

STAR WARS

EMPIRE AT WAR EXPANDED

THRAWN'S REVENGE

IMPERIAL CIVIL WAR

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It is the beginning of 8 ABY, the New Republic now controls vast swathes of the galaxy, and the remnants of the Galactic Empire have fractured into disparate warlord factions fighting amongst themselves. The galactic civil war still rages on throughout the galaxy between these powers, though there have been some interesting rumors coming out of the unknown regions recently.

Take these [\[1000 CP\]](#) for your time here.

Backgrounds

You may choose age or gender freely.

[Free] New Republic Leader: The New Republic has more or less accomplished the goal of the Rebel Alliance, and has restored a better Republic, with freedom and democracy reigning throughout most of the galaxy, though Imperial warlords are constantly testing our borders, looking for any opportunity for them to personally restore their empire.

[Free] Imperial Warlord: The Empire has fallen. The Rebels now control most of the galaxy and still, we are at each other's throats, squabbling and fighting for petty reasons with our territories fractured, all the while the Rebels pick at us like vultures. If one were to band these remaining warlords and territories together, however, the "New Republic" would surely fall.

[Free] Officer of the Hand: Our expedition has been a success, with a good deal of the unknown regions pacified, brought into our empire, or at least explored, our mission to both bring order and security to the unknown regions and act as protectors of the rest of the galaxy from the myriad of threats that lurk here shall begin in earnest.

Location

Choose a location from these, or roll a D6 and gain 100 CP.

1. **Anaxes:** Anaxes has been a galaxy-renowned fortress world and ecumenopolis and has been a site of naval prestige for millennia, being nicknamed “Defender of the Core”. As of right now, the world has stabilized after several warlords have tried to seize it for themselves, and has so far held out against the New Republic.
2. **Corellia:** Corellia is an Earth-like world with a temperate climate, and is known for its immense pride in the building and piloting of starships, having made the likes of the CR90 Corvette and Corellian Gunship. As it is right now, Corellia is under the control of the imperial remnant, and remains one of their key worlds.
3. **Serenno:** A planet well known for its aristocratic counts and resistance of extra-planetary authority, Serenno was once the home of Count Dooku before the end of the Clone Wars, and now, after the collapse of the Empire, serves as the capital of Warlord Zsinj’s Empire.
4. **Chandriga:** A temperate planet home to 1.2 billion people, Chandriga is a politically important planet to the New Republic due to it being Mon Mothma’s homeworld. It was one of the first to be liberated after the fall of Coruscant, and now stands as a proud member of the New Republic.
5. **Nirauan:** Nirauan is a planet orbiting a weak red star, and is covered in jungles and dotted with lakes. Currently, the Empire of the Hand uses the planet as its headquarters, and is home to the Hand of Thrawn, a massive and nigh impenetrable superfortress responsible for acting as the Hand’s base of operations and garrisoning the planet.
6. **Free Choice:** Lucky you! Choose anywhere in the galaxy, including places not on this list, to be your starting location.

Perks

Perks for your chosen origin are considered 50% off with 100 CP perks from your origin being free.

General

[Free/100 CP] Basic Competence: You now have a level of tactical and strategic knowledge in either ground or space warfare to be considered average, if not more or less competent among your peers, having enough knowhow to have graduated an officer's academy. Choose either ground or space warfare. To have both, you must pay 100 CP.

[100 CP] Combat Training: Though most commanders on every side of this conflict choose to stay behind the front lines and order their forces around from the safety that the position holds, some others have trained in combat in order to boldly fight alongside their troops in the thick of the action. You can now easily fall into the latter category, as you now have the equivalent amount of skill an elite soldier would be expected to have, being proficient in blaster weaponry and one close range combat style of your choice.

[200 CP] "Liberator": When invading an enemy's territory, the population will now no longer resist your occupation, so long as you do not actively attack or harm them. Blowing up an enemy fleet then occupying the capital city won't see a guerilla force of civilians or military remnants on the ground form, but bombarding said planet's capital city will make this perk's ability to pacify a population effectively null.

[400 CP] Reinforcements: Whenever a military facility that is owned by you is being attacked, it will instantly spawn in several fully armed, manned, and operational units that the facility is responsible for the building or stationing of. For example, if an enemy is attacking your tank factory, a platoon of tanks will instantaneously spawn in to defend it, or if they assault your shipyard, a couple of the types of ships that it houses or builds will come out of nowhere to defend it. The units that spawn in will not stay for long once their job is done, though, and will vanish a few minutes after the battle has concluded.

[600 CP] Jumper's Revenge: Whenever you involve yourself in a conflict and take a leadership position for a losing side, things for the side you pick will slowly start to take a turn for the better, no matter how worse off your group may be. The leadership starts more effectively working together, the troops' morale skyrockets, and the occurrence of more lucky coincidences are some examples of what can occur with this. This could save a state on the brink of collapse and propel them to victory if you were to play your cards right, though the effect diminishes the further away from defeat your side is, and it is still possible to lose if you're not careful.

New Republic Leader Perks:

[100 CP] A New Republic: When your armies finally manage to topple a regime, who is going to step in and keep order? What is the new tax policy? What about registering people in a new bureaucracy? Many revolutionaries tend to overlook these key aspects of society they have just uprooted, but with this, any government that you replace the previous one with will operate as smoothly as if it were there for years, making the transition of power practically painless on a macro level.

[200 CP] Senate Approval: How is it that the results of an election in a strict democracy can be in part swayed by a military commander? It's not unheard of, but it usually takes an exceptionally influential commander or exceptional corruption to influence politics in such a way. With you, the situation is now the former. You now have the ability to drastically increase the odds of any candidate you back being elected in a government you are a part of, so long as you are a high ranking officer in said government's armed forces. You cannot use this to elect yourself.

[400 CP] Fighter Supremacy: The Rebel Alliance and its successor, the New Republic, are both renowned for the quality of their starfighter forces, with victory commonly achieved due to their pilot's skill and bravery. Why not carry on this tradition yourself? Fighter pilots under your command are now automatically far more effective than before, with rookies having the skill of regulars, regulars having the skill of seasoned veterans, and seasoned veterans being as good as aces. Needless to say, your fighter squadrons are now capable of punching far above their weight in terms of numbers, and size. Newly recruited pilots still require training, but once they know what all the buttons do, they're basically set.



Imperial Warlord Perks

[100 CP] Reasonability: A trait sorely lacking amongst many warlords of the fractured Galactic Empire, you now have the ability to contain your ego and think rationally in most situations. Power no longer has any negative effect on your mental capabilities, so basically no more insane power trips. You won't go off building giant statues of yourself made of gold, spiral into paranoia, or shoot your subordinates for daring to question you. This perk is toggleable, but why would you ever want to go mad with power?

[200 CP] Paper Tiger: Why hasn't the New Republic simply committed all its forces towards steamrolling these squabbling warlords? In part, one could say it's a matter of attrition and available resources, though on the other hand, many warlords like to propagandize that it's because they are afraid... When you are part of the equation, it's usually the latter. So long as there is some reasonable doubt as to how large or dangerous your military force might actually be, the enemy will be shockingly hesitant to attack. This perk won't work if you're evidently going to lose, but it will allow you to keep an enemy stuck in a stalemate for longer than you should normally be able to.

[400 CP] Conservation: For many warlords throughout the galaxy like you, having a strong military force is key to your power, and as such, even a small loss of that force can have serious repercussions. This perk will help you avoid that outcome as much as possible, as any forces you have are now far harder to completely kill. For example, a star destroyer that should have been annihilated is now able to hang on by a thread and escape, or soldiers that should have been killed by a blaster shot will be more likely to simply be wounded instead of killed. While this perk will make it more likely for forces to survive, it will not make them invincible, and they can still be disabled, damaged, or killed if you are reckless with them.



Officer of the Hand Perks

[100 CP] Artistic Appreciation: By analyzing a piece of art, literature, or other culturally significant work belonging to the culture of an enemy tactician, you almost instinctively can gleam bits of important information on their psychological profile, though making use of this new-found understanding of the enemy is entirely up to you. Additionally, you become an expert in a single artistic talent of your choosing, being good enough in it that Thrawn himself would personally desire to collect your work for his collection.

[200 CP] Enemy of my Enemy: How is it that the Empire of the Hand managed to get the generally human supremacist personnel of The Empire to work side by side with aliens as allies? Someone must have had skills similar to this perk. So long as you and a previously hostile or hated group have a greater common enemy or goal, you can easily make both your and your enemy's prejudices be put to the side in order to accomplish the task at hand. Additionally, the longer you fight alongside these groups, the lesser any hatred and tension between the groups will be, should you desire it.

[400 CP] Syncretism: The Empire of the Hand combined both Chiss and Imperial technology, in addition to their ideologies, in the hopes of mirroring and amplifying the best aspects of both while minimizing the downsides, and with a fair bit of success, I might add. You can now easily replicate such accomplishments. When looking at two sets of technology from different settings, you are now able to know exactly how to combine them in order to get the best of both. For example, you could take Star Wars hyperdrives and almost instinctively find a way to make them work on vessels from other settings.



Items

Items for your chosen origin are considered 50% off. Additionally, you will be given a **[400 CP]** stipend for items only.

[100 CP] Field Base: You gain 2 small, though armored, field bases that may be instantaneously placed at any location you desire once a week. These installations are very effective forward operating bases, with an additional bonus that comes from the fact that they will regularly spawn in any type of infantry unit that you or those you fight alongside have available to you, though can only field about 30 total soldiers at any given time.

[200 CP] Golan III Space Defense Platform: The Golan III is the most recent addition to the GSDP line, and is a massive 2,600 meter space fortress that most fleet commanders dread to see during their invasions. A golan III is said to be armed better than most capital ships, coming with a weapons array consisting of 50 heavy turbolaser batteries, 24 proton torpedo launchers, and a large hangar which contains its complement of 48 light starfighters from your origin's forces, as well as a battalion of standard armed guards to defend the station from boarding actions. Additionally, the Golan III has incredibly powerful shields and a very durable hull, which means that it can take concentrated fire from several capital ships for minutes before being destroyed. Respawns monthly.

[200 CP] Star Map: With how many factions there are which are at war with each other throughout the galaxy in this era, this item will prove invaluable. It is a 100% complete holomap of the entire galaxy this item finds itself in at any given time, which shows which factions there are in the galaxy, which ones are fighting which, who is allied with who, and many other things, down to the detail of individual star systems. The only thing this map does not show is the status of a faction via what would be classified information that you or your allies don't know. For example, if you or your allies don't have the intel, the map will show you that Faction X has a large navy, but it won't give you actual concrete numbers or their fleet's location.

[400 CP] Praxeum: This Praxeum, built to your design, is a place deeply connected not only to the force, but also to any future mystical energies in settings you find yourself in beyond this one. While in the Praxeum, your raw power is greatly enhanced when using the primary magical ability of the setting, and this place will additionally attract similarly gifted people who want to learn from you, up to 200 at a time, if you desire students. Additionally, people training while in this place will find their skill growing at 3 times the rate of anywhere else. Comes with 12 followers that are considered to be average in terms of skill and knowledge in the current setting's style of magic.

[400 CP] Superfortress: This fortress is nearly the size of a city, with the defenses to match its formidable size, coming equipped with hundreds of turbolaser batteries, laser cannons, and ion cannons, a deflector shield capable of taking up to a cruiser's level of bombardment without breaking, a vast hangar with 72 fighters from your origin's forces, as well as a regiment of standard armed guards, supporting military personnel, and staff stationed here to assist in its operation. Additionally, it comes with a set of large luxurious quarters in which you can stay, a fully equipped command center, and a vast information center that every once and a while will contain information vital to any military-based problem you may be facing. Comes fully staffed by followers.

[1400 CP] Eclipse-Class Dreadnought: The single most powerful ship in the galaxy, the 17.5km, 780,000 personnel Eclipse-Class is the ultimate dreadnought of the galaxy, coming equipped with 500 heavy laser cannons, 550 heavy turbolasers, 500 turbolasers, 75 ion cannons, 100 tractor beams, and 10 gravity well generators to make sure that the enemy will have a hard time escaping this monolith. It comes with a complement of 600 TIE Interceptors, 96 TIE Bombers, and 5 prefabricated garrison bases which can be deployed on planets. Its most impressive feature, however, is its coaxial super laser of a similar make as the one found on the Death Star, though weaker. Even with its lower power level compared to the Death Star, it is still able to one-shot most vessels in the galaxy, or instantly turn entire continents to glass. You gain 1 Eclipse-Class Star Dreadnought and its crew. Respawns monthly.

Military Forces

Now we're onto the good stuff, the items that you probably came to this jump looking to obtain. Each of the following units are to be considered followers, and to sweeten the deal, you are given **[1000 SP/GP]** each with which you may design your military. After all, what is a commander without something to command? CP may be exchanged for GP/SP at a 1:1 ratio.

Space Forces

You gain **[1000 SP]** in order to design your space fleet. Ships for your chosen origin are considered 50% off. Each ship comes with its full complement, as well as infinite ammo, fuel, and other consumables.

New Republic Ships

[100 SP] E-Wing: The E-Wing is a next-generation escort fighter that comes with similar equipment commonly found on its predecessor, the X-Wing, coming armed with 3 laser cannons and 2 proton torpedo launchers, while exceeding the performance of said X-Wing in every respect. Additionally, it comes with an incredibly advanced sensor and targeting suite, greatly augmenting its long range combat capabilities, while its new R7 Droid allows it to easily perform long distance independent missions. You gain 24 E-Wings and their pilots. Respawns daily.

[100 SP] B-Wing: The B-Wing is the premier strike starfighter of the New Republic, and has been in service since the time of the Rebel Alliance. It comes with all the nice things fighters in this era ought to, shielding, life support, etc., but its weaponry is where it truly shines, coming equipped with 2 ion cannons, 2 laser cannons, 1 heavy laser cannon, and 2 proton torpedos, as well as hardpoints for guided bombs. The most unique design feature of the B-Wing is its rotating cockpit, which allows it to keep a steady aim while simultaneously performing evasive maneuvers. You gain 24 B-Wings and their pilots. Respawns daily.

[100 SP] K-Wing: The K-Wing is the heaviest strike fighter in the New Republic. It is manned by 1 pilot, 2 gunners, and a bombardier in order to operate its vast array of weaponry, which consists of 1 light quad turbolaser turret, 1 twin laser cannon, and an astonishing 18 ordnance hardpoints that can carry a myriad of different configurations of missiles and bombs, while still being able to maintain a speed just slightly below that of a regular starfighter, or even temporarily exceeding it due to the use of a SLAM system. Its only issue is a lack of a hyperdrive, meaning it needs to be carried into conflict zones by other ships. You gain 12 K-Wings and their pilots. Respawns daily.

[200 SP] Corellian Gunship: The DP20 Corellian Gunship is a corvette designed by the Corellian Engineering Corporation to pack as many guns and missile launchers as they possibly could onto a 120 meter vessel, and the result is an amazingly fast and hard hitting little ship. It is armed with a variety of different weapons in order to deal with a variety of situations, with the armament consisting of 8 dual turbolasers, 6 quad laser cannons, and 4 concussion missile launchers. The design has been around since the dawn of the Empire, but if it ain't broke, why fix it, right? You gain 4 DP20s and their crews. Respawns monthly.

[200 SP] Corona Frigate: The Corona-Class Frigate is designed to be the 275 meter successor of the Nebulon B frigate, having been designed to fill its predecessor's generalist role in an effort to modernize the New Republic Navy. It comes armed with 10 turbolaser cannons, 10 laser cannons, 4 ion cannons, 2 tractor beam projectors, and a hangar fit to carry its complement of 36 starfighters. The superior hull design allowed this ship to take a far harder beating, while also having a higher quality of shielding. Additionally, the hyperdrive is one class above that of the Nebulon B. You gain 2 Corona Classes and their crews. Respawns monthly.

[200 SP] Quasar Bulk Cruiser; The 350 meter Quasar-Class Bulk Cruiser was designed as a light fighter carrier and saw use in the Rebel Navy, and still sees service within the New Republic to this day. It fulfills its role as a carrier with its impressive, for its size, complement of 48 starfighters, though can only defend itself via its weapons array consisting of 2 dual light turbolaser batteries and 2 quad laser cannons. Additional downsides of this design, however, are its speed and durability, with a slightly outdated hyperdrive and a questionable hull design leading to weaker structural integrity. In other words, keep this at the back of the fleet. You gain 2 Quasar-Class Carriers and their crews. Respawns monthly.

[200 SP] Bothan Assault Cruiser: Designed as an upgrade to fill the role of the Victory-Class within the New Republic Defense Fleet, this 850 meter Bothan-designed ship is a generalist cruiser that fills the gap left by its imperial predecessor exceedingly well, coming equipped with a far stronger shield than the older Victories, an equally advanced hyperdrive, and an expanded weapons array consisting of 24 dual heavy turbolasers, 20 turbolasers, 10 ion cannons, and 20 proton torpedo tubes, along with a larger complement of 48 starfighters when compared to a Victory. You gain 1 Bothan Assault Cruiser and its crew. Respawns monthly.

[400 SP] MC-90 Star Cruiser: The MC-90 Star Cruiser was a 1,255 meter capital ship designed by Mon Calamari Shipyards, and is generally regarded as one of the most powerful and modern capital ships in the New Republic fleet, and is the first Mon Calamari ship designed specifically for war, being made as a near exact challenge to an Imperial Star Destroyer in terms a firepower and fighters, with its weapons array consisting of 75 light turbolaser batteries, 35 heavy ion cannon batteries, and 6 heavy proton torpedo launchers, alongside a complement of 72 starfighters. You gain 1 MC-90 Star Cruiser and its crew. Respawns monthly.

[400 SP] Nebula Star Destroyer: Though physically small when compared to other star destroyers, at about only 1,040 meters in length, the Nebula-Class Star Destroyer is able to hold its own against any single Imperial Star Destroyer in single combat, or up to an entire line of weaker imperial vessels. This is due to its highly modernized design and the weapons it carries, consisting of 40 heavy turbolaser batteries, 40 heavy turbolaser cannons, 20 ion cannons, 8 assault concussion missile tubes, and 20 new and devastatingly powerful pulse cannons. This comes alongside a complement of 60 starfighters, and a shielding system and hull durability that outclass most other ships in the galaxy. You gain 1 Nebula-Class and its crew. Respawns monthly.

[400 SP] Endurance Carrier: The Endurance-Class Fleet Carrier is the modern mainline carrier ship of the New Republic Navy. This 1,040 meter starship almost resembles a floating air base rather than many of the warships seen in the galaxy, with the multiple command towers placed around the hangars being responsible for the coordination of its fighters. The number of weapons that the Endurance carries are diminished somewhat due to having to make space for hangars, but this does not mean it is defenseless. It comes armed with 12 turbolasers, 8 ion cannons, 4 tractor beams, and 20 laser cannons, though the major strength this ship brings to a fleet is not firepower, but its impressive complement of 180 modern starfighters. You gain 1 Endurance-Class and its crew. Respawns monthly.

[2000 SP] Viscount Star Defender: The Viscount-Class Star Defender is the first dreadnought class warship designed and produced by the New Republic, measuring in at 17,000 meters in length, it has thus far proved to be a superb addition to the Star Dreadnought classification. Its modern design, when compared to an SSD, additionally means it has superior shielding systems when comparing the two, and also comes with a more advanced sensors and comms suite. It comes armed with an array consisting of 2,000 heavy turbolasers, 2,000 turbolasers, 200 assault concussion missile tubes, 300 heavy ion cannons, 500 laser cannons, 40 tractor beams, and a complement of 216 starfighters. You gain 1 Viscount Star Defender and its crew. Respawns monthly.

Warlord Ships

[100 SP] TIE Defender: A total upgrade of practically everything one could find on a regular TIE Fighter, the TIE Defender has life support, a hyperdrive, and shielding, as well as superb performance in combat, with a speed over 300 kph faster than even the A-wing, and comes armed with 4 laser cannons, 2 ion cannons, and two all purpose missile tubes. You get 24 TIE Defenders and their pilots. Respawns daily.

[100 SP] Missile Boat: Designed to be a contender to the TIE Defender, the missile boat is an agile, fast, and incredibly well-armed starfighter. It has powerful shields, life support, and a hyperdrive, but it's only a class 6.0. Really though, its weaponry is the real star of the show, as it comes armed with 2 concussion missile pods that hold 20 missiles each, 2 weapons pods that can hold a wide variety of missile types, and a heavy laser cannon. You gain 24 Missile Boats and their pilots. Respawns daily.

[100 SP] TIE Interdictor: What if you took 4 heavy ordnance pods, attached them to a TIE Bomber, and then supercharged it? Well, you'd get the TIE Interdictor. Each one of these superheavy bombers comes armed with a twin laser cannon and 2 twin weapons pods, each one of two different types. The first are heavy warhead launchers, capable of fielding a myriad of different missiles. The second are a pair of proton bomb bays. To help make sure it gets to its target, it comes equipped with shields, though it lacks all the other nice things. You gain 12 TIE Interdictors and their pilots. Respawns daily.

[200 SP] Lancer-Class Frigate: New Republic fighter pilots see these in their nightmares. Primarily seeing use as an escort vessel for larger ships or stations that lack anti-starfighter weaponry, the 250 meter Lancer-Class is one of the greatest anti-starfighter warships ever designed, with advanced targeting systems linked to its potent array of 20 quad laser cannons making these ships nearly unapproachable for most enemy pilots. Their only real issue is their speed, meaning that these ships are incredibly good escorts for larger ships, but aren't the best for pursuing light enemy vessels. You gain 4 Lancer-Classes and their crews. Respawns monthly.

[200 SP] Carrack-Class Light Cruiser: Despite its age, having served even before the Clones Wars, the 350 meter Carrack Light Cruiser is still a superb frigate that holds up incredibly well, even in this era. While its shielding systems and other such components are generally considered average, especially for its age, It has a class 1.0 hyperdrive, which allows it to keep up with current designs, while its large, for its size, weapons array consists of 10 heavy turbolasers and 20 ion cannon batteries. It also, surprisingly, has a complement of 5 Starfighters held on external fighter racks. You gain 2 Carrack Cruisers and their crews. Respawns monthly.

[200 SP] Ton-Falk Escort Carrier: A cheap and flexible light carrier vessel perfect for supporting larger scale fleets with their large complements of starfighters, the Ton-Falk Escort Carrier is well liked by many imperial remnants for its economical nature, being far easier to produce en-masse and field when compared to an Imperial Star Destroyer. Though its main purpose is to field starfighters, it also comes fairly well armed, with 10 turbolasers, 6 missile launchers, and 4 tractor beam projectors for self defense. As for its role as a carrier, it comes with an impressive complement of 72 TIE Fighters in its 500 meter hull. You gain 2 Escort Carriers and their crews. Respawns monthly.

[200 SP] Procursator-Class Star Destroyer: The Procursator-Class was commissioned just before the fall of the Empire to operate as a cheaper alternative to the Imperial-Class for a role as a command ship for smaller flotillas of vessels. This ship is often underestimated, and commonly considered as simply a cheap imitation of an ISD, which is why many opposing forces are caught off guard by the sheer amount of weaponry bristling across its 1200 meter hull, consisting of 3 heavy triple turbolaser batteries, 9 heavy dual turbolaser battery, 4 heavy twin ion cannons, 20 turbolasers, 20 ion cannons, 8 quad laser cannons, and 4 proton torpedo tubes, as well as a complement of 24 starfighters. You gain 1 Procursator and its crew. Respawns monthly.

[400 SP] Imperial II Star Destroyer: The Imperial II Class Star Destroyer designed to be a direct upgrade and successor to the Imperial I Class, with more advanced shielding systems, internal defense systems, and an improved weapons array consisting of 50 heavy turbolaser batteries, 50 heavy turbolasers, 20 heavy ion cannons, and 8 octuple turbolaser batteries. The only major factors of the ship that haven't seen any sort of upgrades is its still impressive complement of 72 starfighters, as well as the same class 2.0 hyperdrive. You gain 1 Imperial II Star Destroyer and its crew. Respawns monthly.

[400 SP] Tector Star Destroyer: The Tector-Class Star Destroyer was designed purely around frontline combat, eschewing most other roles its relative, the Imperial Star Destroyer, filled in favor of its new specialization. In order to most effectively take on a role as a pure battleship, where the Tector's hangar bay should be has been is now filled in with armor, along with its ventral reactor, making this star destroyer far harder to destroy with fewer weak points, though at the cost of lacking fighter support on its own. The Tector comes armed with a strong weapons array consisting of 8 octuple turbolaser batteries, 3 quad turbolaser batteries, 60 turbolaser batteries, 30 ion cannons, 20 laser cannons, and 6 heavy proton torpedo launchers. You gain 1 Tector-Class and its crew. Respawns monthly.

[800 CP] Allegiance-Class Battlecruiser: The 2,200 meter Allegiance Class is a small, for the classification, battlecruiser that resembles a massive version of the Tector, and as such is a design lacking entirely in fighter support. Like the Tector, however, it makes up for it through sheer durability and raw firepower, coming armed with 12 octuple turbolaser barbettes, 10 quad turbolaser batteries, 25 heavy turbolaser batteries, 20 turbolasers, 9 superheavy ion cannons, 20 ion cannons, and 20 assault proton torpedo tubes. The Allegiance, having been a very recent design, is one of the most modernized ships available to the remnant of the empire, with a class 1.0 hyperdrive and remarkably powerful shield system. You gain 1 Allegiance Battlecruiser and its crew. Respawns monthly.

[2000 SP] Executor-Class Star Dreadnought: Even now, the Executor acts as the supreme symbol of imperial might throughout the galaxy. Every warlord alive today wishes they could have one of these, and if you decide to purchase this, you will be among one of only a handful that actually does. This absolute behemoth of a warship is essentially a 19,000 meter long city in space, housing over 280,000 naval personnel and enough room to comfortably transport 38,000 troopers. It comes armed with 2,000 heavy turbolaser batteries, 2,000 turbolaser batteries, 500 laser cannons, 250 missile tubes, 250 heavy ion cannons, and a complement of 144 starfighters. This ship, though no longer unrivaled in the galaxy, is still an unbelievably powerful vessel, requiring entire task forces to even come close to contending with it. You gain 1 Executor-Class Star Dreadnought and its crew. Respawns monthly.



Empire of the Hand Ships

[100 SP] Nssis Clawcraft: The Nssis Clawcraft is one of the standard starfighters found in the Empire of the Hand. Being based on the fuselage of the TIE series, it was designed to be a long range independent fighter with shields, life support, and a class 1.5 hyperdrive, as well as an advanced onboard light navigation computer to aid in its job while reducing weight. Though slightly slower than most other fighters in the TIE line, it more than makes up for it with its outstanding maneuverability. It comes armed with 4 maser cannons mounted on its 4 forward swept wings. You gain 24 Nssis Clawcraft and their pilots. Respawns daily.

[100 SP] Krsiss Interceptor: The Krsiss Interceptor is the fastest starfighter in service to the Empire of the Hand, being an impressive interceptor capable of moving faster than even a TIE Defender, meaning it's practically uncatchable for most other starfighters, even outside of this region of the galaxy, though this comes at the cost of lower maneuverability. Additionally, this near uncontested speed is only possible due to its lighter defense and weapons suite, being a relatively delicate fighter, and only being armed with 2 maser cannons. You gain 24 Krsiss Interceptors and their pilots. Respawns daily.

[100 SP] Syca Bomber: One of the first contributions of the planet Sycas to the Empire of the Hand, the Syca-Class Bomber is actually rather fast for what it is, which is a useful factor to have, as it allows it to more easily dodge fire and outmaneuver or even dogfight certain slower starfighters in order to get to its targets. Each comes incredibly well armed with 8 laser cannons, a twin dual proton torpedo launcher, a twin concussion missile launcher, and a concussion bomb bay. Additionally, each has a class 2.0 hyperdrive and a life support system, though they unfortunately lack shields. You gain 12 Syca Bombers. Respawns monthly.

[200 SP] Kuro-Class Corvette: Designed for the Empire of the Hand to act as their corvettes, the Kuro-Class is an incredibly fast and tough ship, which employs a heavy missile array alongside some lighter direct fire weapons, which allows it to punch far above its weight while also being able to act as an escort or patrol vessel. Specifically, its weapons array consists of 6 light dual turbolasers, 6 quad laser cannons, and 4 assault concussion missile launchers. It has very high-power sublight engines, which allow it to catch or outrun most other vessels of equal or larger size, and even some that are lighter than it. You gain 4 Kuro Corvettes and their crews. Respawns monthly.

[200 SP] Kariiek-Class Cruiser: The Kariiek-Class was designed as a generalist cruiser with the purpose of patrolling systems, though at times could be seen in use as an escort or picket ship in supporting roles alongside other larger vessels. For its size, being 350 meters in length, it is very well armed, with a weapons array being made up of 12 megamasers, 12 dual megamaser batteries, and 12 dual maser cannons, as well as a complement of 12 starfighters. This weaponry comes at the cost of some durability, as while its shielding is decent for its size, it has a weak hull, leading to this ship being dubbed a glass cannon by the officers that employ it. You gain 2 Kariiek-Class Cruisers and their crews. Respawns monthly.

[200 SP] Peltast-Class Star Destroyer: This 1400 meter ship was designed as a joint project between Imperial and Chiss designers, and stands both as a symbolic gesture of their cooperation, as well as an effective and unique weapons platform, specializing in quickly dispatching light warships, and disabling the shields of heavier ones. This effectiveness comes from its uniquely designed spinal ion cannon, which is capable of disabling the shields on most smaller enemy ships in a shot or two, which then is taken advantage of by its 4 dual heavy turbolasers, 8 megamasers, and complement of 12 starfighters. You gain 2 Peltasts and their crews. Respawns monthly.

[200 SP] Chaf-Class Star Destroyer: The Chaf-Class was designed to be a distant parallel to the Victory II-Class Star Destroyer, if not an upgrade, with its purpose as a generalist warship being more skewed towards being an anti capital ship vessel, which is a role it performs stellarly thanks to its disproportionate number of ion cannons allowing it to make quick work of enemy shields. Comes armed with 32 dual megamaser batteries, 28 dual ion cannons, 4 proton torpedo launchers, and 6 assault missiles launchers, with a complement of 24 starfighters. You gain 1 Chaf-Class and its crew. Respawns monthly.

[400 SP] Ascendancy-Class Star Destroyer: The Ascendancy-Class Star Destroyer was made as a 1,100 meter upgrade when compared to its inspiration, the Venator-Class Star Destroyer, though it has a major difference in that it gives up a decent portion of its starfighter complement in exchange for far greater firepower and durability, being able to take a substantially large amount of damage and dish it back out. It comes equipped with 20 quad megamaser batteries, 20 dual megamaser batteries, 10 heavy ion cannons, and a complement of 96 starfighters. You gain 1 Ascendancy Class and its crew. Respawns monthly.

[400 SP] Syndic-Class Destroyer: The backbone of both the Chiss Ascendancy and the Empire of the Hand's fleets, the Syndic-Class Destroyer is a 1,500 meter capital ship that has seen service, and more importantly, upgrades, for decades, and because of that, even now, it can hold up exceptionally well against most modern warships of this era. Its most recent iteration comes armed with 40 dual megamaser batteries, 20 dual heavy ion cannons, and 20 twin laser cannons. The Syndic-Class additionally comes with a fighter complement of 36 starfighters, and a class 1.0 hyperdrive. You gain 1 Syndic-Class and its crew. Respawns monthly.

[600 SP] Phalanx Heavy Destroyer: A total improvement when compared to the Syndic-Class, the Phalanx Heavy Destroyer is the second heaviest ship fielded by the Empire of the Hand, sitting at around 1,850 meters in length, and was designed as part of a joint project between engineers of the Empire of the Hand and the Chiss ascendancy. It comes armed with 60 dual megamasers, 24 quad megamaser batteries, and 8 assault concussion missile launchers. Additionally, it comes with a decent sized complement of 48 starfighters. You gain 1 Phalanx and its crew. Respawns monthly.

[1200] Intego-Class Destroyer: Likely the single heaviest ship in this part of the galaxy, the 2,200 meter Intego-Class was designed alongside the Phalanx as a part of the same project in response to growing tensions within the unknown regions. The Intego is unique when compared to most other designs in the Hand's Fleet, as its design actually focuses on making it as big and durable as they could in order to draw fire and stand up to it, rather than sacrificing that trait to increase speed and firepower. It doesn't just have durability, though, as it comes armed with a vast array of weapons consisting of 40 heavy quad megamasers, 20 heavy dual megamasers, 20 dual megamasers, 40 heavy ion cannons, 20 dual ion cannons, and a complement of 48 fighters. You gain 1 Intego Destroyer and its crew. Respawns monthly.



Ground Forces

You gain **[1000 GP]** in order to design your ground forces. Troops for your chosen origin are considered 50% off. Each unit comes with any of its required support personnel and gear, as well as infinite ammo, fuel, and other consumables. Troopers and vehicles come with sufficient transport ships. They additionally come equipped to handle any environment you are about to deploy to.

New Republic Troops

[200 GP] New Republic Troopers: Generally lightly armed and trained to basic standards, New Republic Troopers usually see service as frontline infantry units for the purpose of large-scale battles, holding the line and fighting in areas where the New Republic can't afford to send their more valuable units. Each one comes armed with their blasters, standard issue uniforms, light armor, and anything else a Republic Trooper is expected to have. These soldiers are the grunts, and the backbone of the New Republic's military. You gain 1 legion of these troopers. Respawns monthly.

[200 GP] Republic Marines: The Republic Marines are far better trained than most other infantry units of the New Republic, and it is for a good reason, as these troopers are almost always the spearhead of any planetary assault conducted by the New Republic, being the first to hit the ground in order to establish more secure landing zones for other military assets. Additionally, these marines also see service as ship-to-ship assault and defense infantry. Each one comes equipped with black standardized marine armor, as well as dh-17 blaster rifles, vibroknives, and anything else a Republic Marine is expected to have. You gain 1 regiment of these troopers. Respawns monthly.

[400 GP] Jedi Knights: The Jedi are an ancient order of force-sensitive monks that serve the light side of the force. Jedi Knights are usually guardians of peace, though have a long and storied past as great warriors that fight against evil when needed, and now with their resurgence in the galaxy, they have once again headed to the battlefield in the name of the Republic. A Jedi Knight is renowned for their myriad of force abilities, and each is equipped with their near mythical weapon, the lightsaber, and anything else they would be expected to have. Each Knight you gain is average in terms of force ability and lightsaber skill, but even then, that is nothing to scoff at, as an average Jedi Knight is usually one of the best warriors on any given battlefield. You gain 1 company of these warriors. Respawns monthly.

[400 GP] AAC-1 Tank: Having seen service since all the way back at the start of the Galactic Civil War, the old, but still incredibly effective AAC-1 Speeder Tank is a very fast and highly maneuverable repulsor tank, making it a difficult target to hit. Additionally, it is well armed, coming with 2 laser cannons, 2 particle cannons, and 2 missile pods. It has a reasonable amount of armor across its entire hull, with the exception of 2 unfortunately vital cooling components located on either side of the tank. You gain 600 AAC-1 Tanks and their crews. Respawns monthly.

[400 GP] Freerunner Tank: Initially a highly unpopular tank due to its unarmored top, the parent company responsible for the design went back and extensively refit and upgraded these repulsorcraft to the point that now, they are one of the top picks amongst New Republic ground crews, being immensely fast, versatile, and well armored vehicles, with two laser cannons and two anti-personnel blaster cannons that can independently move to fire at multiple different targets at any given time. You gain 300 Freerunners and their crews. Respawns monthly.

[600 GP] T4-B Heavy Tank: One of the heaviest common ground vehicles that is manufactured for the New Republic's military, the T4-B Heavy Tank is a sizeable quad tracked machine capable of almost outright destroying anything lighter than it, and is even able to contend with the mighty AT-AT when used in groups, with its 2 heavy laser cannons and 3 long range concussion rocket launchers. The tracks on this vehicle make it difficult to cross some terrain, but it can travel at greater speed than many other vehicles of its class, and its thick armor makes it a tough nut to crack. You gain 300 T4-B Heavy Tanks and their crews. Respawns monthly.

[600 GP] Heavy Tracker: The Heavy Tracker is not the most well armed vehicle in the arsenal of the New Republic, but it more than makes up for it as its use as a strategic asset, coming armed with an incredibly powerful and advanced system called an Omniprobe sensor to gain incredibly accurate and detailed intelligence of enemy troops across vast distances and difficult terrain, and there is practically nothing an enemy can do about it, unless they can literally turn off a planet's gravity. Additionally, to defend itself, it comes armed with a long range superheavy laser cannon and an immense amount of armor plating, making these vehicles very hard to kill. You gain 150 Heavy Trackers and their Crews. Respawns monthly.

Imperial Warlord Troops

[200 GP] Warlord Infantry: These are the most common type of soldier in service to the various warlords of the galaxy, and generally have a basic level of competency, but nothing to really make them stand out. They are usually used as garrison forces on particularly troublesome worlds or as planetary defense forces in order to secure their respective leader's holdings. Each one is armed with a blaster, some light armor, a standard issue uniform, and anything else these types of soldiers would be expected to have. You gain 1 legion's worth of these troopers. Respawns monthly

[200 GP] Stormtroopers: These troopers at one point were the elite of the Empire's main base of infantry, and even now are highly sought after by all imperial remnants. Stormtroopers are trained for two entire *years* to be far more disciplined and effective in combat than the normal recruits that many warlords have to resort to, having received in depth specialized training before being deployed, and can actually hit their marks unlike what common misconceptions may say. Each trooper comes with full body armor and E-11 blasters, along with anything else an imperial stormtrooper is expected to have. You gain 1 Regiment's worth of these troopers. Respawns monthly.

[400 GP] Dark Jedi: Not to be confused with Sith, Dark Jedi is a blanket term for any force sensitives who have fallen to the dark side of the force, and usually either work to spread its influence or gain more power. While most serve the reborn Emperor on Byss, these ones have chosen to follow you instead. Each is a match for a Jedi Knight in terms of skill and strength in the force, and are the worst nightmare of many New Republic soldiers. They are considered to be average in skill for Dark Jedi, though that still puts them above most soldiers in the galaxy by quite a bit. Each one comes armed with a red lightsaber and anything else they would be expected to have. You gain a company of these warriors. Respawns monthly.

[400 GP] Imperial Dropship: The fast 2 manned imperial dropship saw a lot of use as an incredibly fast arial transport based off of the Republic's old LAAT design. Though it's a lot smaller and less well armed than its predecessor, it is still a popular vehicle with many imperial remnants to this day. It has the capacity to carry up to 18 troopers at a time to any battlefield incredibly quickly, and comes armed with 2 missile launchers, 2 blaster cannons, and 2 light laser cannons, which it often uses to provide fire support for its passengers once they've deployed. You gain 600 Imperial Dropships and their pilots. Respawns monthly.

[400 GP] Firehawk Repulsortank: The Firehawk is a heavy repulsortank that was used by the Empire and later warlords, and is a well liked vehicle by those who operate it. It was designed to be able to deal with both infantry and many vehicles it encounters, coming armed with a main turret with a heavy laser cannon, a smaller medium blaster cannon turret, and an external mount with a heavy repeating blaster on top of the main turret. These tanks are also incredibly fast, which is an impressive feat considering its heavy armor, which allows it to take some serious damage and still be functional. You gain 300 Firehawkes and their crews. Respawns monthly.

[600 GP] XR-85 Tank Droid: This slow, large, tank is unique within the armed forces of this era in that it is actually an automated tank unit, and is one of the most well armed ground based weapons systems in the arsenals of the imperial remnants, coming armed with a turreted heavy particle cannon, 2 light turbolaser cannons, 4 heavy repeating blasters located around the hull, and 1 rear mounted laser cannon. While tank droids can reach twice the size of an AT-AT, the ones you gain are the standard ones at around the size of an AT-AT. You gain 150 XR-85 Tank Droids. Respawns monthly.

[600 GP] AT-AT Walker: The AT-AT Walker is the pinnacle of imperial heavy armor, being practically impervious to anything less than capital ship weaponry. Even in this era of the galaxy, seeing one of these old behemoths is a terrible sight for any opposing force. Be careful, however, as the design does have a few weak points in the armor that could be exploited by a smart enemy. Additionally, this walker acts as a transport, capable of safely getting up to 40 troopers at a time to their objectives. This lumbering behemoth comes equipped with 2 chin mounted heavy laser cannons, 2 temple mounted medium blasters, and 4 repeating medium blasters. You gain 150 AT-ATs and their crews. Respawns monthly.



Empire of the Hand Troops

[200 GP] Household Phalanx: A household Phalanx is a unit of highly professional troopers seen inside the Chiss Ascendancy, and are assigned to either a royal household or to a military commander, taking the form of a private military retinue for the royals or officer to lead as they see fit. Each phalanx soldier is a highly competent soldier, with higher discipline than many forces like New Republic and Imperial infantry. Though not as well armored as a marine or stormtrooper might be, each is armed with powerful charric rifles, which carry far more kinetic energy than normal blaster weaponry. They come with their standard issue uniforms, light armor, and anything else a phalanx soldier is expected to have. These Chiss warriors have sworn their loyalty to you, and thus wear your house colors, if you have any. You gain 1 regiment's worth of these troopers. Respawns monthly.

[400 GP] Aurek Company: While not necessarily *the* Aurek Company, this unit is at the very least on par with them, being the elite of the elite within the stormtrooper corps before leaving for the Empire of the Hand. Each member of this company comes slightly better equipped than what normal stormtroopers would have, with a bit of Chiss tech mixed in. Where they truly shine, however, is in their sheer skill and quality as soldiers. Each one is more than a match for several of their former regular peers of the Stormtrooper Corps on their own, or even a Jedi, with the right weaponry. Their immense bravery, martial prowess, and ingenuity allows them to win the day time and time again. You gain a company's worth of these troopers. Respawns monthly.

[400 GP] Rapid Fire Tank: The Rapid fire tank is built to operate as a general purpose light combat vehicle for the Empire of the Hand, being most adept at fighting infantry and some lighter vehicles, though finds greater difficulty in taking down anything larger than that unless being used in groups. It comes armed with 2 rapid fire laser cannons mounted on a turret. Its hull is designed around a tracked system, and does not have shielding nor any heavy armor. You gain 600 Rapid Fire Tanks. Respawns monthly.

[400 GP] Flame Tank: Built on a similar chassis to that of the Rapid Fire Tank, the Flame Tank pushes its design further towards the anti-infantry aspect of the hull it is based on, coming armed with a twin heavy flamethrower capable of decimating infantry units, but only really poses a threat to either very lightly armored or open design combat vehicles. As it was designed on the same chassis as the Rapid Fire Tank, it shares the same disadvantage of low durability as its relative. You gain 600 Flame Tanks and their crews. Respawns monthly.

[400 GP] Gilzean RGT:, The Gilzean RGT, standing for Rail Gun Tank, is the closest thing to a main battle tank within the armed forces of the Empire of the Hand, coming armed with a heavy rail gun with a very high muzzle velocity, being able to pierce most armored vehicles it encounters. Its design makes it a decently survivable war machine, with its lower profile being more effective at keeping shots off it than a walker or most hover tanks, while its thicker armor when compared to a Rapid Fire Tank makes it far more likely to survive when shots do land on it. You gain 300 Gilzean RGTs and their crews. Respawns monthly.

[600 GP] Mortar Tank: A mortar tank is a major SPG artillery unit within the ground forces of the Empire of the Hand, having an impressive maximum range, with its projectile having a devastating, powerful, and large area of effect upon impact, but has a major drawback in its design, being vulnerable to close range assaults or infantry armed with anti-vehicle weapons due to its lack of secondary weaponry. You gain 300 mortar tanks. Respawns monthly.

[600 GP] Megamaser Tank: Designed to fight vehicles on the level of AT-ATs, this is the heaviest vehicle fielded by the Empire of the Hand's armies. The Megamaser Tank is a maneuverable, though slightly slow, tracked weapons platform. Its raw power is something to behold, as a single shot from its main gun, a megamaser cannon, is enough to instantly disable or destroy light to medium vehicles, and can easily pierce the hull of AT-ATs to cause some serious damage, if the crew or commander is smart enough. Its main drawback, however, is its weak hull when compared to vehicles of a similar class, and being vulnerable to mass assaults from infantry. You gain 300 Megamaser tanks and their crews. Respawns monthly.



Companions

Companions may be given extra CP at a rate of 1:2

[Free/50/100 CP] Import/Create/Recruit Companions: You may either import or create up to 8 companions for 50 CP per companion, with each companion gaining 400 CP to spend on themselves. You may recruit companions for free, but must pay 100 CP for the more powerful characters. Companions do not get the item stipends.

[400 CP Discounted New Republic] Rogue Element: Embittered at the slowing of the war effort against the Imperial remnants, this now rogue commander's drive to fight against them to such extremes is due to the fact his homeworld was once the planet Alderaan. Ever since its destruction, he has been working his way up the Rebel and later New Republic ranks, putting massive amounts of time and energy into fighting the Empire, to the point he has broken off from the New Republic to fight the imperial remnants with a newly organized militia of soldiers sympathetic to his cause. Comes with **600 GP** and discounts on New Republic units, as well as the ground version of the perk **Basic Competence**.

[400 CP Discounted New Republic] Modern Commander: One of the people that pushed for the funding of the modernization of the New Republic Fleet, this commander got just what she wanted, as she is now in command of a task force consisting of some of the most advanced warships in the New Republic. She has a knack for engineering due to her upbringing as the daughter of 2 engineers, and that, alongside her general desire to help those in need, means she can usually be found aiding her repair and maintenance personnel, or helping modify starfighters in the hangar alongside her pilots when not filling her role as an officer. Comes with **600 SP** and discounts on New Republic units, as well as the space version of the perk **Basic Competence**.

[400 CP Discounted Warlords] Remnant Mercenary: Where many officers of the Galactic Empire saw its collapse as a disaster, this ex-imperial officer saw it as an opportunity, taking the forces loyal to him and forming a mercenary organization that sells its services to the highest bidder amongst the warlords, and even a few independent worlds. This remnant commander is known for his highly mercenary demeanor, and takes immense satisfaction in those small moments when a plan comes together and the mission is completed. He treats those he considers friends like family, even being willing to give up profits for them. His men under him, though now mercenaries, have the same quality of the imperial military, considering their origins. Comes with **600 GP** and discounts on warlord units, as well as the ground version of the perk **Basic Competence**.

[400 CP Discounted Warlords] Allied Warlord: This imperial officer initially believed wholeheartedly that the Empire was fighting for what was right for the galaxy. After the fall, however, he came to the conclusion the old empire was a broken system and greatly flawed, and now, with the bickering and fighting amongst the warlords, he sees you specifically as the ideal person to restore a new and genuinely better empire for the territories and people under your control, and has joined you in your endeavors. Typically, he has a personable, friendly, attitude uncharacteristic of many imperial officers, though the second a serious topic or situation comes up, his second nature as the picture of a decisive, collected, and contemplative conductor of war comes out. He comes with **600 SP** and discounts on warlord units, as well as the space version of the **Basic Competency** perk.

[400 CP Discounted Empire of the Hand] Chiss Liaison: This officer is a distant member of one of the oligarchic families of the Chiss Ascendancy, but contrary to what most think of as a royal upbringing, she was rigorously trained, both physically and mentally, in order to be the best leader of soldiers her family could produce. Her stern upbringing has made her a stoic commander who rarely thinks of anything outside of her duty to her soldiers, her house, and her allies. Currently, her and her forces have been assigned as an expeditionary force to aid in your operations. Comes with **600 GP** and discounts on Empire of the Hand units, as well as the perks **Combat Training** and the ground version of **Basic Competence**.

[400 CP Discounted Empire of the Hand] Expedition Leader: This commodore had volunteered to be part of the expeditionary force sent to explore the unknown regions, having used the opportunity to fulfill a small dream of his to explore the galaxy, finding new worlds to explore and add to the galactic community. As a naval officer for the Empire of the Hand, he is responsible for many of their exploratory missions, though when needed, his ships work as an independent long-range task force on combat missions. He has a very inquisitive nature, and an adventurous spirit, tending to personally lead explorations of newly discovered planets and meet and establish relations with any present natives. Comes with **600 SP** and discounts on Empire of the Hand units, as well as the space version of the **Basic Competence** perk.

Drawbacks

[0 CP] Canon Toggle: If you have been to this galaxy before, you may import any changes you have made up until this point. This may also be used to go to either Canon or EU continuities.

[200/400/500 CP] Powerless: You have had either your out of jump powers or items stripped from you. For an additional **200 CP**, it is both. For another **100 CP**, your warehouse is now inaccessible.

[200 CP] Lost: It would seem that your placing into this world has gone wrong, as you and your forces are now stuck deep within the unknown regions, way farther than even the distant worlds of the Empire of the Hand. It is possible to make it back to the galaxy proper given enough time and effort, though it will be a difficult journey no matter what. This drawback sets your starting location to a random point deep in the unknown regions, and you do not collect 100 CP if you chose to roll a random location.

[400 CP] MAD: Both the New Republic and the Imperial Remnant have lost their minds! These rivals are now finalizing work on planet-killing weaponry that is easily capable of being mass produced, and both states are now just barely holding back from using them. If one side starts losing badly enough, they'll start using them. On the bright side, neither side is unreasonable, and there is the possibility of limiting or even prohibiting the use of these weapons for both sides, if you're diplomatic enough. And no, you may not use these weapons yourself, nor may you take them with you to future jumps.

[400/600 CP] Extragalactic Crisis: You know how the Yuuzhan Vong wouldn't normally invade until 25 ABY, or in other words, 16 years from your arrival? Well, now they are heading into the galaxy at the same time as you, in a galaxy even more woefully ill prepared for it than they were in the original timeline, considering the current era. For an additional 200 CP, the galaxy, no matter what you do, won't band together to fight off the new threat, and continue warring amongst themselves, no matter how bad the Yuuzhan Vong situation gets. No matter the scenario, these new invaders will also be looking to kill you specifically, seeing you as a direct threat to their efforts.

[600 CP] Priority 1 Of 1,000: Well, if you are an idealist hoping these many different factions throughout the galaxy would just get together and stop killing each other, here you go. It'll just not be in the way you think. Now every faction, from the Imperial Remnant, to the New Republic, to The Empire of the Hand, every one of them now wants you and your forces dead and gone, and are willing to put any and all differences aside and flawlessly work together to kill you. Good luck.

Scenarios

Failure in a scenario will not constitute chain failure, however you will not gain the rewards that you would have on a successful completion of a scenario.

The Jumper Accords

Do you know how long the war between the Empire and the Rebels, or New Republic, has been near constantly raging for now? 9 years. That is a decade of galaxy-spanning war, death, and funds being diverted from the common people of the galaxy towards the war machine, and if you don't end it sooner, it will canonically go on for yet another decade. Don't you think these people deserve a break? If you do, then this is for you. To successfully complete this scenario, you need to get both the Imperial Remnants (Or at least their most influential representatives) as well as the New Republic to agree to an armistice, and they must both genuinely pursue peace after it.. How you get them to sign it doesn't matter, so long as they do, but maybe try diplomacy, for once. Assuming you have completed the scenario, your reward is as follows.

The Treaty: This document will take the form of the most common material used for writing in the setting you find yourself in. Though it may seem unassuming, it is actually one of the best tools of peace and diplomacy available to you, and is a reminder that such things can still exist. So long as you get a head of state to write their name in the document, and they know what they are signing, they and their nation will 100% abide by the rules stated in the signed document, so long as it is possible, whether it be a peace treaty, disarmament, etc. This guaranteed compliance effect will last for a maximum of 20 years, as it can't take away people's free will indefinitely.



Ending:

You've made it to the end. Congratulations! Now it's time to make that same old choice.

Stay: You can choose to stay in this galaxy far, far, away if you like. Hopefully you changed it for the better.

Go Home: Tired of all these crazy adventures? Well, if that's the case, you can finally return home.

Move On: This galaxy has a lot to offer, but imagine what else is waiting for you out there! You can choose to move on to the next adventure, as always.

Notes

-All Drawbacks may only be taken once.

-Unless otherwise stated, any followers lost will respawn at the start of the next jump or once 10 years have passed.

-All items will be returned when lost or destroyed within a month, all items may be imported into similar items, weapons to weapons, vehicles to vehicles, etc.

-Unless otherwise stated, any personnel or staff given in the items section are to be considered followers.

-Any vehicles, items, or buildings purchased in this jump will retain upgrades and modifications between jumps.

-Buildings, land, and other property, unless stated to have a particular location by this document or in universe, will be placed near your starting location in-jump and can either be placed in a location of your choice post-jump, or not placed at all. This must be decided at the start of the Jump.

-All properties and vehicles come with renewing fuel, electricity, food, water, air and other things required to keep them running including titles, deeds, certifications, registrations and licenses.

-You can purchase everything multiple times unless otherwise stated.

-Special thanks to Wookieepedia for the technical specifications on some of these vehicles and ships. Some creative liberties were taken here and there, but the specifications I gave are by and large accurate to what they are in universe.

For organization numbers, I used GAR trooper organization which is as follows:

Legion: 10,581 troops total

Regiment: 2,645 troops total

Battalion: 661 troops total

Company: 165 troops total

-When in doubt, fan-wank it.