is to send the troops out in strategic waves. It is not wise to let the enemy know about ones resources – so the main tactic of the commanding officers is to send out as much fighters as necessary, but as little as possible. Furthermore often logistics requires some time to make all fighters ready for take of. The number of docking bays is limited on major ships and during defense modus only a limited number of fighters is ready immediately. This is the reason why the Empire turned to the strategy of fighting in waves.

GURPS STAR WARS

STANDARD MISSIONS

SPACE SUPERIORITY

During space battles space superiority is one of the most important goals. Reduce the number of enemy fighters and increase the influence of your own fighters that way. To face the enemy in this way is the best kind of mission, according to many pilots. The Empire is mostly better equipped than its opponents and the mission goals are easy to fulfil with enough ships and several waves as support.

GROUND SUPPORT

Ground support can reach from bombardment missions to the supply of the troops with additional equipment or men. Transports are thereby protected by fighters during ground support missions. Often these missions greatest danger is the anti-air artillery and ground to air rockets that can damage or destroy the ship.

RECONNAISSANCE

To explore unknown terrain is as well part of the reconnaissance missions as the spying of enemy fleets. Often reconnaissance is the key to strategic combat. To know everything about ones enemy is the difference between success and failure. Therefore Intelligence and the ISB is very interested in reconnaissance missions. These missions are very dangerous because the pilots of the recon vehicle do not know what expects them and with what enemy they will deal.

ESCORT

The escort of bigger ships or convoys are some of the most important missions. Although a convoy usually travels without being disturbed by rebel scum or pirates, the Empire insists on the protection of the values they transport. Again the unexpected enemy is the biggest danger and most attacks on convoys start with an ambush that starts to take out the escort.

TRANSPORT

To take goods or people from planet A to planet B is the basic goal of the transport mission. But bigger transport and shuttles are very clumsy to steer and can not really stand against the fast space superiority fighters of the rebels. The transport pilots have to trust the abilities of the escort pilots and have to rely on the chosen route for the transport.

NAVY UNITS

LINE TYPES

Standard line: 1 to 20 ships. This is the standard line in the Navy. It may contain one or two major ships (like the corvette) and some smaller craft to protect it.

Attack line: 3 to 6 ships. Contains of Tie Fighters, Bombers or Boats. The average tactic of an attack line is the 3-ship-formation with one leader and two wingmen. The order is easy to describe. Attack and destroy or disable all enemy craft.

Heavy attack line: 4 to 8 ships. The ships of a heavy attack line are usually better equipped and have shields. The TIE Advanced fighter is an example for a heavy attack line. Their order is not only to fight enemy ships but to fulfil special mission goals like spying, disabling or destroying specific ships or ship parts.

Pursuit line: 4 to 10 ships. To hunt the enemy down until the last ship is destroyed is the easy description of the pursuit line. It consists of fast fighters, often equipped with rocket or torpedo launchers to disable or destroy the enemy at long range.

Recon line: 2 to 4 ships. These fast and maneuverable ships in the recon line work together as a perfect team. Recon lines are often little armed but contain better shields additional sensors, long range communication systems and always a hyperdrive to jump back in the secure hyperspace after the mission is fulfilled.

Cover line: 2 to 6 ships. The mission goal of the cover line is to protect a certain vehicle under any circumstances. Most cover line fighters are standard TIE fighters.

Torpedo line: To deliver their deadly fright to the enemy ship is the dangerous mission of a torpedo line. It consists of either TIE bombers, Gunboats or Rocket boats. Rarely bigger ships like the Dreadnaught are modified to serve as a gunboat. The Torpedo mission does not need to destroy the enemy completely. Sometimes Ion Torpedos, or Mag Pulse Torpedos are used instead of the standard Proton Torpedo.

Troop line: A troop line always consists of two transports, often supported by a cover line. These two transports fly in a tight formation and split only if they are under direct attack. Most transports have little weapons but better shields. To dock on a station or to drop on a planet is the main goal of a troop line.

Star Destroyer: The mighty Star Destroyers are considered as base line on their own. Usually the S.D. contains the commanding officers and sends out as many fighters as possible instead of attacking themselves. The powerful Turbo Lasers can deal with most enemy major ships and extra modifications like the gravity reactor of the Interdictor class make the S.D. the most feared star ship in the galaxy.

GURPS STAR WARS

SQUADRON

A squadron is under Admiral command, and contains 14 to 60 ships, divided in lines. Many different squadrons are possible.

A Battle squadron consists of one or two Star Destroyers and several support ships like the corvette, frigate or dreadnaught. Of course the Star Destroyer carries many fighters and bombers and other ships to support the battle mission.

The Light squadron consists of one Star Destroyer or several smaller carriers like frigates. Usually it contains standard TIE vehicles and Lambda class shuttles.

The Heavy squadron consists of 2 Star Destroyers and several support ships. The fighters are usually supported by Advanced Tie lines and Gunboats.

The Bombard squadron contains either one or two Star Destroyers and modified major vehicles like the Dreadnaught with additional Torpedo tubes or Turbo Lasers. The Fighters are supported by extra Topedo Gunboats or Attack Transports. Bombard squats to not try to involve the enemy in direct battle. The main goal is to destroy or disable the enemy at a secure range with Torpedos while the Fighters deal with the enemy fighters.

SYSTEM FORCE

The System force has a minimum of 90 ships and always 3 Star Destroyers and additional major ships. It is responsible for military action within a system and usually under command of an Admiral.

FLEET

The Fleet is available for action within the whole sector. It contains of 4 system forces and 6 Star Destroyers. 400 other combat spaceships are available for the Fleet Commander.

SECTOR GROUP

A High admiral or Moff is in command of a Sector Group. The control of a whole sector is the responsibility of the S.G. It contains of 2400 ships, 24 Star Destroyers and 1600 other ships. To command a sector group is the highest honor for a member of the Navy. The leaders are chosen by the Emperor himself or by a Grand Admiral instead.

PERSONNEL:

STARFIGHTERS

The Starfighters are the space equivalent of the Stormtroopers. What the trooper is on the

planetary battlefield, the Starfighter is in space.

The education of the Starfighter is long and hard. The training contains not only flying skills, but as well tactics and formations, strategy, mechanics, astrogation, computer operation, surviving on different planet forms and team action.

Again there is a wide variation of Starfighters. They are specialized in different vessels and the possible tactical maneuvers of these vehicles. So is a TIE Advanced Pilot trained in aggressive interception maneuvers and the usage of different weapon systems while a Transporter pilot is specialized in docking maneuvers under worst circumstances and evasive actions.

Furthermore the Starfighters require a rich demand of supply and logistics. Part of the Starfighters are as well technicians and communications officers.



GURPS STAR WARS

FIGHTER PILOT

PERSONAL DATA

SPECIES: **HUMAN**

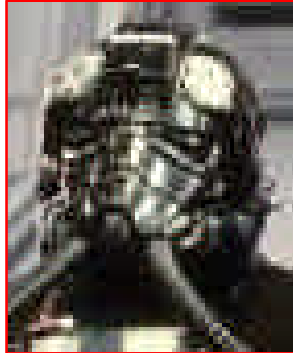
HEIGHT: **VARIES**

HOMEWORLD: **VARIES**

AFFILIATION: **IMPERIAL TIE-FIGHTER PILOT**

The sealed black space-suit is the trademark of the Fighter Pilots. It contains a life support system in the case that the pilot must leave the fighter.

Most Imperial Fighters do not have deflector shields but high maneuverability. The advantage is at hand: the production of a single craft is cheaper and the basic tactic is to outnumber the enemy with ongoing waves of fighters. Therefore the Fighter pilots are skilled in many standard maneuvers to evade being hit by the enemy. Team action is considered to give another factor of safety for the pilots. If a pilot must leave his vessel in the case of emergency, he is trained to remain calm and wait until he is re-collected by rescue-teams after the battle.



Therefore Fighter Pilots are trained in both the physical and psychological conditions. Again total obedience is the prime directive. Only 10% of the pilots succeed to complete the training and are enlisted into the Imperial Navy. Part of their training is to learn and realise that the mission is far more important than any other concerns. The safety of a wingman or even self-preservation only the second directive.

Fighter pilots realise that they are expendable, which is sign enough of their intelligence. But they are trained to come over personal interests and to take pride in their role as one of the most important facets of the Imperial war machine.

STARFIGHTER PILOT

PERSONAL DATA

SPECIES: **HUMAN**

HEIGHT: **VARIES**

HOMEWORLD: **VARIES**

AFFILIATION: **IMPERIAL STARFIGHTER PILOT**

In contrast to the Fighter Pilots, the Starfighter Pilots do not wear sealed suits. Their ships are mostly equipped with shield generators and often with a life-pod and therefore the sealed suit is not necessary. The main vessels of Starfighter Pilots are Lambda shuttles, rocket boats and assault boats.

In battle their mission is mostly to follow a tactical prime order, e.g. to "deliver" a squadron of Stormtroopers in a docking operation. Therefore they are often considered as a primary target in the enemies target computers – a fact that makes them pride. Although their crafts are often inferior to the enemy fighters, they are mostly protected by a few TIE Fighters.

The psychological training of the Starfighter Pilot contains to learn to trust the team action and to keep calm in strategic missions.

GURPS STAR WARS

PILOT OFFICER

<p style="text-align: center;">PERSONAL DATA SPECIES: HUMAN HEIGHT: VARIES HOMEWORLD: VARIES AFFILIATION: IMPERIAL PILOT OFFICER</p>

The Pilot Officer wears a service uniform with olive-grey or black trousers. The Pilots Officer has to co-ordinate the forces during the attack, control the mission goals and keep contact to the crew of any involved ship. Furthermore he has to modify, change or keep the strategy in the mission. Therefore the Pilots Officers are trained in logistics, tactics and strategy.

To keep in contact with the Naval Command and the Starfighter Pilots is the main function of the PO. Before their academic education every PO was a Starfighter Pilot for at least a term or two. During their education they learned about the necessity of communication and logistics during military missions. The job of a PO is connected with high responsibility because of the privilege to give direct orders to the involved pilots. Wrong decisions which cost lives and material are often punished hard.

Pilot Officers are responsible for at least 1 squadron, consisting of a minimum of 3 ship, a leader and 2 wingmen. Often POs are found at a communication station on a capital ship to guarantee the optimal network of communication between POs and Naval Officers. But they can as well be on a Starfighter, involved directly in the battle if the mission demands a PO there.

STARFIGHTER NCO

<p style="text-align: center;">PERSONAL DATA SPECIES: HUMAN HEIGHT: VARIES HOMEWORLD: VARIES AFFILIATION: IMPERIAL STARFIGHTER NCO</p>

The Starfighter Subofficer (NCO – Non-commanding-officer) is the link in the chain of command between the non-commanding-ranks and the commanding officers. He wears black trousers and a double-breasted tunic.

A typical position of a NCO is on the commando chair of a shuttle, holding communication to the PO on the capital ship. In this case the NCO would be responsible for the direct orders for the Starfighter Pilot and his wingmen. Although the NCO is supposed to simply repeat the orders of the PO he has a very strategic position. Often he becomes the commanding officer, when the PO is either dead or the communication system fails. His position enables him to judge the tactical situation often better than the PO. Therefore new POs often trust the judgement of an experienced NCO.

GURPS STAR WARS

TECHNICIAN/SPECIALIST

PERSONAL DATA

SPECIES: **HUMAN**

HEIGHT: **VARIES**

HOMEWORLD: **VARIES**

AFFILIATION: **IMPERIAL TECHNICIAN/SPECIALIST**

The Technicians/Specialists wear light grey overalls and black caps. Their job is to support the pilots and vessels of the Starfighters. Technicians are considered to do the basic maintainance, refuelling and reloading. Specialists are (as the name says) specialized in certain working-fields as communication systems, weapon computers, hydraulics, hull integrity, etc.

Technicians and Specialists are usually organized in teams responsible for a certain number of vessels in a hangar. In this team a leading specialist is responsible for the work of his team. During their education, T&S specialize on certain crafts and working-fields.

During a battle T&S are responsible for re-fuelling and reloading, as well as fast repairs of incoming fighters. Many missions require a good working T&S team to guarantee the optimal supply necessary to complete a strategic mission.

IMPERIAL SECURITY BUREAU

- **ISB Officer** [*service uniform*] : Cream-white double-breasted tunic and black trousers.

IMPERIAL INTELLIGENCE

- **Ubiquorate Official** [*service uniform*] : Red tunic and trousers, Black belt, Black boots.
- **Police Liason Officer** [*service uniform*] : Black tunic; colour of trousers is unknown. Black boots.

A table of ranks for the military forces, including insignata, can be found in the appendix.

THE SITH – PROPHETS OF THEIR LORD

ON THE SITH

The Sith are an old culture that has its roots 100,000 years before Star Wars A New Hope. Today they are associated with hate, fear and arbitrary terror. Figures like Darth Vader and Darth Maul created the dark picture of the Sith. The long history of the Sith from foundation to the internal struggle is told in a separate chapter later in this book.

Their power is what makes a Sith a strong ally. The Emperor uses them to demonstrate the power of the dark side – a power that is finally represented by the Emperor himself. The Sith are the counterpart of the Jedi – and they seek to destroy them!

SPECIAL STATUS OF THE SITH

The loyal servants of the Emperor are given a special status within the Empire. The Emperor is sure that he can trust the Sith completely - and he is right. Before he gives a Sith a commando he tests in person his loyalty. He studies his apprentices and educates them in the Force and they have to learn to trust their hate and their basic instincts. During the training the loyalty of the apprentice is tested again and again – and finally the Emperor decides whether the Sith is worth his trust or whether he should better be killed. Only a faithful and loyal Sith gains the Emperor's confidence and gets in commando of any troops.

Although not every Sith has a military rank, they are often in command of the most powerful star destroyers or most important bases. They do not have the military education like

the Grand Admirals or the Grand Moffs, but their intuition and their fearlessness makes them the brothers of mind of the Emperor. Their effectiveness is notorious and their cruelty is known all over the galaxy. The usual status of a Sith is right hand to the Emperor himself, they are the prophets of their Lord and will fulfil his word! Usually Sith commanders are on special missions which are considered very important by the Emperor and which must not fail! Often an experienced commanding officer is given under direct command of the Sith-Lord to support him during the mission. After the mission the Sith returns to the Emperor to report to him personally and to be trained, tested and observed again and again...

THE LORD

The rank or status of a Sith is the title Lord. This title shows everybody in the Empire that he deals with Sith who has not only the extraordinary powers of the Force, but also the Emperor's faith. Most Lords are cruel leaders, often with a sadistic tendency who are willing to serve the Emperor under any conditions.

THE POWER OF THE DARK SIDE

The Sith are like the Jedi in possession of the Force. They have unimaginable power – the power of the dark side. A detailed chapter on GURPS Force rules is given in the GURPS SW sourcebook. Besides the psionic power of the Force, many Sith-Lords are well trained fighters and martial artists. The basic attributes for a Sith is cunning, overconfidence, sadism, intolerance and bloodlust.

THE EXECUTIVE – ENFORCEMENT OF CURRENT LAW

LAW AND ORDER – THE NECESSITY OF ENFORCEMENT

What good is law when you do not have the means to keep it up? The Empire has come up with many different weapons to maintain the order in the galaxy. From blasters, over TIE fighters to the Death Stars – the Empire developed the equipment for their soldiers to guarantee the security of their forces.

VEHICLES OF THE EMPIRE

The executive forces (Stormtroopers and Starfighters) of the Empire need soldiers, equipment and war-machines to enforce the will of the Emperor. Because of the different hostile environments one finds on the endless planets of the galaxy the design of the vehicles has to fulfill the requirements of any possible task. There are vehicles for almost every purpose: the high maneuverability of the all-terrain-Walkers for planetary missions or the Interdictor class Star Destroyers with their huge gravity generators to force enemy ships out of hyperspace.

Weapon tables for the different weapon systems described in this chapter are given in the SW sourcebook. Furthermore this chapter will include only a few of the many different vehicles the Empire uses. It contains only the major vehicles, the most common ships and will not describe subgroups of different classes or modifications. To offer more vehicles of the SW universe we work at the TECHNICAL MANUAL - which is so far still under development.

WALKERS

The concept of the military walker was developed to create a vehicle that can operate in almost every environment. The name of these vehicles contains “all terrain”, and this is the basic idea of the military walker. Walkers can handle extremely variable terrain with many obstacles – where the faster standard repulsorlift vehicle is not flexible enough.

The flexibility of a walker enables the troops to deal with every environment, even locations where repulsorcraft do not work because of unusual gravitational or magnetic conditions. There are many different designs of walkers for any purposes. From heavy armoured personnel carriers to smaller high mobile guns. Only the big resources of the Empire make the construction of these expensive vehicles in endless numbers possible.

The disadvantage of the use of military walkers is that their size is their weak point. The heavier armoured and larger they are, the easier they are to discover on open terrain.

Therefore calculation of the armour, energy shields and weapon systems as well as the formation of several walkers and the strategy of the mission is very important. On the other hand walkers have a very detailed view of the battlefield and own an arsenal of powerful weapons and high-tech sensor systems to shoot and destroy every target they discover.

The standard military walkers are the AT-AT and the AT-ST. Of course there are many other designs, as mentioned before, but this chapter contains only the two standard military walkers. A technical manual is in development, where more vehicles can be found.

AT-ST IMPERIAL WALKER

TECHNICAL DATA

IMPERIAL ALL TERRAIN SCOUT TRANSPORT WALKER

- **Height** : 8.6 meters
- **Speed**: 90 kph over even terrain
- **Crew**: 1 pilot, 1 gunner
- **Cargo**: 200 kilograms assorted cargo
- **Weapons**: 1 twin blaster cannon, 1 light blaster cannon, 1 concussion grenade launcher, 2 durasteel feet with claws
- **Armour**: Durasteel alloy armoured hull

The AT-ST is a relatively lightweight vehicle and a vital component of the Imperial ground forces due to its speed, manoeuvrability and precise weaponry. Each scout walker is manned by a pilot and gunner, who enter the command pod via a small hatch on the topside of the armoured module.



The scout walker is used to protect and support the ground troops and guard the flank and vulnerable underbelly of the AT-AT walkers. An AT-ST can also employ the sharp claws on each foot to slice through barricades and other obstacles.

Unfortunately the scout walker has several limitations, the vehicle's gyro balance system is highly susceptible to damage, and its thin legs have difficulty navigating steep terrain. Thus enemy troops have found methods of toppling the AT-ST by using hidden trenches and other traps aimed at the legs.

AT-AT IMPERIAL WALKER

TECHNICAL DATA

IMPERIAL ALL TERRAIN ARMoured TRANSPORT

- **Height** : 16.0 meters
- **Speed**: 60 kph over even terrain
- **Crew**: 3
- **Troops** : 40
- **Weapons**: 2 Heavy Laser cannons, 2 fire-linked medium blasters

In designing its primary ground assault vehicles, the Empire knew that fear and superstition would play a big part in destroying the moral of those who might oppose its ground forces. To this end, Palpatine approved a series of vehicles that resembled, more than anything else, massive beasts that dwarfed any repulsor lifts or crawlers in use by the worlds of the Old Republic. Awesome when on the move, shaking the ground with each step, these walkers instilled fear into even the most hardened enemy troops.



The Imperial All Terrain Armoured Transport (AT-AT) is a formidable battle field vehicle. Assembled at the Kuat Drive Yards to exacting specifications, the AT-AT is the largest of the walkers designs, and can perform equally well in desert, forest or snow conditions. Controlled by pilots in the forward "head" section of the vehicle, this impressive metal monster moves along at a rapid and unstoppable rate towards its target, crushing anything and everything in its path beneath its massive durasteel feet. The great height from which it is controlled allows the AT-AT crew to see over obstacles that might hamper other vehicles, such as trees or the low buildings that would be encountered during urban battle situations. The AT-AT's head section is connected to the main body by a flexible armoured tunnel resembling a neck, and this flexibility permits the control cockpit to swing from side to side and up and down as if the beast were peering around for its victims.

The standard crew consists of an AT-AT Commander, a pilot and a co-pilot, who is primarily responsible for weapons. Two fixed heavy laser cannons, targeted via head movement, are mounted beneath the "chin" area of the control head. On the cockpit's sides are mounted steerable medium blasters that can be brought to bear by computer-aided targeting. This allows the AT-AT to fire in multiple directions, at multiple targets, at once.

AT-AT walkers load and drop the troops they carry by "kneeling" to allow the use of a ramp in the main body. In this way, battle ready stormtroopers "hit the ground running, weapons drawn, initially shielded from enemy fire by the massive bulk of the walker above and around them. Side-mounted hatches allow personnel to enter or exit the vehicle via the boarding ramps of imperial landing platforms.

GURPS STAR WARS

IMPERIAL STARSHIPS

THE TIE TWIN ION ENGINE CRAFT

The Twin Ion Engine Craft is the major design of the Imperial Starfighters. Their high maneuverability and flexibility makes them a fearful enemy. The highly-skilled pilots are trained in many different standard maneuvers and formations.

Although most of them are only poorly armoured and only a few are provided with deflector shields the main strategy of the empire was generally successful. The first generation of TIE-fighters followed the strategy to outnumber the enemy with many cheap and maneuverable fighters instead of counting on a few highly armoured and very expensive starships which lack the maneuverability of the TIE. This strategy was based on the fact that the Empire had an uncountable amount of pilots. The clone-wars made it possible to re-create the most skilled and best trained pilots in cloning chambers and in combination with the cheap production of the first generation of TIE fighters they made an all-deadly combination.

The following data on Imperial Ships are available:

Name of the Ship	Class information
Designation:	Use of the ship
Era:	Time when being used
In Use By:	Political Party that uses the ship
Length:	In feet and/or meters
Crew:	Average crew
Passengers:	Troops, passengers or prisoners
Cargo Capacity:	In metric value
Consumables:	Time of the life support in average use
Max. Speed:	The speed that the vehicle can go when turning all energy sources to the crafts engines
Combat Speed: /mrate	Average standard speed to attack and maneuver (see Ships in the Game). Mrate is the number of turns the vehicle needs to perform a 45° turn on the hex grid
Acceleration/ Deceleration:	Speed in MGLT for performance
Speed Rating/Acceleration:	Speed in Gs for realistic combat
Atmosphere:	Some vehicles can fly in atmosphere. Speed given in M/ph
Hyperdrive Class:	Hyperdrive class (see GURPS SW, 1st ed.)
PD/DR (No Shields – Hull):	Passive Defense / Hull armor
HT/HP:	Health / Hit Points
Weapon System	Weapon systems on board (see Weapons table for further info)
Standard Combat Warhead Payload:	Some vehicles can carry missiles or torpedos
Special Design Features:	Special Equipment, devices
Cost:	Normally not available... to come
Description:	What does the craft look like?

SIENAR FLEET SYSTEMS TIE FIGHTER (TIE)

Designation: Short Range Fighter

Era: Galactic Empire

In Use By: Empire

Length: 20'8" / 6,3 meter

Crew: 1pilot

Passengers: None

Cargo Capacity: 65 kilograms

Consumables: 2 days

Max. Speed: +20%

Combat Speed: 95 MGLT

Acceleration/Deceleration: 20

MGLT/sec

Speed Rating/Acceleration: 45Gs/Mach 26

Atmosphere: 652m/hr

Hyperdrive Class: None

PD/DR (No Shields – Hull): 4/450

HT/HP: 10/900

MR/SR: 3.5/6

Weapon System:

1x Double Light Laser Cannon

(Single SFS DL-s1 Double Laser Cannon)

Standard Combat Warhead Payload: None

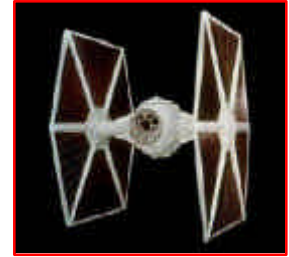
Special Design Features: None

Cost: N/A

(Not normally for sale but costs 50,000 Credits)

Description: The original T.I.E. Fighter was built by Republic Sienar Systems for the Old Republic. When the Old Republic collapsed, Republic Sienar Systems was renamed Sienar Fleet Systems. The company was ordered to redesign the old T.I.E. into a starfighter made specifically for the Empire's use. The TIE Fighter was the result, a starfighter, which outclassed every other ship it's size during its period of production.

Later, the Empire decided to order an improved TIE Fighter, which has resulted in the mass produced TIE/ln Starfighter line.



GURPS STAR WARS

SIENAR FLEET SYSTEMS TIE LINE FIGHTER (TIE/LN)

Designation: Short Range Line Fighter

Era: Galactic Empire

In Use By: Empire

Length: 20' 8" / 6.3 meter

Crew: 1 pilot

Passengers: None

Cargo Capacity: 65 kilograms

Consumables: 2 days

Max. Speed: +20%

Combat Speed: 100 MGLT

Acceleration/Deceleration: 20 MGLT / 5 sec

Speed Rating/Acceleration: 50Gs / Mach 29

Atmosphere: 745 m/hr

Hyperdrive Class: None

PD/DR (No Shields – Hull): 4/450

(Titanium hull with Quadanium Steel armored Solar Panels)

HT/HP: 10/900

Weapon System:

2x Light Lasers

(Dual SFS L-s1.1 Laser Cannon)

Standard Combat Warhead Payload: None

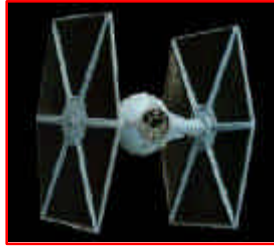
Special Design Features: None

Cost: N/A

(Not normally for sale but costs 60,000 Credits)

Description: If there is any ship that can be described as the backbone of the Empire, it is the Tie/In Fighter. The Tie/In was originally designed to take the place of the aging Tie Fighter. The fighter is extremely fast and maneuverable, and was the best fighter of its time, as it could best a Y-wing and Z-95 in most engagements. Like all Ties, the ship is designed and built with only Sienar Fleet Systems components. The ship is considered a short-range fighter, and it requires a nearby base of operations to refuel.

The X-wing starfighter was the first fighter to best the Tie/In. This has caused to major changes in the empire. The first major change was the change in tactics when engaging X-wing fighters. When facing X-wings, the Empire will engage the crafts with no less than three Ties to one X-wing. The Second change is the heavy replacement of the Tie/In by the Tie interceptor, but because of the vast amount of Tie/In in service, the interceptor will never completely retire the fighter.



SIENAR FLEET SYSTEMS TIE/IN INTERCEPTOR/FIGHTER

Designation: Short Range Superiority Fighter

Era: Galactic Empire

In Use By: Empire

Length: 21' 8" / 6.6 meter

Crew: 1pilot

Passengers: None

Cargo Capacity: 75 kilograms

Consumables: 2 days

Max. Speed: +25%

Combat Speed: 111 MGLT

Acceleration/Deceleration: 21MGLT/sec

Speed Rating/Acceleration: 55Gs/Mach 32

Atmosphere: 725 m/hr

Hyperdrive Class: None

PD/DR (No Shields – Hull): 4/500

HT/HP: 10/1000

Weapon System:

4x Medium Laser Cannons

(Quad SFS L-s9.3 Laser Cannons)

Standard Combat Warhead Payload: 4x Missiles

(Concussion Missiles, optional)

Special Design Features: None

Cost: N/A

(Not normally for sale but costs 100,000 Credits)

Description: The TIE/In was introduced to the Imperial fleet about two months after the battle of Yavin, and within the year the interceptor was a common sight in the galaxy. This fast and maneuverable fighter was designed to replace the original, aging Tie/In Fighter. The Interceptor is 11% faster than the Tie/In fighter, and has a more durable hull. The solar panels have been elongated, and have been designed with cut outs in the wings for pilot visibility. The Interceptors firepower and fire control software, accuracy, are comparable to the X-Wing. These Ties effectiveness improved tremendously, when Admiral Zaarin ordered shield generators to be installed for his campaign against the Imperial Fleet. After the conflict, it became common to see shield generators on these effective fighters. Although the shields are relatively weak, they provide much needed protection to the fighter and the pilot inside.



GURPS STAR WARS

SIENAR FLEET SYSTEMS TIE BOMBER (TIE/BM)

Designation: Light Short Range Bomber

Era: Galactic Empire

In Use By: Empire

Length: 7.80 meters

Crew: 1

Passengers: None

Cargo Capacity: 75 kg;
(15000 kg in the bomb bay)

Consumables: 2 days

Max. Speed: +20%

Combat Speed: 80 MGLT

Acceleration/Deceleration: 13MGLT/sec

Speed Rating/Acceleration: 40Gs/Mach 24

Atmosphere: 528 m/hr

Hyperdrive Class: None

PD/DR (No Shields – Hull): 4/1400

(Titanium hull with Quadanium Steel armored Solar Panels)

HT/HP: 10/2800

MR/SR: 3.5/6

Weapon System:

2 Light Laser Cannons

(Dual SFS L-s1 Laser Cannons)

Additionally, add one of:

2 Concussion Missile Launchers

(Two SFS M-s3 Concussion Missile Launchers)

2 Proton Torpedo Launchers

(Two SFS T-s5 Proton Torpedo Launchers)

It can also be fitted with space bomb launchers or orbital mine launchers

Standard Combat Warhead Payload: 8 Proton Torpedoes

Special Design Features: None

Cost: N/A

(Not normally for sale but costs 90,000 Credits)

Description: The Tie Bomber was developed to replace the T.I.E./gt Bomber about 3 years before the battle of Yavin. It featured a double-hull capable of carrying a lethal load of warheads, orbital mines, or free-falling thermal detonators. It officially replaced the T.I.E./gt, after a gradual two year replacement program was completed and soon became the primary space bomber of the Imperial Fleet. The T.I.E./Bm excels at surgical placement of ordinance, and selectively destroying military targets, while leaving surrounding commercial or other assets untouched. It's small size and speed enables it to slip past defense perimeters and eliminate targets before the enemy even realizes it is even there. As with the Interceptor, Admiral Zaarin implemented upgrades on the fighters, which included the placement of shield generators on the craft, during his attack on the Imperial Fleet.



SIENAR FLEET SYSTEMS TIE RECONNAISSANCE FIGHTER (TIE/RC)

Designation: Short Range Reconnaissance Fighter

Era: Galactic Empire

In Use By: Empire

Length: 20'8"

Crew: 1 pilot

Passengers: None

Cargo Capacity: 65 kilograms

Consumables: 2 days

Max. Speed: +25%

Combat Speed: 90 MGLT

Acceleration/Deceleration: 21MGLT/sec

Speed Rating/Acceleration: 50Gs/Mach 29

Atmosphere: 745 m/hr

Hyperdrive Class: None

PD/DR (No Shields – Hull): 4/450

HT/HP: 10/900

Weapon System:

1 Light Laser Cannon

(Single SFS L-s1.1 Laser Cannon)

Standard Combat Warhead Payload: None

Special Design Features: Advanced Sensors, Sensor Range

Cost: N/A

(Not normally for sale but costs 80,000 Credits)

Description: The Tie/rc is a short-range reconnaissance fighter that has the basic frame and design as the Tie/ln. The fighters sensor systems are upgraded with additional sensors and communications equipment for the purpose of short-range reconnaissance.



SIENAR FLEET SYSTEMS TIE DEFENDER (TIE/DF) FIGHTER

Designation: Space Superiority Starfighter

In Use By: Empire

Era: Galactic Empire

Length: 27'3"

Crew: 1 pilot

Passengers: None

Cargo Capacity: 100 kilograms

Consumables: 1 week

Max. Speed: +30%

Combat Speed: 144 MGLT

Acceleration/Deceleration: 21MGLT/sec

Speed Rating/Acceleration: 77.5Gs/Mach 46

Atmosphere: 1180 m/hr

Hyperdrive Class: x1, Hyperdrive Backup of x15

PD/DR (Shields): 8/2100

(Forward/Rear projecting Novaldex Shields)

PD/DR (No Shields): 4/1000

HT/HP: 10/2000

Weapon System:

4x Medium Laser Cannons

(Quad SFS L-s9.3 Laser Cannons)

2x Light Ion Cannons

(Dual Borstel NK-3 Ion Cannons)

2x General Purpose Warhead Launchers

(Dual SFS M-g-2 General Purpose Launchers)

Standard Combat Warhead Payload: 8 Missiles

(Concussion Missiles)

Special Design Features: None

Cost: ?

Description: The Tie Defender is an advanced form of Tie Fighter that employs an arsenal of weaponry and shields. Designed by the traitorous Admiral Zaarin, the fighter is fast, complete with a hyperdrive, and heavily armed. This design is capable of engaging several opponents at once with deadly results. The fighter is close to 10 meters long and has the bent wing design similar to a Tie Interceptors, but it has three wings. The fighter is propelled by the newer P-sz9 7 twin ion engine and is equipped with a Novaldex shield generators. The TIE Defender was produced at a cost of over 300,000 credits per fighter - about five times the cost of a TIE/ln. This, plus the political upheaval created by the Battle of Endor and the fact that it had an aft blind spot created by the wing placement, led to the demise of the TIE Defender as a widely-accepted starfighter.



THE PHANTOM TIE

Designation: Space Superiority Starfighter

In Use By: Empire

Era: Galactic Empire

Length: 27'3" / 14,3 meter

Crew: 2 pilots

Passengers: None (?)

Cargo Capacity: 1 metric ton

Consumables: 1 week

Max. Speed: +30%

Combat Speed: 145 MGLT

Acceleration/Deceleration: 30MGLT/sec

Speed Rating/Acceleration: 77.5Gs/Mach 46

Atmosphere: 1180 m/hr

Hyperdrive Class: x1, Hyperdrive Backup of x15

PD/DR (Shields): 8/2100

(Forward/Rear projecting Novaldex Shields)

PD/DR (No Shields): 4/1000

HT/HP: 10/2000

MR/SR: 4.5/6

Weapon System:

4x Medium Laser Cannons

(Quad SFS L-s9.3 Laser Cannons)

2x Light Ion Cannons

(Dual Borstel NK-3 Ion Cannons)

2x General Purpose Warhead Launchers

(Dual SFS M-g-2 General Purpose Launchers)

Standard Combat Warhead Payload: 8 Missiles

(Concussion Missiles)

Special Design Features: Cloaking device

Cost: ?

Description: After Admiral Zaarin's attempt to cloak a Corrilian Corvette in his Vorknkx project, all efforts were submitted to the cloaking of small star fighter craft. The project was under the command of Admiral Zonn. He was able to modify a B83 assault fighter with a cloaking device. The code name for this craft became the Phantom TIE fighter. Prototypes were tested near the planet Dreighton. When preliminary tests were completed, Lord Vader took control of the project and ordered the full scale production of the Phantom. A cloaked factory was constructed on the planet Emdar Alpha. Unfortunately the rebels destroyed the factory before the Utilisation of the craft. The project has not been restarted. But the blue prints for the phantomfighter are still on Coruscant and are available for members of the Emperor's Inner Circle.



GURPS STAR WARS

BOAT CLASS CRAFT

ASSAULT GUNBOAT

Designation: Assault Gunboat

Era: Galactic Empire

In Use By: Empire

Length: 15 meter

Crew: 1

Passengers: -

Cargo Capacity: 50 kg

Consumables: 1 week

Max. Speed: +20%

Combat Speed: 90 MGLT

Acceleration/Deceleration: 20 MGLT/sec

Speed Rating/Acceleration: 45Gs/Mach 26

Atmosphere: 652 mph

Hyperdrive Class: x1

PD/DR (Shields): 4/2100

PD/DR (No Shields – Hull): 2/1400

HT/HP: 2800

Weapon System:

2x Laser cannons

(Taim & Bak KX5, single fire or fire-linked)

2x Concussion Missiles Launchers

(SFS M-s3 * missiles each)

2x Ion Cannons

(Borstel NK-3, single fire or fire-linked, in third wing)

Special Design Features: none

Cost: ?

Description: The Assault Gunboat was built by Incom who also made the Lambda class shuttle. It was a craft with hyperdrive technology and excellent shields, but it had poor speed and manoeuvrability. The Gunboat was equipped with ioncannons, because its main purpose was to disable enemy craft.



THE MISSILE BOAT

Designation: Bombardment

Era: Galactic Empire

In Use By: Empire

Length: 15m

Crew: 1

Cargo Capacity: 40 kg

Consumables: 1 week

Max. Speed: special

Combat Speed: 122 MGLT

Acceleration/Deceleration: 21MGLT/sec

Speed Rating/Acceleration: 125 MGLT top speed

(x2 in SLAM MODE)

Atmosphere: 652 mph

Hyperdrive Class: x1

PD/DR (Shields): 8/2500

PD/DR (No Shields – Hull): 4/950

HT/HP: 10/1900

Weapon System:

1x Laser cannons

(SFS L-s9.3)

4x Concussion Missiles Launchers

(SFS M-s3 missiles each)

Standard Combat Warhead Payload: N/A

Special Design Features: Sub-Light-Acceleration Motor

(SLAM System)

Description: The Missile boat was built to counter the TIE Defenders who were sent against the Empire by Admiral Zaarin. The Missile boat had an incredible amount of missiles on board and was equipped with a tractor beam to hold the TIE Defenders and then in a few seconds a missile could be fired and so ensuring a quick death for the fast TIE Defenders. The Missile boat also had SLAM system on board, which drained laser power but doubled the speed of the craft. So it was able to out run a Defender any time. If only more Missile boats survived the battle against Admiral Zaarin they could have made a difference at the battle at Endor and prevented the destruction of the Empire.

The Gamma Class XM-1 Missile Boat is an extremely maneuverable and fast fighter. Speed can be increased by up to 200% by a revolutionary engine technology developed by the Empire called the SLAM system or Sub-Light Acceleration Motor. Simply put, they operate by drawing immense amounts of energy from the laser cannons to the engines. Since the Missile Boat had only one laser cannon, this energy didn't last very long, but it allowed the fighter to achieve speeds in excess of 244 MGLT.



TRANSPORT SHIPS

CORRELIAN CORVETTE

Designation: CR90 Corvette
(Transport / Blockade Runner)

Era: Galactic Empire

In Use By: Many
(Multi purpose transport)

Length: 153 meter

Crew: 30-165 (8 officers, 38-157 enlisted)

Passengers: 600

Cargo Capacity: 3k metric tons

Consumables: 1 year

Max. Speed: 35 MGLT

Combat Speed: 22 MGLT, 2 mrate

Acceleration/Deceleration: 4 MGLT/sec

Hyperdrive Class: x2

PD/DR (Shields): 8/8400

PD/DR (No Shields – Hull): 4/19740

HT/HP: 50/39480

Weapon System:

6x Tain & Bak H9 dual turbolasers

Standard Combat Warhead Payload: N/A

Special Design Features: 2 to 4 decks with crew's quarters, bridge, computer bay, lounge, cargo, 2 docking ports in the center of the corvette

Cost: ?

Description: The Corellian Corvette (CR90 or Blockade Runner) is one of the most versatile spacecraft in use of the Rebels and Imperial forces. It can cover a wide range of uses from troop transport to cargo ship to passenger carrier. Unlike most vessels, which are highly specialised in function, the corvette is so easily converted to varying tasks that it is found throughout the galaxy. Many of these reliable craft are in use by the Rebel forces. Since the ship is also very popular in the private sector, the forces of the Empire have always had difficulty identifying the Rebel ships among those in use. Many of the members of the Imperial Senate used corvettes as diplomatic couriers before the disbanding of the Senate by Palpatine, and since that time, most of their ships have been sold to private corporations. As a transport vessel, the corvette can be modified to carry a wide variety of cargo module types within its great internal holds. Left intact, these holds can easily carry bulk cargo such as grain, water or other vitally needed, life-sustaining supplies. Compartmentalised atmospheric, pressure and temperature conditions for other, more perishable materials, such as sensitive fuels. Depending upon the value of its cargo and the wealth of its owner, a corvette may be either lightly or heavily armed and either very slow or very fast. Several hardpoint locations built into the outer hull allow for a wide variety of weapons types and configurations, but most corvettes are armed with standard dual turbolasers. Most of the more heavily armed variants serve as pirate vessels, with their added shielding equipment

and weapons pods normally concealed beneath shutter-plates that make the craft appear harmless to both visual and casual inspection.



When utilised as a passenger ship, the corvette can be outfitted with quarters of any comfort level from standard to first-class. Several private transport companies provide paid-passenger flights between the worlds they service, giving the average citizens the option of comfortable interplanetary travel even though he or she may

not own his or her own spacecraft. Much of the planetary colonisation that has taken place during the past 40 Years was made possible in large part by the versatility of the corvette, aboard which settlers could transport not only themselves but farm equipment, livestock and building materials, as well. Fewer and fewer of these craft are being produced each year, due to diminishing demand. The corvette is being slowly replaced as newer, faster vessels come into use across known space. It has served long and very well, and has become a sentimental favourite of many of those in the spaceflight industry. It will be decades before the remaining corvettes are phased out due to wear and the development of new technologies, but in the meantime this workhorse class of starships should remain both widespread and reliable.

GURPS STAR WARS

LANDING BOAT



Designation: Landing Craft

Era: Galactic Empire

In Use By: Empire

Length: 38 meter

Crew: 1 Pilot, 1 co-pilot, 3 gunners

Passengers: 54

Cargo Capacity: 1 recon speeder bike, and either 54 soldiers, 12 repeating blasters, and 6 speeder bikes; 36 speeder bikes and 12 compact assault vehicles; or up to 180 metric tons of cargo

Consumables: 1 month

Max. Speed: 100 MGLT

Combat Speed: 78 MGLT

Acceleration/Deceleration: 15MGLT/sec

Hyperdrive Class: x1

PD/DR (Shields): 8/2650

PD/DR (No Shields – Hull): 4/14000

HT/HP: 28000

Weapon System:

8x laser cannons

2x concussion missile launchers

1x ion cannon

2x repeating blasters

Description: This Sentinel-class landing craft, which is derived from the Lamda-class Imperial shuttle was introduced shortly before the battle of Yavin and became the main troop transport used by the Empire. The craft is fast and manoeuvrable despite its heavy armour plating and the several devastating weapons it is carrying. This craft can transport 6 Storm Trooper squads to a combat area, and when converted to carry supplies to the garrisons it can contain 36 speeder bikes or twelve assault vehicles. The Sentinel-class transport rely on three gunners and a precise targeting system to clear the landing areas. After deploying troops or cargo in to heavy combat areas, most of the shuttles remain in the area to provide cover fire for Imperials engaged in combat.

LAMBADA SHUTTLE CRAFT



Designation: Personnel Transport

Era: Galactic Empire

In Use By: Empire

Length: 20 meter

Crew: 2-4

Passengers: 20

Cargo Capacity: 120 metric tons

Consumables: 2 month

Max. Speed: 100MGLT

Combat Speed: 67 MGLT

Acceleration/Deceleration: 18MGLT/sec

Hyperdrive Class: x1

PD/DR (Shields): 8/2100

PD/DR (No Shields – Hull): 4/1250

HT/HP: 2500

Weapon System:

10x Taim and Bak KX5 laser cannons
(8 forward, 2 aft)

Description: Based loosely upon the tri-wing symmetry of Incom's T-16 skyhopper, the standard Imperial shuttle has become a mainstay of imperial governmental transportation. The vessel's unusually strong defensive shielding made it a favourite of Palpatine's who usually travelled alone in a luxuriously-appointed private shuttle dedicated to his use only. While the shuttle is generally best suited to space travel, atmospheric flight is made more stable by the ship's three huge wings surfaces. While the large center wing is fixed and static, the port and starboard wings must be raised to a vertical position for landing. This feature makes the Imperial shuttle quite graceful during takeoffs and landings. Boarding and debarkation take place via a long, telescoping ramp that extends from the lower forward fuselage, just beneath the cockpit. An unusual feature of the Lambda-class shuttle is its twin-gear landing system. A forward, third landing leg was made unnecessary by the shuttle's extremely heavy power core and hyperspace motivator unit, which ride squarely atop the ship's legwells. The great energies generated by the vessel's power plant allow it's high number of weapons emplacements, making the shuttle quite formidable when attacked. Rotating twin laser turrets on the leading edge of each lower wing give the ship a variety of possible firing arcs, and cannon emplacements affixed facing fore and aft provide secondary firepower.

The labda-class played a vital role in the Rebel attack during the Battle of Endor. An Imperial shuttle, launched from the Mon Calamari flagship, was used by the Rebel forces in order to gain access to the Imperial power field generator on the planet's surface. Using an intercepted entry code, the shuttle Tydirium made it's way safely through the Imperial defences surrounding the planet and successfully landed only a few kilometers from the intensely-guarded power station. The next day, General Han Solo and his troops breached the security of the generator station and destroyed it, leaving the orbiting Death Star open to attack by Rebel forces.

CAPITAL SHIPS

IMPERIAL STAR DESTROYER IMPERATOR CLASS

Model: Imperator I Class Star Destroyer

Era: Galactic Empire

Manufacturer: Kuat Drive Yards

Designation: Capital Starship

Length: 2,000 meters

Crew: 37,085, 275gunners

Troops: 9,700

Cargo Capacity: 36k metric tons

Consumables: 6 years

Hyperdrive Multiplier: x2

Max.Speed: 15 MGLT

Combat Speed: 10 MGLT/ 4mrate

Acceleration/Deceleration: 1 MGLT/sec

PD/DR (Shields): 8/101280

PD/DR (No Shields – Hull): 4/249920

HT/HP: 100/499840

Weapons:

60x Turbolaser Batteries

60x Ion Cannons

10x Tractor Beam Projectors

Onboard Craft:

72x TIE Series Fighters

5x Alpha Class XG-1 Star Wings

15x Delta Class Dx-9 or Dx-9s Transports

8x Lambda Class T-4a Shuttles

1x Gamma Class Assault Shuttle

1x TIE Shuttle Craft.

Description: Also known throughout the galaxy as the Emperor's capital ships, Imperial Star Destroyers provide the main military might of the Empire. Built by command of Palpatine at a rate that forced all normal safety precautions to be discarded, these vessels served to establish the primary foothold of the Emperor's rule. This ship is the classic Star Destroyer. Later modifications allowed the STDS to carry more troops, special equipment or additional technical improvements.

These colossal, wedge-shaped behemoths, bristling with turbo weapons and carrying entire TIE squadrons within them, each possess more firepower than the entire planetary force of most worlds, and can reduce a planet surface to smoking debris in a matter of hours. An Imperial Star Destroyer, typically 1.6 kilometers in length, is equipped with 60 turbolasers emplacements and 60 ion cannon batteries. Each turbolaser is a supercharged beam weapon that uses a small laser to excite its main component system to fire. A turbolaser's beam is hotter and more intense than that of an ordinary blaster cannon, and its discharge muzzle reaches such high temperatures that three separate cryogenic cooling

systems are necessary to keep the weapons within safe thermal limits. The vessel's ion cannons, similar to those most often found as a part of planetary defensive systems, give the Star Destroyer the ability to neutralise the energy systems of other vessels as an aid to capture and boarding.



A Star Destroyer also carries three TIE fighter squadrons for perimeter defence and reconnaissance, two TIE interceptor squadrons, one TIE bomber squadron, eight Imperial shuttles, a full stormtrooper division and 15 stormtrooper transports, building materials,

landing barges, scouts, field artillery weapons, both AT-AT and AT-ST walker groups (for ground assault missions), special ablative heat shield for orbital drops, assault gunboats, repair vessels, deep-space probes and probe droids, 10 tractor beam projectors, defensive shields, and sophisticated sensor and communications arrays.

The vessel's upper command tower with its characteristic twin shield generators serves as the brain of the ship. The main bridge, located in the center of the tower's forward face, features large viewports which provide a spectacular view of space beyond and of the massive forward hull. As they do in many Imperial vessels, flight data officers, tracking systems specialists and combat supervisors work in sunken data pits that line the room's floor.

The ventral side of the Imperial Star Destroyer features two launch bays, both along the vessel's centerline. The largest of these is of sufficient size to allow the docking/capture of any vessel at or below the dimensions of a Corellian Corvette (or Blockade Runner, as it is sometimes called). From this same bay, the ship's TIE squadrons and probes are launched as well, dropping from holding racks along the wide, vertical shaft that reaches well into the main body of the ship.

GURPS STAR WARS

IMPERATOR II CLASS STAR DESTROYER

Manufacturer: Kuat Drive Yards

Designation: Capital Starship

Length: 2,000 meters

Crew: 37,085

Troops: 9,700

Cargo Capacity: 36,000 metric tons

Consumables: 6 years

Hyperdrive Multiplier: x1

Speed: 10 MGLT

Hull PD/DR: 4/249920

HT/HP: 100/499840

PD/DR (Shields): 8/122688

Weapons:

50x Heavy Turbolaser Batteries

50x Heavy Turbolaser Cannons

20x Ion Cannons and 10 Tractor Beam Projectors

Onboard Craft:

72x TIE Series Fighters

5x Alpha Class XG-1 Star Wings

15x Delta Class Dx-9 or Dx-9s Transports

8x Lambda Class T-4a Shuttles

1x Gamma Class Assault Shuttle

1x TIE Shuttle Craft.



Description: Since the introduction of the Emperor I Class Star Destroyer, an improved version has begun to see action. It is the Emperor II Class Star Destroyer, featuring increased shielding, firepower and faster hyperdrive.

IMPERATOR III CLASS STAR DESTROYER

Model: Emperor III Class Star Destroyer

Era: Galactic Empire

Manufacturer: Kuat Drive Yards

Designation: Capital Starship

Length: 2,000 meters

Crew: 5,268

Troops: 10,000

Cargo Capacity: 40,000 metric tons

Consumables: 7 years

Hyperdrive Multiplier: x2

Max.Speed: 20 MGLT

Combat Speed: 12 MGLT/ 4mrate

Acceleration/Deceleration: 1 MGLT/sec

PD/DR (Shields): 8/143136

PD/DR (No Shields – Hull): 4/249920

HT/HP: 100/499840

Weapons:

36x Double Turbolaser Cannons

30x Turbolaser Batteries

20x Heavy Turbolaser Cannons

50x Ion Cannons

10x Tractor Beam Projectors

6x Concussion Missile Tubes

Onboard Craft:

72x TIE Series Fighters

12x A-9 Vigilance

5x Alpha Class XG-1 Star Wings

15x Delta Class Dx-9 or Dx-9s Transports

8x Lambda Class T-4a Shuttles

1x Gamma Class Assault Shuttle

1x TIE Shuttle Craft.



Description: Development of this new class of Star Destroyer took place on a secret planet by Kuat Drive Yards. The Emperor III Class ship is built from the Emperor I Class design, with several key modifications. Much of the ship's systems is automated, reducing the crew requirements down to 5,005, with 263 gunners.

GURPS STAR WARS

NEBULA B FRIGATE

Designation: Heavy Attack Frigate
Era: Galactic Empire
In Use By: Empire
Length: 300 meters
Crew: 850 (77 officers, 773 enlisted)
Cargo Capacity: 6000 metric tons
Consumables: 2 years
Max. Speed: 20MGLT
Combat Speed: 16 MGLT /3mrt
Acceleration/Deceleration: 4MGLT/turn
Hyperdrive Class: x2
PD/DR (Shields): 8/20352
PD/DR (No Shields – Hull): 4/47040
HT/HP: 50/94080
Weapon System:
6x Taim & Bak XI-7 turbolasers
8x Borstel RH8 Lasers cannons



Description:

DREADNAUGHT

Designation: Warship and Escort
Era: Galactic Empire, Old Republic
In Use By: Empire
Length: 600 Meters
Crew: 16,000 crew, 3000 Standard troops, 1 Squadron
Cargo Capacity: 9000 metric tons
Consumables: 2 years
Max. Speed:
Combat Speed: 12/ 2 mrate
Acceleration/ Deceleration: 3 MGLT/turn
Hyperdrive Class: x2
PD/DR (Shields): 8/ 40704
PD/DR (No Shields – Hull): 4/116160
HT/HP: 50/232320
Weapon System:
20x Heavy Turbolaser Cannons
10x Quad Turbolaser Cannons
Special Design Features: Transmission tower antennas



Description: Before the Clone Wars shook the galaxy, the Dreadnaught-class heavy cruiser was the largest warship to patrol the space lines. It was the backbone of the Old Republic fleet, the warship that kept the galaxy safe and the space lanes open. By the time the Star Destroyer was introduced, the Dreadnaught was relegated to a smaller, less prestigious role in the Imperial Navy.

The Dreadnaught suffered from significant problems, even when new. It was slow, hampered by inefficient power generators, which also resulted in weak shield projection, low fire power, and computer systems subject to frequent surges. Add to this that the vessel needed a massive crew complement to keep it running, and it is easy to see why it wasn't long before the Old Republic military was looking for a replacement.

The Dreadnaughts used by the OT military factions have been massively upgraded, with new power and weapons systems. Korribun Ship Technologies has taken advantage of all the recent advances in power system, computer, shield, and weapons technologies to upgrade the Dreadnaught.

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INTERDICTOR CLASS CRUISER

Manufacturer: Sienar Fleet Systems

Designation: Immobiliser/Capital Starship

Length: 598 meters

Crew: 2,807

Troops: 80

Cargo Capacity: 5,500 metric tons

Consumables: 1.2 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x8

Max. Speed: 12 MGLT

Combat Speed: 8 MGLT/ 2 mrate

Acceleration/ Deceleration: 3 MGLT/turn

PD/DR (Shields): 8/ 47488

PD/DR (No Shields – Hull): 4/100800

HT/HP: 50/201600

Special Features: Four Gravity Well Projectors

Weapons:

20x Quad Laser Cannons

4x Gravity Well Projectors

Onboard Craft:

12x TIE Series Fighters

4x Light Transports



Description: Our esteemed engineers have come up with yet another way to defeat the Rebel Alliance fools who boast of the hyperspace capabilities of their starfighters. With the development of the gravity well projector, we were just a single step away from creating a new weapon in the fight against the rabble.

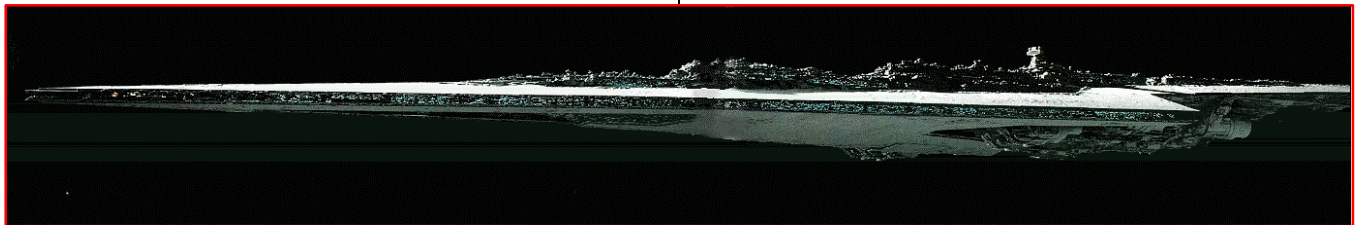
Using the gravity well technology, Sienar Fleet Systems had created the Interdictor or "Immobilizer 418" Cruiser whose primary purpose is to set up an artificial gravity well in battle zones and high security areas. The gravity well serves two purposes.

First, it appears as a large gravitational body to any hyperdrive system. This prevents a ship from jumping into the vicinity of the gravity well. The Interdictor Cruiser is designed to be placed near engagement areas or areas of potential conflict. It will stay outside the battle zones and set up the gravity well as required by circumstances.

Second, any ships already in the hyperspace that pass within the gravity well's field will be drawn immediately into realspace. Thus, the Interdictor Cruiser can help set up ambush zones by locating in known hyperspace corridors, forcing Rebel, pirate or smuggler craft to reenter realspace where our battle fleets can engage them.

SUPER STAR DESTROYER

Designation: Base Attack line Battleship
Era: Galactic Empire
In Use By: Empire
Length: 16500m
Crew: 619376
Passengers: 83838 troops
Cargo Capacity: 5551563 metric tons
Consumables: 6 years
Max. Speed: 10
Combat Speed: 4 –8 MGLT /5 mrate
Acceleration/Deceleration: 0.5 MGLT/turn
Hyperdrive Class: x2
PD/DR (Shields): 8/Variable
(from 127800 to 2044800 depending on location)
PD/DR (No Shields – Hull): 4/Variable
(from 312400 to 502830 depending on location)
HT/HP: 200/Variable
(from 624800 to 10056640)
Weapon System:
250x Turbolaser Batteries
250x Heavy Turbolaser Batteries
250x Concussion Missile Tubes
250x Ion Cannons
40x Tractor Beam Emplacements
25x AT-AT Walkers
50x AT-ST Walkers
6x TIE Advanced Squadrons
2x TIE Bomber Squadrons
4x TIE Interceptor Squadrons
20x Lambda Class Shuttles
75x Stormtrooper Transports



Description: The first of the Super Star Destroyers, the Executer, was built for Lord Darth Vader as his personal flagship. More than four times the length of a standard Star Destroyer, the colossal Executer was the largest vessel in space, with the sole exception of the Death Star itself. The Shields and HT points can not be given exactly because this huge warship could be still full functioning with whole sections being destroyed.

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DEATH STAR

Designation: Deep-space mobile battle station

Era: Galactic Empire

In Use By: Empire

Length: Diameter: 120,000 meters

(equivalent to a class IV moon. Interior has 84 levels of 1.428 meters each with 357 sublevels of four meters each)

PD/DR (Shields): special extern shielding necessary

PD/DR (No Shields – Hull): 4/ special

HT/HP: special

Weapon System:

5000x Turbolasers

5000x heavy turbolasers

2500x laser cannons

2500x Ion cannons

1x super laser

Description: Even with his enormous Imperial space fleet in place, Palpatine felt that there was a certain lack of "respect"(and fear) for his rule among the worlds of the former Rebel public. Wanting to remedy the situation, he called upon the brightest of his spacecraft designers and demanded a vessel more magnificent and more powerful than any that had ever been in space before. His single demand was that the new battle fortress have the ability to destroy an entire planet with one quick, massive stroke, against which there could be no planetary defence.

The Imperial code name for the project became Death Star. A new, frighteningly powerful super laser system was created, one which required an energy supply so huge that it demanded, intensive, an artificial planetoid to house it. All Imperial estimates showed that a single blast from the Death Star cannon would equal the combined fire power of the entire Imperial fleet.

At the true equator of the station was a deep trench, encircling the Death Star like as straight, endless canyon some 376 kilometers in length. Here were housed the station's primary hanger bays, drive thrusters, heat exhausts, primary sensor arrays and tractor beam systems. Lining this trench were thousands of turbolasers turrets for defence against starfighter attack.

At 120 kilometers in diameter, the first Death Star was the single largest object ever built. Its officers and crew served within a self-sustaining world, complete with leisure resources and private living communities. Parks, shopping centers and

entertainment establishments were provided for those aboard the station, for their terms of service were generally to average six years with no outside shore leave. The operation of the Death Star required a full crew of 774,576, overseen by a staff of 27,048 officers. In addition to this, 378,685 support and maintenance personnel were necessary. Security aboard the station was maintained by a force of more than 25,000 stormtroopers.

In addition to the humanoid crew of the station, the Death Star had a support "crew" of more than 400,000 droids. These robotic servants range from sophisticated R2 units to "mouse" droids and fill a variety of roles, including: protocol, medical assistance, domestic service, local transportation and sanitation.

The station's surface was covered with hundreds of thousands of "city sprawls," manned stationdedicated primarily to defence. Here were found the majority of the Death Star's shield projectors and communications arrays. While the interior decks of the station were designed and built with artificial gravity dedicated to the poles, The personnel of the outer surface sprawls were provided gravity of a planetary nature.



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WEAPONS FOR SPACECRAFT

The following list is taken from the GURPS SW SOURCEBOOK and is created by Francis Martel. It contains all the weapons the deadly fighters of the Empire generally uses. The GURPS BASIC set should be used as reference if questions occur concerning the contents of the table or the calculations of damage and other rules...

When calculating damage, consider that the number in brackets is the Armor divisor – DR of the enemy ship is divided by this number!

Weapons for spaceships and vehicles:

Weapon	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt.	Vol.	Rof	Kw	LC	Cost
PTL	Ver.							250	6	1	15	3	25,000
PTORP	Ver.	A/M	6dx200(10)	11	16		30,000	35	1			3	5,000
MSL	Crit.							200	4	2	1	2	6000
CMIS	Crit.	Exp.	6dx100	15	16		9,000	15	0.5			2	650
SBC	Crit.	Cr	6dx100	30	28	16,500	55,000	150	3	3	1000	1	35,000
SHBC	Crit.	Cr.	6dx200	30	28	22,000	70,000	300	6	2	2000	2	75,000
SRBC	Crit.	Cr.	6dx80	30	28	14,000	32,000	600	15	12	4500	2	50,000
LLC	Ver.	Imp.	6dx50(2)	30	28	21,350	64,000	750	15	2	1500	3	75,000
MLC	Ver.	Imp.	6dx100(2)	30	28	220,000	660,000	1,500	30	1	2000	4	100,000
LRLC	Ver.	Imp.	6dx200(2)	30	28	624,000	1,872,000	2,200	50	1	3000	4	200,000
STBL	Ver.	Imp.	6dx500(2)	30	28	952,000	2,856,000	8,000	200	2	5000	4	1,500,000
TBL	Ver.	Imp.	6dx1000(2)	30	28	4,550,000	13,650,000	20,000	400	1	15,000	5	5,000,000
LTBL	Ver.	Imp.	6dx3000(2)	30	28	12,600,000	40,000,000	115,000	2,200	½	60,000	5	50,000,000
GLC	Crit.	Imp.	6dx50(2)	30	28	20,400	61,200	450	10	8	5,000	1	120,000
LIC	Crit.	Spcl	Spcl.	20	16		50,000	450	9	2	500	1	200,000
IC	Crit.	Spcl.	Spcl.	20	16		100,000	1200	24	1	1000	2	600,000
EG	Crit.	Spcl.	Spcl.	30	20		200,000	2500	50	1	3000	3	1,000,000

impact), the protons and anti-protons mix and thus create a small controlled anti-matter explosion.

MISSILE LAUNCHERS (MSL)

The MSL is the most common weapon available, principally due to its low cost. It is the basic launcher system for the cheap and common concussion missiles sold across the galaxy. It consists of a mechanical launch tube that keeps the missile idle until needed. It does not eject or fire the missile per say, but simply holds it and guides it for launch. Most MSL are equipped with laser or neutrino guidance systems to assist the CMIS in acquiring targets. Once free of the tube, the CMIS operates with its own fuel, thrusters, targeting-radar and directional systems.

MISSILE AND PROJECTILE WEAPONS

PROTON TORPEDOES LAUNCHERS (PTL)

The PTL is the basic launcher system for the popular Proton Torpedoes. It consists of a mechanical launch tube that ejects the torpedo from the tube at supersonic speeds (when firing in atmosphere, a sonic bang can be heard each time the weapon is fired). Once free of the tube, the Torpedo operates on its own.

PROTON TORPEDOES (PTORP)

The PTORP is an energy, single-shot weapon. The proton torpedo contains its own power source, which allows it to sustain the required speed (supersonic) and firepower to attack its target. The PTORP is catapulted out of the launch tube and ignites its own thrusters once cleared of the firing tube. The PTORP carries enough fuel to travel up to 30,000 yards in atmosphere. In space, maximum distance is unlimited, as the PTORP will continue on its vector even once its fuel is depleted. The explosive charge on the PTORP is made of a mix of protons and anti-protons that are synched to react together in stasis. Once the stasis is broken (due to

CONCUSSION MISSILES (CMIS)

The CMIS, along with its launcher, is the most common weapon available and that principally due to its low reload cost. It is a basic solid-fuel propelled explosive warhead (HEADPS). Most CMIS are equipped with laser or neutrino guidance systems to assist them in acquiring targets. The information is usually fed to the CMIS by its parent MSL. Once free of the tube, the CMIS operates with its own fuel, thrusters, targeting-radar and directional systems.

BLASTER (SPACE-BASED)

Blaster weapons all function in a similar way. The basic principle behind blaster technology is the plasma charge. The weapon uses its energy to heat a small amount of nitrogen (extracted from the atmosphere or from a small tank built into the weapon) into a semi-plasma state (gases at very high temperatures). The weapon then draws energy from the power cell to produce and emit a low-yield, charged particle field to support the semi-plasma state of the nitrogen. This “packet” of plasma is expelled from the weapon along the carrier particle field.

The overall effect gives the illusion that a “bolt” of orange/red energy is expelled from the barrel of the weapon. Because of the coldness of deep space, space-based blasters

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appear less efficient than their atmosphere-based cousins. This is due to the fact that the extreme temperature of deep space causes the semi-plasma state to lose heat (and thus power) rapidly. The end result is that space-based blasters do not provide anti-armor penetrating power. Because the bolt loses temperature rapidly it will only generate surface damage (crushing) rather than penetration damage (impaling).

SPACE BLASTER CANNONS (SBC)

The SBC is the smallest blaster available for space ships. It provides low-yield firepower and is used mainly as a deterrent or defensive weapon.

SPACE HEAVY BLASTER CANNONS (SHBC)

This heavier version of the SBC provides added firepower through a larger energy output. It is still limited like any other space-based blasters and is mostly relegated to support or defensive fire.

SPACE REPEATER BLASTER CANNONS (SRBC)

The SRBC is a favored weapon by most merchant captains as it provides gatling strength firepower against targets. It is often found in a defensive role against infantry and/or space-suited troops.

LASER CANONS (SPACE-BASED)

Most laser weapons function in the same way. LASER is an acronym for Light Amplification by Stimulated Emission of Radiation. The weapons fire a stream of high-energy x-rays jacketed in an ionized particle field, creating the visual effect of a bolt rather than an invisible beam of radiations like a normal laser. Because of their high power yield, lasers do impaling damage. They are designed to penetrate armor and to keep on going once the target is breached. Direct hit damage from a laser weapon will often result in explosive decompression of the damaged ship section.

LIGHT LASER CANNONS (LLC)

The LLC is the main weapon of choice for most small crafts in space today. It provides a decent yield of damage, while remaining light and affordable enough.

MEDIUM LASER CANNONS (MLC)

MLCs are the larger brothers of the LLC. Found mostly in military vessels or on larger civilian ships, the MLC operates on a balanced design of good firepower and sensible energy consumption. Although it is a somewhat bulky weapon, its firepower compensates for its largish size.

LARGE LASER CANNONS (LRLC)

The LRLCs are the top of the laser canons family. They are considered heavy weapons and generate a high amount of firepower. The LRLCs are found mostly on military ships as secondary weapons.

GATLING LASER CANNONS (GLC)

The GLC is better known by its more common name of "Quad Laser". That name comes from the fact that the GLC is equipped with 4 barrels, each able to fire 2 shots per seconds, giving the weapon its overall Rof of 8. The "Quad" is a favored weapon among civilian merchant ships, as it provides great firepower in both offensive and defensive roles, especially when used in anti-aircraft barrages.

LASER BATTERIES (TURBOLASERS)

Turbolasers are basically very powerful laser canons operating in "boosted" or gatling modes. The principle remains the same as with regular lasers, except that Turbolasers will use more power and concentrate the beam somewhat more than the regular canons. The end result is a weapon that provides increased firepower, but at a greater energy consumption costs and at a greater size (due to added cooling and amplification gear).

Another facet of Turbolasers versus canons difference is in the turbo crew requirements. While a laser canon may be fired automatically from a single gunner emplacement, Turbolasers require a crew to man and fire the gun. STBL requires a crew of 3, TBL a crew of 5 and LTBL a crew of 8.

SMALL TURBOLASERS BATTERIES (STBL)

The smallest of the three members of the Turbolaser family, the STBL (often dubbed Killer Baby) provides great firepower (over twice that of the LRLC) in both offensive and defensive roles. The STBL is the weapon of choice on many military patrol crafts such as Corellian Corvettes.

TURBOLASER BATTERIES (TBL)

The most common heavy weapon in space, the TBL equips most military vessels as the main gun type. The TBL is a powerful weapon, able to shot down and destroy most types of aerospace fighters with a single salvo. Its heavy firepower also makes it the weapon of choice in such roles as naval warfare (heavy ship against heavy ship) and siege warfare.

LARGE TURBOLASER (LTBL)

The largest weapon available for naval ships, the LTBL is feared by most ship captains and pilots. Able to destroy many small ships with a single shot of its powerful barrels, the LTBL is found mostly on capital warship such as Mon Calamari cruisers and Imperial Star Destroyers.

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DISRUPTION (EMP) WEAPONS

Disruption weapons are among the most common type of weapons found on civilian vessels. Mainly a defensive weapon, EMP guns are used to disable, rather than destroy, the opponent. The principle is rather simple and as been known for tens of thousands of years: The gun fires a bolt of ionized energy (photons or electrons) at a target in order to create an EMP pulse and thus disrupt the target's electronics and avionics.

If the bolt hits a target, the craft must make an HT role or take the appropriate effect. LIC attacks will make the roll at HT -3 (using size modifier as a bonus) or have 1d6 electronic-based systems disabled for HT turns. IC will roll at HT-7 (using size modifier as a bonus) or have 2d6 electronic-based systems disabled for HT turns. EGs will roll at HT-12 (using size modifier as a bonus) or have 3d6 electronic-based systems disabled for HT turns.

LIGHT ION CANNONS (LIC)

The smallest EMP gun available on the ship's market, the LIC provides a good protection-to-cost ratio to its owner. Easy to maintain and not requiring any gunner (can be fired by a dedicated computer), it is a perfect buy for small operators or single-crew ships like the T-38s.

ION CANNONS (IC)

A common design, the Ion canon is just a larger version of the LIC. It provides greater disabling power, but at a greater cost. It is mostly used aboard medium-sized ships or planetary patrol boats.

EMP GUN (EG)

The largest pulse weapon available, the EMP gun is mostly used on large military vessels as a capture system, in conjunction with tractor beams.

ARMOR & SHIELDS

Converting the vehicle stats given by LucasArts sources was hard work. For those who are interested how I did it I will publish the conversion key here. Probably you want to convert other vehicles, too and need a conversion that works with the GURPS system.

TRANSLATION TABLES

TRANSLATING HULL STATS

Lucas Arts	DR	Hit Points
1 to 75 RU	Multiply by 100	DR x2
76 to 1000 RU	Multiply by 105	DR x2
1001 to RU	Multiply by 110	DR x2

TRANSLATING SHIELDS

Lucas Arts	DR of Shield
1 to 350 SBD	Multiply by 21
351 to 2500 SBD	Multiply by 21,2
Over 2501 SBD	Multiply by 21,3

ARMOR

Most armor available for spaceships will be manufactured of high-tech composite materials. Because of the dangers inherent to space travel, current regulations forbid the use of certain types of armor plating that might be considered a risk to navigation.

All armor is considered to be somewhat ablative and requires maintenance on a regular basis (mostly due to the rigors of space travels like meteorites and other space dusts encounters). As a rule of thumb, figure that a refit (cost of 15% of the armor value and requiring about 1hr per 100DR) is required after every 20 trips.

DEFLECTOR SHIELDS

The basic of any line of defense against attack for ships, installations and many planets, the Deflector Shield represents a deflective protection rather than a blocking protection (like the force screens). Deflector Shields always offer a constant degree of protection, and are not affected by the amount of attacks they deflect.

FORCE SCREENS

All force screens are considered variable (according to GURPS Vehicles 2nd ed.) and can be combined with the Deflector Shields option. All Force Screens (Providing DR) are ablative and will loose 1DR per 10 points worth of damage received. Under normal use, shields will regenerate damages done at a rate of 10DR per rounds. The shield will need refitting if reduced to 0 DR. Crew engineers can accomplish this in dry dock or on the fly if the ship is equipped with a workshop. In both cases, dismantling of the shield generator unit is required, thus withdrawing any defenses from that particular side. All shields and screens are legality class 1.

(Example #1: a DR2000 shield receives 300 points of damage. It resists, but loses 30DR, becoming a DR1970 shield. On the next round, it regenerates up to DR1980, if no more damage is done. Example #2: a DR850 shield receives 1000 points of damage. It does resist some but let 150 points of damage go through to damage to spacecraft. Also, that shield loses 85 points of DR and becomes a DR765 Shield. On its next round, it will regenerate up to DR775).

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SPACESHIPS IN THE GAME

Space battle – the ultimate experience for every gamer! We do remember the awesome starship battles in the SW movies or the games! But how can one play a fast battle without being bored by playing every single second or being nerved by the complex calculations of real battles...?

Semi-realism is the key word. SW is a space opera – therefore realistic battle rules are not necessary. We like to hear ships explode or like fast and high maneuverable spaceships. Well, decide yourself whether you like the following or whether you prefer to play the great rules by SJ games. The following rules are not in contrast to SJ games – in contrary they are a useful interpretation of existing rules...

2 DIMENSIONAL GAME VS VECTOR CALCULATIONS

Space has 3 dimensions: length, wide and height. That makes a lot of difficulties for the gamer, how experienced he might be! Vector calculations are complex and always need a lot of time and some calculators. This is the reason why we decided to play on a board like a table top game. The 3. dimension height is not considered but can be kept in mind when 2 vehicles cross. When 2 vehicle cross determine how close they come and let the players make a roll against piloting (+/- penalty or bonus for every 0.5 meters they are in danger to collide) whether they have contact or not. See the rules in GURPS Vehicles, 2nd edition for details.

For our SW space combat simply use a map with hexes where you can place counters for the involved vehicles. All movements are considered to be 2 dimensional to make it easier to play fast and fair. This rule does not interfere with the individual advantages or disadvantages of the spaceships because every craft obeys the same rules.

MGLT, G-FORCE OR MP/H ?

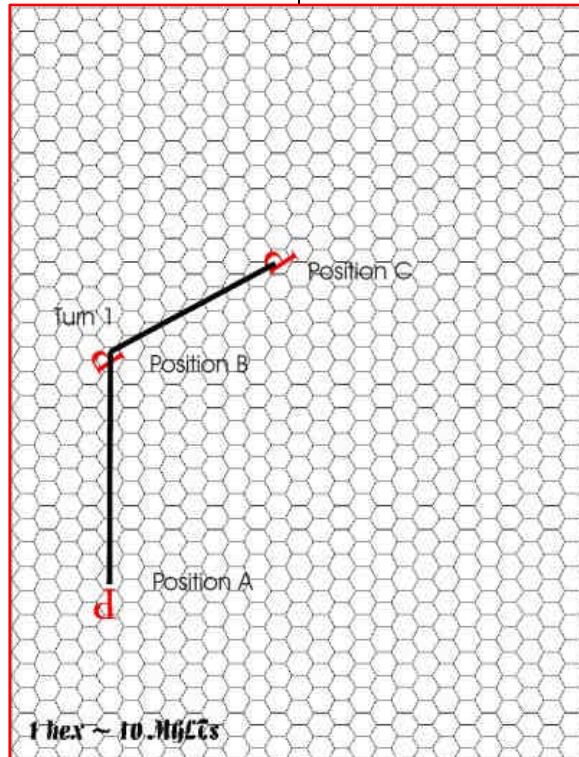
Again reality vs. game fun. In the real universe G-forces are the only law. Speed does not matter, but acceleration. There are very good rules already written in several GURPS books.

But why do the SW vehicles have an attack speed or in the game a maximum speed? Because it is easier to play. We will rely on two interpretations of speed and decide yourself what you prefer in your game. The first speed term is MGLT and the other mp/h. MGLT is the speed unit used in the X-Wing games by Lucas Arts, mp/h, well look at your car!

Of course every vehicle has a certain acceleration and deceleration that determines how fast the craft can reach the speed the pilot intends to achieve. The Attack speed expresses how fast a vehicle can go to perform a 45° turn in one game round. Larger vessels probably need more than one round to do that. This is indicated by a number in brackets after the max. speed or attack speed. Max. speed: 200MGLT (2) means that the craft has a maximum speed of 200MGLTs but needs 2 turns to perform a 45° turn.

SPEED VECTOR

The speed vector shows where the vehicle will be at the beginning of the next turn. This “simulates” physical law in the universe. You can not decide to move a vehicle arbitrary. The speed vector is always in relation to the acc./dec ability of the vehicle and to the current speed. This shows why A-Wings are more maneuverable than a Star Destroyer – they can increase speed faster or slow down faster than a STDS. See the graphic below to understand. The example is given in the MGLT system, but it does as well work in mp/h system.



Position A: Tim flies his P-Wing, a modified freighter. His speed is 100 MGLT – that means he makes 10 hexes per turn. At the beginning of his turn he decides that he wants to make a fast 45° turn to the left. But he is very fast and has to go another 10 hexes before his P-wing moves.

Position B: Because he was so fast, his speed vector allows pilot Tim to perform Turn 1 only at this position. He decides that he slows down as fast as possible, which is 2 MGLT/turn. So he has to move another 8 hexes in the selected direction...

Position C:

Maneuvering a starship this way may be more difficult than you think. So let the players try it on a training course before you send them into a battle...

Most vehicles can accelerate and decelerate much faster, this defines a factor of maneuverability.

SLIDING

A slide is a maneuver where the vehicle does not change the direction it moves to, but only the position by giving energy to the side thrusters. The vehicle can still slow down or accelerate by using the main thrusters but does not have to change the flight direction. When pilots want to fly through asteroid fields without losing the main point out of sight where they want to go to they use the slide maneuver.

The maneuverability of the slide depends on the current speed of the vehicles. It is supposed to be MGLT divided by 25 unless it has a modified value given. See the example below.

Position A: Spaceman Tim comes out of Hyperspace with 100 MGLTs. He is surprised to see the Asteroid field in front of him. If he tried to change the direction of his P-Wing he would crash in the first rock before his vehicle would move. Therefore he decides to perform a slide in the hope to avoid death this time. Because his speed is 100 MGLT his maximum move for the slide is 4 to the side. But he still moves forward!

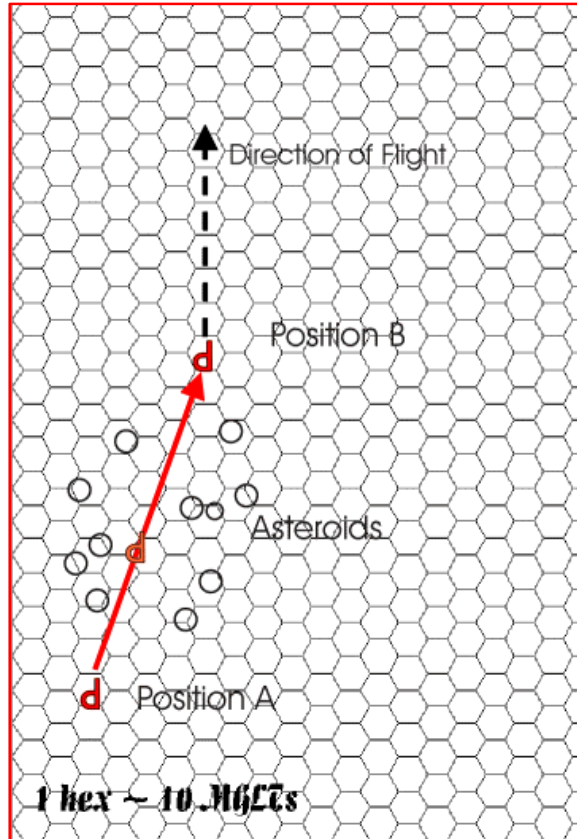
Position B: As you see his direction of flight is still forward, but he dodged the rocks by the slide. During the slide a pilot can still increase speed or slow down! The advantage of the slide is that the pilot still can face his target or perform fast "side-step" maneuvers.

DR / PD AND HT

SHIELDS

The energy shields of the SW vehicles are mostly ablative force screens. That means that every hit of the shield damages it and makes it easier for the attacker to damage the craft with the next hit. For every 10 points of damage absorbed by the shield, the shield loses 1 point of DR.

Example: A cruiser with shields DR 1000 is hit by the cannons of Tim's B-Wing. His 2 light laser cannons make a damage of $6d \times 50$. He hits the cruiser with a damage roll of 900 points. This time the cruiser was lucky because no damage came through the shields, but his 900 points damaged the shields with DR-1 per 10 points of damage. With his roll of 900 damage this makes minus 90 points to the DR of the cruiser's shields. The next attack the cruiser will face with only a DR of 910.



HULL DAMAGE

When the shields can not absorb all the damage points, the ship loses HT. The mentioned cruiser has a HT of 3000. Tim's next attack was better than his first. He makes 1200 points of damage. The DR of the cruiser's shields absorb 910 points. That means that 210 points come through and damage the cruiser's hull or even important systems. Considering he did not hit an important life system the cruiser loses 210 points of HT. The next turn the cruiser will have only 2790 HT and only 790 DR! When the HT of the cruiser reaches 0 the hull is destroyed completely and the cruiser is lost. Do not forget to refer the table at the SW sourcebook, 1st edition to see what partial damage a vehicle takes when being hit.

GAME TURNS

STANDARD TIME UNIT

How long is a game turn? Well, the diplomatic answer is – a standard time unit. As long as all players and NPCs obey the same rules it does not matter whether a game turn is 5 seconds long or 15 seconds. There are only a few rules to consider when you use the STU.

- ◆ All involved characters act within the same time unit.
- ◆ Let the characters do their actions.
- ◆ Fill the sequence with descriptions of what happens around the characters

I found out that it is useful not to refer to the exact time, but to the turn the vehicle does. When a complicated dodge maneuver is performed it is unlikely that the PC does some repair on the Hyperdrive at the same time. During a calm situation, everything else goes. Time is relative – action counts!

CROSSWIRE THE SYSTEM

Most vehicles can be crosswired. That means that they are allowed to transfer a maximum of 25% of their energy to other systems. But that also means that they lose this energy somewhere else. The transfer is considered as full turn action and no other action is allowed during this turn (except flying)

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the ship, of course!) No weapon systems are available during this turn. It takes another turn until the transfer is complete. All systems can be used within this time but the intended advantage is available only the next turn. All energy taken to increase a certain system must be taken from another system!

The following transfers are possible:

- ◆ **Shield energy:** The DR of the shield can be increased up to 25% of the maximum.
- ◆ **Firepower:** The energy provided by the cannon for the shot can be increased up to 25%, but as well the danger to “hotshot” the cannon increases. For any 5% more power add a -1 to the negative critical roll. Example: That means that usually a malfunction of the weapon occurs at a 18. When you increase the power of the weapon by 15% the weapon will already hotshot at a roll of 15! The additional damage is calculated by adding 15% to the usual damage roll.
- ◆ **Sensors (special):** Power can be used to increase the sensor systems capacity but not drawn from the sensors! Additional energy in the sensors allows better information and longer range.
- ◆ **Speed:** The speed of the vehicle can exceed maximum speed! But per 2% increase of speed the piloting skill is at -1. Keep in mind that only with combat speed a vehicle can perform 45° turns!

COMBAT!

Three skills are important for space combat! Piloting, Tactics and Gunnery.

When a pilot decides to engage another craft, he has to be in weapons range and have the enemy ship in front of him. That does not mean that the ship has to be directly in front of him. A fast move with the “nose” can let the pilot aim on the enemy fighter. The following shows a combat between two fighters of the same class.

A successful piloting roll is necessary to bring the cannons in direction of the enemy. The enemy fighters rolls against piloting two. The two results are compared and the difference is added/subtracted to the gunnery roll.

A successful gunnery roll is necessary to shoot at the enemy. If the enemy made a better piloting roll then the attacker, the difference of the two rolls is subtracted of the result.

Defense action: The pilot has a chance to dodge with 1/3 his piloting skill. A successful tactics roll lets the defender analyse the attack. The difference of the result and the skill is added to the defense/dodge roll.

Of course a freighter moves different to a fighter and can not dodge that easy. The speed of the attacker and the defender are important, too. Another factor is the distance of the two vehicles. I would encourage all GMs to make arbitrary decisions and to give bonuses regarding these factors. But of course you can handle this with rules, too. In the GURPS BASIC SET, 3rd edition you will find the speed/range table you need for the calculations for the bonuses. Furthermore I recommend the GURPS VEHICLES, 2nd edition for outstanding additional rules and suggestions for gaming.

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WEAPONS AND EQUIPMENT OF THE EMPIRE

The Empire supports its troops with the best equipment available in the galaxy to guarantee a maximum of efficiency. The following tables include Armour and Weapons of the Imperial forces.

ARMOR

Type	PD	DR	Cost	Weight	Notes
Blast Helmet	3	20	\$80	1.5lbs	Includes a Commlink. Protects only the head.
Blast Vest	3	20	\$100	12lbs	Protects only the torso.
High-G Suit	2/1	30/2	\$500	30lbs	Used by fighter pilots doing high-G maneuvers.
Vacc Suit (Utility)	3	40	\$5,000	125lbs	Used by Zero-G shipyards worker, engineers and technicians.
Vacc Suit (Pilot)	2	25	\$3,000	80lbs	Typical suit worn by space fighter pilots.
Storm trooper	4	60	\$12,000	60lbs	Commlink, NBC Filters, mini life-support, spinneret with hook. Protects all area of the body.
Snow trooper	4	50	\$10,000	50lbs	As above, but is not vacuum-sealed.
Space trooper	4	85	\$25,000	120lbs	Armored Vacc suit with thruster pack.
Imperial Naval	3	40	\$8,000	40lbs	
Imperial Scout	3	30	\$9,000	40lbs	
Duraweave Battledress	2/1	30/2	\$4,000	35lbs	Everyday military protection
Heavy Battledress	2	30	\$8,500	50lbs	
Riot Control Gear	2	15	\$1,500	60lbs	
Planetary Shields	8	200,000	\$750,000,000	500,000lbs	Protects planets from bombardment.
































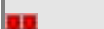


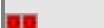
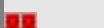
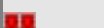
RANGED WEAPONS










Weapon	Malf	Type	DMG	SS	Acc	1/2D	Max.	Wt.	Rof	Shot s	ST	LC	RCL	Cost
Blaster	Ver.	Cr.	6d(3)	10	6		300	3.5	3~	20/C	0	2	0	\$500
Imperial Rifles (blaster)	Ver.	Cr.	12d(3)	12	9	300	800	7	3~	12/C	10	5	0	\$1,200
Imperial Rifles (stun)		Cr.	4d(3) fatigues	12	9		50		1			5	0	
Laser Pistol	Ver.	Imp.	5d(2)	9	9	300	650	2	2	30/C	0	2	0	\$300
Naval Blaster	Ver.	Cr.	10d(3)	12	9	300	800	4.5	2~	18/C	0	4	-1	\$850
Riot Gun	Ver.	Cr.	3d(3) fatigues	12	9		75	10	2	12/C	0	3	0	\$1,200
Thermal Detonators	Crit.	Expl.	6dx5	15	1	ST	ST+5	0.25	N/a	N/a	N/a	5	N/a	\$120
Repeater Guns	Crit.	Imp.	4d	10	5	500	1200	8	12	20	10	3	-2	\$800

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TABLE OF RANKS

This table contains all possible ranks in the Imperial Navy, Army or Starfighters.

Navy	Army	Starfighter
 Grand Admiral		
 High Admiral	 High General	 High Marshal
 Fleet Admiral	 Surface General	 Force Marshal
 Admiral	 General	 Marshal
 Vice Admiral	 Lieutenant General	 Vice Marshal
 Rear Admiral	 Major General	 Flight General
 Commodore	 Brigadier General	 Commodore
 Line Captain	 High Colonel	 Colonel
 Captain	 Colonel	 Major
 Commander	 Lieutenant Colonel	 Group Captain
 Lt Commander	 Major	 Wing Commander
 Lieutenant	 Captain	 Flight Captain
 Sub Lieutenant	 First Lieutenant	 Squadron Leader Flight Lieutenant

 Acting Sub Lt	 Second Lieutenant	 Flight Lieutenant JG
 Midshipman/Ensign	 Warrant Officer	 Warrant Officer
 Officer Cadet Chief Petty Officer Petty Officer Leading Crewman Able Crewman Ordinary Crewman	 Officer Cadet Staff Sergeant Staff Corporal Sergeant Corporal Lance Corporal Private	 Officer Cadet Flight Officer Flight Sergeant Chief Technician Sergeant Technician Corporal Technician Junior Technician Senior Spacecraftman Leading Speccraftman Spacecraftman

A DETAILED LOOK AT THE HISTORY OF THE EMPIRE AND THE SITH

This section is about the Empire and the Sith. Although there was a short chapter on the rise of Emperor Palpatine at the beginning of this book, this chapter is for everybody who loves to have a detailed look at the Genesis, Rise and Fall of the Sith and the dark Empire.

TIMELINE OF THE EMPIRE AND SITH

This is a timeline of the history of the Empire and the Sith. I have taken the following entries directly from the colossal and informative Timetales located on the Force.Net site, and the information is used with the permission of the gracious people at the Force.Net. For the sake of space, I have made quite a few changes in the format of the timeline that is presented here, and I have only taken information from the Timetales that concerns the Sith and the Empire. I strongly recommend that the readers of this book go and check out the full document at their site. They have put alot of time into research and compilation of the document, and it is well worth the effort. The address is www.theforce.net/timetales/.

GURPS STAR WARS

BIBLIOGRAPHY

The following material was used in designing my view of the Empire as a militaristic organisation. Page references expressed in this book reflect the standard SJ Games/GURPS page notification scheme. Reference to other material will be given after the key in the end of this section. The credits I promised to give will be found here, too. Thanks to all the people who provided me with tons of SW material. If I have forgotten anybody, I apologize, let me know and I will add your name, of course.

- ◆ GURPS Material
- ◆ GURPS Basic 3rd edition (B)
- ◆ GURPS Compendium I (C1)
- ◆ GURPS Cyberpunk (CP)
- ◆ GURPS Space 2nd edition (S)
- ◆ GURPS Star Wars Worldbook (GSW)
- ◆ GURPS Star Wars Encyclopedia Galactic (SWE)
- ◆ GURPS Ultratech (U)
- ◆ GURPS Vehicles 2nd edition (V)
- ◆ GURPS Robots (R)
- ◆ GURPS Traveller (TR)
- ◆ GURPS Martial Arts (MA)

REFERENCE MATERIAL

- ◆ A Guide to the STAR WARS universe, 2nd edition, by Bill Slavicek
- ◆ The Art of STAR WARS Episode IV, A New Hope, by Carol Titelman
- ◆ The Art of STAR WARS Episode V, The Empire Strikes Back, by Deborah Call, Vic Bulluck, Valerie Hoffman
- ◆ The Art of STAR WARS Episode VI, The Return of the Jedi, by Lawrence Kasdan
- ◆ Filmscript STAR WARS - The Phantom Menace, by George Lucas
- ◆ Filmscript STAR WARS - A New Hope, by George Lucas
- ◆ Filmscript STAR WARS - The Empire Strikes Back, by George Lucas
- ◆ Filmscript STAR WARS - The Return Of The Jedi, by George Lucas
- ◆ The STAR WARS Sourcebook, West End Games
- ◆ STAR WARS Imperial Sourcebook, West End Games
- ◆ The Empire Strikes Back Galaxy Guide 3, West End Games
- ◆ The Making of STAR WARS EPISODE ONE, by

MOVIES AND TV SHOWS

- ◆ Star Wars Episode I: The Phantom Menace
- ◆ Star Wars Episode IV: A New Hope
- ◆ Star Wars Episode V: The Empire Strikes Back
- ◆ Star Wars Episode VI: The Return of the Jedi
- ◆ Star Wars Holiday Special

COMPUTER SOFTWARE/GAMES

- ◆ Star Wars Behind the Magic - LucasArts Entertainment Company
- ◆ Star Wars X-Wing Alliance - LucasArts Entertainment Company
- ◆ Star Wars Tie Fighter - LucasArts Entertainment Company
- ◆ Star Wars X-Wing vs. Tie Fighter, LucasArts Entertainment Company

NOVELS

WWW RESOURCES - ON THE WEB

All material taken from the WWW is taken from sources which are able to give reference of the source of information they presented. All material on the Empire as seen in the Star Wars universe are therefore (hopefully) considered originally George Lucas' work.

JAN JACOB MOSSELAAR

The fantastic website from Jan Jacob Mosselaar provided me with a lot information and suggestions. It is a complete archive about the SW universe and we are very thankful for the permission to "grab" in this box of miracles for our book. Jan Jacob works as a programmer in a large company and designed his page for his own fun in his spare-time. Every SW fan will love this site for its details, complexity and completeness of the shown information.

<http://www.intern.hta.nl/php/Jan.Jacob.Mosselaar/pagearch.htm>

THE FORCE NET

One of the most detailed SW sites in the WWW! These guys are professionals. When one visits their web page one can see that they really got the spirit of the Star Wars universe. I am very thankful for the permission to proudly present some of their material in this book.

<http://www.theforce.net/timetales>

IMPERIAL NAVY SHIP DATABASE

Thanks again to Jason for establishing another great contact. This site leaves no question unanswered when you look for technical details. Great page!

<http://www.crosswinds.net/~insd/Start.htm>

ABBREVIATION DESCRIPTION OF SOURCE MATERIAL

◆ AC	Ambush at Corellia (novel)
◆ AESB	The Art of The Empire Strikes Back (pictorial)
◆ AIR	Alliance Intelligence Reports (WEG Supplement)
◆ ANA	Star Wars Episode I: Anakin Skywalker (comic)
◆ ANNOT	Star Wars: The Annotated Scripts (reference)
◆ AS	Assault at Selonia (novel)
◆ ASW	The Art of Star Wars (pictorial)
◆ AT	The Adventures of Teebo (children's book)
◆ BF	Boba Fett (comic series)
◆ BFE	Ewoks: The Battle for Endor (motion picture)
◆ BGS	Battle for the Golden Sun (WEG adventure)
◆ BI	Black Ice (WEG adventure)
◆ BTM	Star Wars: Behind the Magic (computer software)
◆ BTS	Before the Storm (novel)
◆ BW	X-Wing Rogue Squadron: The Bacta War (novel)
◆ CCG	Star Wars: Customizable Card Game-Premiere
◆ CCG2	Star Wars: Customizable Card Game-A New Hope
◆ CCG3	Star Wars: Customizable Card Game-Hoth
◆ CCG4	Star Wars: Customizable Card Game- Dagobah
◆ CCG5	Star Wars: Customizable Card Game-Cloud City
◆ CCG6	Star Wars: Customizable Card Game-Sealed Deck
◆ CCG7	Star Wars: Customizable Card Game -Jabba's Palace
◆ CCG8	Star Wars: Customizable Card Game -Second Anthology
◆ CCG9	Star Wars: Customizable Card Game -Special Edition
◆ CCG10	Star Wars: Customizable Card Game-Endor
◆ CCR	Crisis at Crystal Reef (YA novel)
◆ CE	Crimson Empire (comic)
◆ CE2	Crimson Empire II: Council of Blood (comic)
◆ CFG	Cracken's Rebel Field Guide (WEG reference)
◆ COJ	Children of the Jedi (novel)
◆ COTF	Champions of the Force (novel)
◆ CPL	Courtship of Princess Leia (novel)
◆ CRO	Cracken's Rebel Operatives (WEG reference)
◆ CS	The Crystal Star (novel)
◆ CSA	Han Solo and the Corporate Sector (WEG ref.)
◆ CSW	Classic Star Wars (comic series)
◆ CSWDW	Classic Star Wars: Devilworlds (comic series)
◆ CSWEA	Classic Star Wars: The Early Adventures (comic)
◆ CT	Jedi Apprentice: The Captive Temple (YA novel)

◆ CTD	Cracken's Threat Dossier (WEG supplement)
◆ DA	Dark Apprentice (novel)
◆ DARK	The Dark Stryder Campaign (WEG Campaign)
◆ DCAR	Droids Cartoon Series (animated TV)
◆ DESB	Dark Empire I Sourcebook (WEG reference)
◆ DE1	Dark Empire I (comic series)
◆ DE2	Dark Empire II (comic series)
◆ DF	Dark Forces (computer game & player's guide)
◆ DF2	Dark Forces II: Jedi Knight (computer game)
◆ DFR	Dark Force Rising (novel)
◆ DFRC	Dark Force Rising (comic series)
◆ DFRSB	Dark Force Rising Sourcebook (WEG reference)
◆ DK	Darkest Knight (young adult novel)
◆ DLS	Tales of the Jedi: Dark Lords of the Sith (comic)
◆ DOD	Jedi Apprentice: Defenders of the Dead (YA novel)
◆ DOD2	A Decade of Dark Horse, Volume 2 (comic) contains "This Crumb for Hire"
◆ DOE	Domain of Evil (WEG adventure module)
◆ DR	Jedi Apprentice: The Dark Rival (YA novel)
◆ DRO	Droids and Droids II (comic series)
◆ DRPC	Droids: The Protocol Offensive (comic book)
◆ DS	Darksaber (novel)
◆ DSTC	Death Star Technical Companion (WEG)
◆ DTO	Dark Tide: Onslaught (novel)
◆ DU	Death in the Undercity (WEG Adventure)
◆ DW	DroidWorks (computer game)
◆ EA	The Ewok Adventure (motion picture)
◆ ECAR	Ewoks Cartoon Series (animated TV)
◆ EE	Empire's End (comic series)
◆ EGC	The Star Wars Essential Guide to Characters
◆ EGP	The Star Wars Essential Guide to Planets and Moons
◆ EGV	The Star Wars Essential Guide to Vehicle and Vessels
◆ EGW	The Star Wars Essential Guide to Weapons and Technology
◆ EOE	Boba Fett: Enemy of the Empire (comic series)
◆ EP	The Emperor's Plague (YA novel)
◆ ESB	Star Wars: The Empire Strikes Back
◆ ESBN	Star Wars: The Empire Strikes Back (novelization)
◆ ESBR	Star Wars: The Empire Strikes Back (NPR radio)
◆ ESBSB	Star Wars: The Empire Strikes Back Sketchbook
◆ ESBSE	The Empire Strikes Back: Special Edition
◆ E1A1	Star Wars Episode I Adventures: The Search for the Lost Jedi (young adult play-along)
◆ E1A2	Star Wars Episode I Adventures: The Bartokk Assassins (young adult play-along)
◆ E1A3	Star Wars Episode I Adventures: The Fury of Darth Maul (young adult play-along)
◆ E1A4	Star Wars Episode I Adventures: Jedi Emergency (young adult play-along)
◆ E1A5	Star Wars Episode I Adventures: The Ghostling Children (young adult play-along)
◆ E1A6	Star Wars Episode I Adventures: The Hunt for Anakin Skywalker (young adult play-along)
◆ FNU	Tales of the Jedi: Freedon Nadd Uprisings (comic)
◆ FOP	The Far Orbit Project (WEG supplement)
◆ FOSE	The Fall of the Sith Empire (comic series)
◆ GA	Graveyard of Alderaan (WEG Adventure)
◆ GAS	The Golden Age of the Sith (comic series)
◆ GCQ	Game Chambers of Questal (WEG adventure)
◆ GDV	The Glove of Darth Vader (young adult book)
◆ GF	The Gungan Frontier (computer game)
◆ GG	The Golden Globe (children's story)
◆ GG1	Galaxy Guide 1: A New Hope (WEG)
◆ GG2	Galaxy Guide 2: Bespin and Yavin (WEG)
◆ GG3	Galaxy Guide 3: The Empire Strikes Back (WEG)

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◆ GG4	Galaxy Guide 4: Alien Races (WEG)	◆ LCF	Lando Calrissian and the Flamewind of Oseon (novel)
◆ GG5	Galaxy Guide 5: Return of the Jedi (WEG)	◆ LCJ	The Lost City of the Jedi (young adult book)
◆ GG6	Galaxy Guide 6: Tramp Freighters (WEG)	◆ LCM	Lando Calrissian and the Mindharp of Sharu (novel)
◆ GG7	Galaxy Guide 7: Mos Eisley (WEG)	◆ LCS	Lando Calrissian and the Starcave of Thon Boka (novel)
◆ GG8	Galaxy Guide 8: Scouts (WEG)	◆ LE	Lords of the Expanse (WEG Campaign)
◆ GG9	Galaxy Guide 9: Fragments from the Rim (WEG)	◆ LO	The Lost Ones (YA novel)
◆ GG10	Galaxy Guide 10: Bounty Hunters (WEG)	◆ LW	Lyric's World (Children's story)
◆ GG11	Galaxy Guide 11: Criminal Organizations (WEG)	◆ MA	The Mandalorian Armor (novel)
◆ GG12	Galaxy Guide 12: Aliens: Enemies and Allies (WEG)	◆ MB	Star Wars Miniatures Battles (WEG Supplement)
◆ GLCI	George Lucas: The Creative Impulse (non-fiction)	◆ MBC	Star Wars Miniatures Battles Companion (WEG)
◆ GMH	Star Wars Gamemaster Handbook (WEG)	◆ MBF	The Making of Baron Fel (comic one-shot)
◆ GMK	Star Wars Gamemaster Kit (WEG)	◆ MC	Marvel Comics Star Wars Adventures
◆ GMS	Star Wars Gamemaster Screen (WEG)	◆ MJEH	Mara Jade: By the Emperor's Hand (comic series)
◆ GOF1	Eaten Alive: Galaxy of Fear Book 1 (novel)	◆ ML	Mission to Lianna (WEG Adventure)
◆ GOF2	City of the Dead: Galaxy of Fear Book 2 (novel)	◆ MM	The Maverick Moon (child's book) <i>- not authorized by LucasFilm</i>
◆ GOF3	Planet Plague: Galaxy of Fear Book 3 (novel)	◆ MMY	Mission from Mount Yoda (young adult book)
◆ GOF4	Nightmare Machine: Galaxy of Fear Book 4 (novel)	◆ MOC	Jedi Apprentice: The Mark of the Crown (novel)
◆ GOF5	Ghost of the Jedi: Galaxy of Fear Book 5 (novel)	◆ MRR	The Mystery of the Rebellious Robot (child's book) <i>- not authorized by LucasFilm</i>
◆ GOF6	Army of Terror: Galaxy of Fear Book 6 (novel)	◆ MTK	Masters of Teras Kasi (arcade game)
◆ GOF7	The Brain Spiders: Galaxy of Fear Book 7 (novel)	◆ MTS	The Movie Trilogy Sourcebook (WEG reference)
◆ GOF8	The Swarm: Galaxy of Fear Book 8 (novel)	◆ MTSE	The Movie Trilogy Sourcebook Special Edition
◆ GOF9	Spore: Galaxy of Fear Book 9 (novel)	◆ NESB	The Empire Strikes Back Notebook
◆ GOF10	The Doomsday Ship: Galaxy of Fear Book 10 (novel)	◆ OE	Operation:Elrood (WEG adventure module)
◆ GOF11	Clones: Galaxy of Fear Book 11 (novel)	◆ OS	Otherspace (WEG adventure)
◆ GSE	Goroth: Slave of the Empire (WEG Supplement)	◆ OS2	Otherspace II: The Invasion (WEG adventure)
◆ HM	Hard Merchandise (novel)	◆ OWS	The Official Star Wars Website www.starwars.com
◆ HP	Jedi Apprentice: The Hidden Past (YA novel)	◆ P	Promises (children's story)
◆ HR	Heroes and Rogues (WEG supplement)	◆ PDS	Prophets of the Dark Side (young adult book)
◆ HSE	Han Solo at Stars' End (novel)	◆ PG	Planet Guide Compendium (WEG reference)
◆ HSEC	Han Solo at Stars' End (comic series)	◆ PG1	Planets of the Galaxy, Volume 1 (WEG)
◆ HSL	Han Solo and the Lost Legacy (novel)	◆ PG2	Planets of the Galaxy, Volume 2 (WEG)
◆ HSR	Han Solo's Revenge (novel)	◆ PG3	Planets of the Galaxy, Volume 3 (WEG)
◆ HTF	Heirs of the Force (YA novel)	◆ POM	Planet of the Mists (WEG adventure module)
◆ HTSB	Heir to the Empire Sourcebook (WEG reference)	◆ POT	Planet of Twilight (novel)
◆ HTTE	Heir to the Empire (novel)	◆ POC	The Politics of Contraband (WEG Adventure)
◆ HTTEC	Heir to the Empire (comic series)	◆ PTR	Prelude to Rebellion (comic series)
◆ HWX	Star Wars Handbook: X-Wing Rogue Squadron (comic reference)	◆ QA	Star Wars: Episode I - Queen Amidala (comic)
◆ IA	Instant Adventures (WEG Supplement)	◆ QGJ	Star Wars: Episode I - Qui-Gon Jinn (comic)
◆ IC	The Isis Coordinates (WEG adventure)	◆ QE	Queen of the Empire (young adult book)
◆ ICS	Star Wars Incredible Cross Sections (book)	◆ RA	Rebel Assault (computer game)
◆ IF	X-Wing: Iron Fist (novel)	◆ RA2	Rebel Assault II (computer game)
◆ IG1	Star Wars: Episode I - The Phantom Menace Insider's Guide (computer reference)	◆ RAC	Star Wars: Episode I - Racer (computer game)
◆ IJ	I, Jedi (novel)	◆ RASB	Rebel Alliance Sourcebook (WEG reference)
◆ IR	X-Wing: Isard's Revenge (novel)	◆ RC	SW: RPG Rules Companion (WEG reference)
◆ ISB	Imperial Sourcebook (WEG reference)	◆ RD	Rebel Dawn (novel)
◆ ISU	The Illustrated Star Wars Universe (art/reference)	◆ REB	Rebellion (computer game)
◆ IS1	The Phantom Menace Illustrated Screenplay	◆ REV	Revell model kit instructions
◆ JAL	Jedi Academy: Leviathan (comic series)	◆ RF	Jedi Apprentice: The Rising Force
◆ JAS	Star Wars Journal: Anakin Skywalker (YA novel)	◆ RJSE	Return of the Jedi: Special Edition (motion picture)
◆ JASB	The Jedi Academy Sourcebook (WEG reference)	◆ RM	Riders of the Maelstrom (WEG adventure)
◆ JDM	Star Wars Journal: Darth Maul (YA story)	◆ ROC	River of Chaos (comic series)
◆ JH	Jedi's Honor (WEG solo adventure)	◆ ROE	Rules of Engagements: The Rebel SpecForce Handbook (WEG reference)
◆ JHS	Star Wars Journal: Hero for Hire (YA story)	◆ ROJR	Return of the Jedi (NPR radio series)
◆ JLS	Star Wars Journal: The Fight for Justice (YA story)	◆ ROM	Return to Ord Mantell (YA novel)
◆ JPL	Star Wars Journal: Captive to Evil (YA story)	◆ ROTJ	Star Wars: Return of the Jedi (motion picture)
◆ JQA	Star Wars Journal: Queen Amidala (YA story)	◆ ROTJN	Star Wars: Return of the Jedi (novelization)
◆ JS	Jedi Search (novel)	◆ RP	Rogue Planet (novel)
◆ JTH	Jabba the Hutt (comic series)	◆ RPG	Star Wars: The Roleplaying Game (WEG)
◆ JUS	Jedi Under Seige (YA novel)	◆ RSG	Rogue Squadron (PC/N64 Game)
◆ KO	DarkStryder: The Kathol Outback (WEG)	◆ SA	Shadow Academy (YA novel)
◆ KT	X-Wing: The Krytos Trap (novel)		
◆ L	Lightsabers (Young adult novel)		

GURPS STAR WARS

◆ SA1	Star Wars Science Adventures: Emergency in Escape Pod Four	◆ THG	The Hutt Gambit (novel)
◆ SA2	Star Wars Science Adventures: Journey Across Planet X	◆ TIE	TIE Fighter (computer game)
◆ SC	Showdown at Centerpoint (novel)	◆ TJP	Tales from Jabba's Palace (collection)
◆ SCRE	Star Wars Screen Entertainment (computer)	◆ TJT	The Jabba Tape (comic)
◆ SE	Shadows of the Empire (novel)	◆ TLC	The Last Command (novel)
◆ SEC	Shadows of the Empire (comic series)	◆ TM	Tatooine Manhunt (WEG Adventure)
◆ SEE	Shadows of the Empire: Evolution (comic series)	◆ TME	Tales from the Mos Eisley Cantina (collection)
◆ SES	Shadows of the Empire Soundtrack (music CD)	◆ TMEC	Tales from Mos Eisley (comic book)
◆ SESB	Shadows of the Empire Sourcebook (WEG)	◆ TNR	The New Rebellion (novel)
◆ SF	Starfall (WEG adventure)	◆ TOD	Twin Engines of Destruction (comic book)
◆ SFS	Strike Force: Shantipole (WEG adventure)	◆ TOJ	Tales of the Jedi (comic series)
◆ SGL	Skywalking - the Life and Films of George Lucas	◆ TOJC	Tales of the Jedi Companion (WEG reference)
◆ SH	Scavenger Hunt (WEG adventure)	◆ TPM	The Phantom Menace (novel)
◆ SHA	Shards of Alderaan (young adult novel)	◆ TPMC	The Phantom Menace (comic series)
◆ SL	Scoundrel's Luck (WEG solo adventure)	◆ TPS	The Paradise Snare (novel)
◆ SLS	Slave Ship (novel)	◆ TSK	Twins Stars of Kira (WEG Supplement)
◆ SME	Splinter of the Mind's Eye (novel)	◆ TSW	Tales of the Jedi: The Sith War (comic series)
◆ SN	Supernova (WEG Adventure)	◆ TT	Tyrant's Test (novel)
◆ SOA	X-Wing: Starfighters of Adumar (novel)	◆ TTSB	The Thrawn Trilogy Sourcebook (WEG reference)
◆ SOC	X-Wing: Solo Command (novel)	◆ UP	Jedi Apprentice: The Uncertain Path (YA novel)
◆ SOL	Shield of Lies (novel)	◆ VD1	The Phantom Menace Visual Dictionary
◆ SOP	Specter of the Past (novel)	◆ VM	Classic Star Wars: The Vandelhelm Mission (comic)
◆ SS	Stock Ships (WEG supplement)	◆ VOF	Vision of the Future (novel)
◆ SSE	Secrets of Star Wars: Shadows of the Empire	◆ VP	Vector Prime (novel)
◆ SSR	Secrets of the Sisar Run (WEG supplement)	◆ VQ	Vader's Quest (comic series)
◆ SST	Shadow Stalker (comic)	◆ WBC	Wanted By Cracken (WEG sourcebook)
◆ ST	Star Tours (Disney theme park ride)	◆ WEG	West End Games' Star Wars Role-Playing Game sourcebooks – unspecified
◆ SW	Star Wars: A New Hope (motion picture)	◆ WEGM	West End Games' Star Wars Role-Playing Game modules – unspecified
◆ SWAJ	Star Wars Adventure Journal - unspecified (WEG)	◆ WG	X-Wing: Wedge's Gamble (novel)
◆ SWCP	Star Wars Campaign Pack (WEG supplement)	◆ WS	X-Wing: Wraith Squadron (novel)
◆ SWG	Star Wars Galaxy Magazine	◆ WSB	Star Wars: The Wookiee Storybook (child's book) - <i>not authorized by LucasFilm</i>
◆ SWH	Star Wars Holiday TV Special	◆ XVT	X-Wing versus TIE Fighter (computer game)
◆ SWI	Star Wars Insider Magazine	◆ XW	X-Wing (computer game & player's guide)
◆ SWIJ	From Star Wars to Indiana Jones: The Best of the Lucasfilm Archives (book)	◆ XWA	X-Wing Alliance (computer game)
◆ SWJ1	Star Wars Adventure Journal Volume 1, Number 1 (WEG Supplement)	◆ XWBT	X-Wing Rogue Squadron: Battleground Tatooine (comic series)
◆ SWJ4	Star Wars Adventure Journal Volume 1, Number 4 (WEG Supplement)	◆ XWES	X-Wing Rogue Squadron: In the Empire's Service (comic series)
◆ SWJ8	Star Wars Adventure Journal Volume 1, Number 8 (WEG Supplement)	◆ XWFT	X-Wing Rogue Squadron: Family Ties (comic)
◆ SWJ9	Star Wars Adventure Journal Volume 1, Number 9 (WEG Supplement)	◆ XWM	X-Wing Rogue Squadron: Masquerade (comic)
◆ SWJ10	Star Wars Adventure Journal Volume 1, Number 10 (WEG Supplement)	◆ XWMR	X-Wing Rogue Squadron: Mandatory Retirement (comic series)
◆ SWK	Star Wars Kids (children's magazine)	◆ XWN	X-Wing: Rogue Squadron (novel)
◆ SWM	Star Wars Monopoly (board game)	◆ XWPA	X-Wing Rogue Squadron: The Phantom Affair (comic series)
◆ SWN	Star Wars: A New Hope (novelization)	◆ XWRS	X-Wing Rogue Squadron: The Rebel Opposition (comic series)
◆ SWR	Star Wars: A New Hope (NPR radio series)	◆ XWRR	X-Wing Rogue Squadron: Requiem for a Rogue (comic series)
◆ SWSB	Star Wars Sourcebook (WEG reference)	◆ XWWP	X-Wing Rogue Squadron: The Warrior Princess (comic series)
◆ SWSE	Star Wars: Special Edition (motion picture)	◆ X1	Star Wars: Episode I Incredible Cross Sections
◆ SWTJ	Star Wars Technical Journal (reference)	◆ YC	Yoda's Challenge (children's computer game)
◆ SW1	Star Wars: Episode I - The Phantom Menace	◆ YJC1	Young Jedi Collectible Card Game - The Menace of Darth Maul
◆ SW1S	Star Wars: Episode I - The Phantom Menace Movie Storybook (children's adaptation)	◆ YJC2	Young Jedi Collectible Card Game - The Jedi Council
◆ TA	The Abduction of Crying Dawn Singer (WEG)	◆ YS	Yoda Stories (computer adventures)
◆ TAS	The Annotate Screenplays (reference)	◆ ZHR	Zorba the Hutt's Revenge (young adult book)
◆ TB	The Truce at Bakura (novel)		
◆ TBH	Tales of the Bounty Hunters (collections)		
◆ TBSB	The Truce at Bakura Sourcebook (WEG reference)		
◆ TCC	Trouble on Cloud City (YA novel)		
◆ TEP	The Emperor's Plague (YA novel)		
◆ TFE	Tales from the Empire (collection)		
◆ TFNR	Tales from the New Republic (collection)		
◆ TGH	The Great Heap (animated TV)		