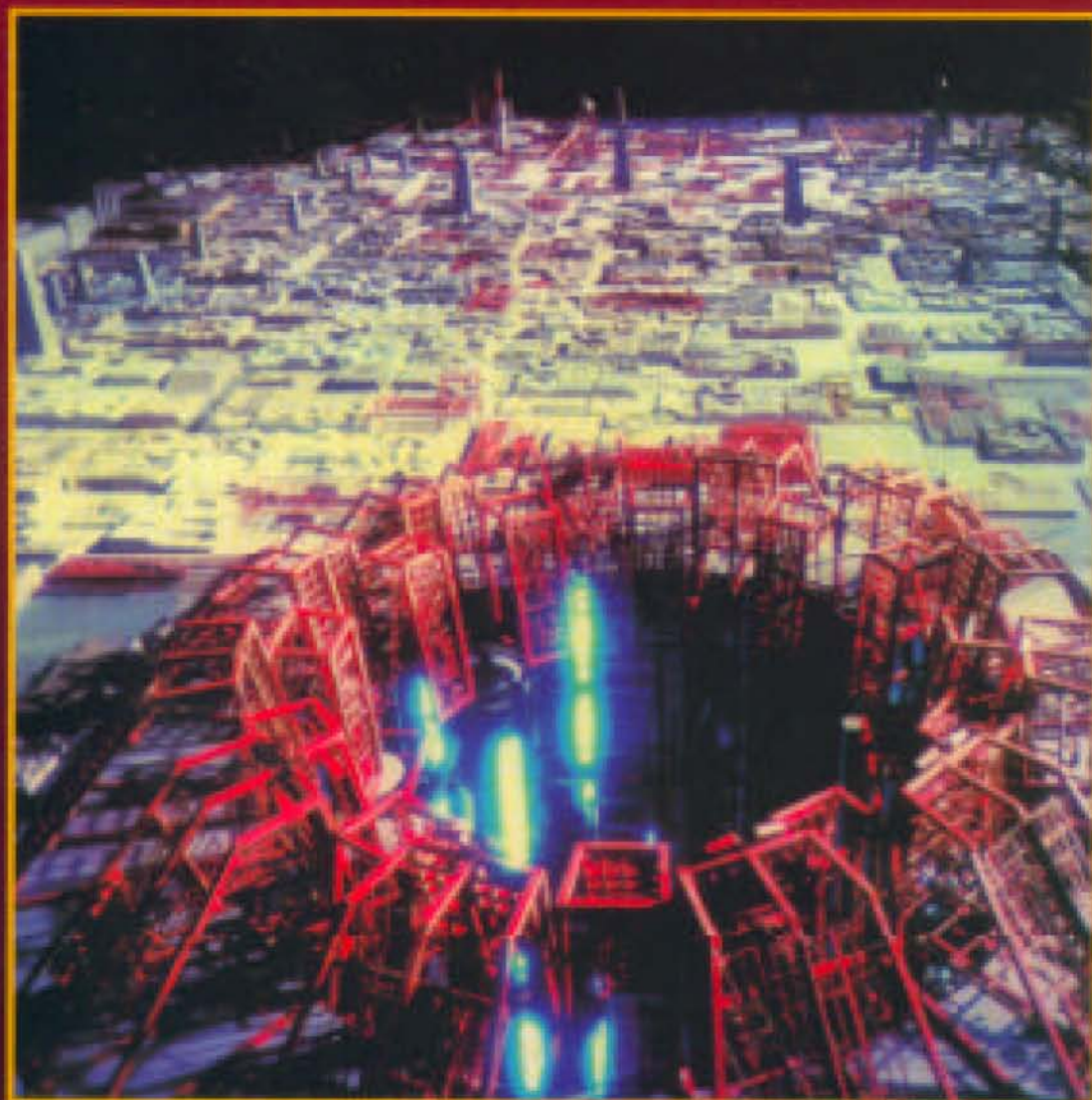


STAR WARS™

DEATH STAR TECHNICAL COMPANION

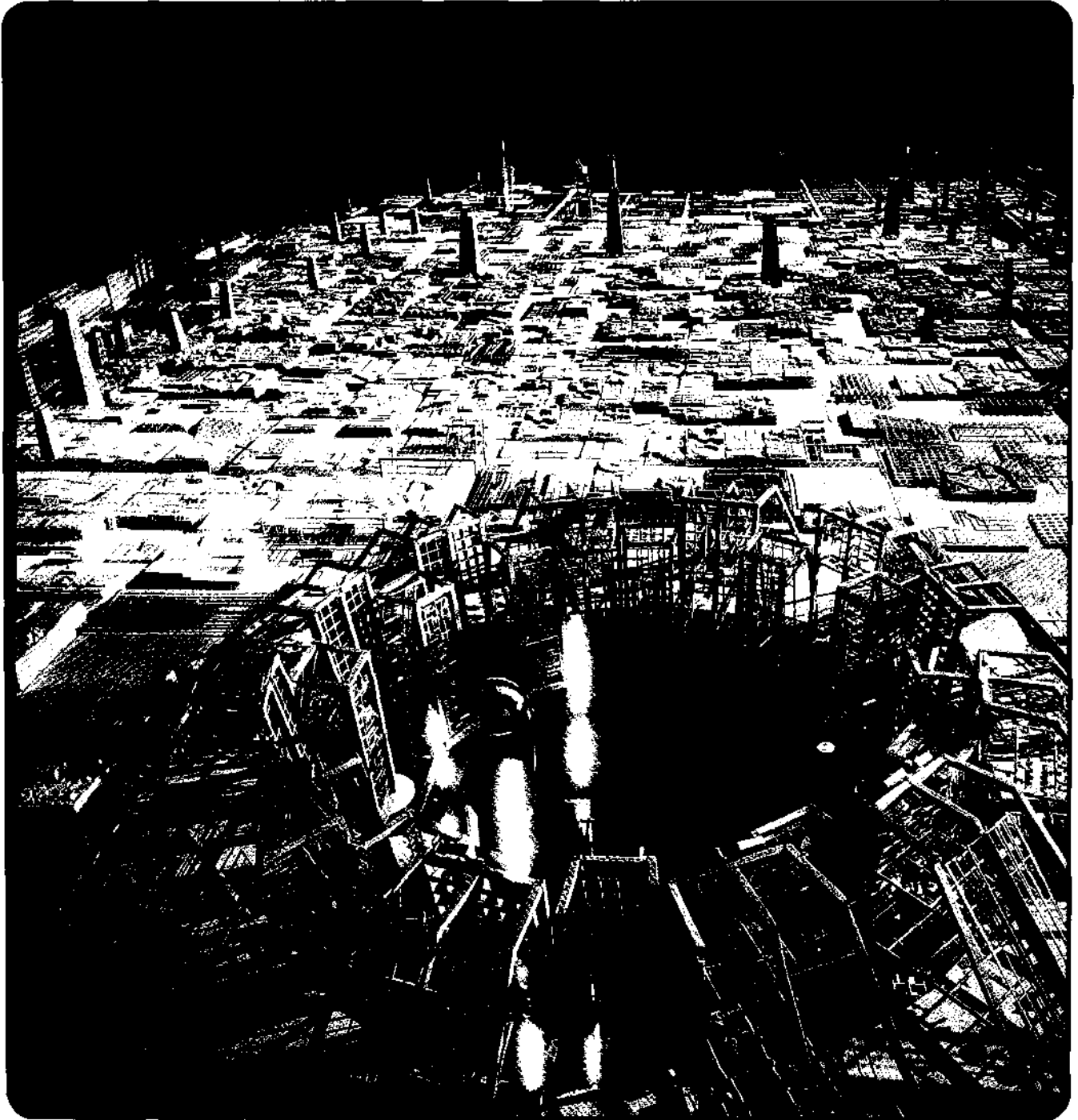


Revised for Star Wars: The Roleplaying Game, Second Edition

**WEST
END
GAMES.**

Death Star Technical Companion

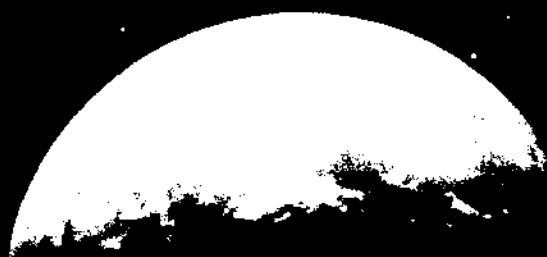
by Bill Slavicsek



**"Fear will keep the local systems in line.
Fear of this battle station."**

— Grand Moff Tarkin

A long time ago, in a galaxy far, far away ...



It is a period of galactic civil war. On one side, a ragtag collection of freedom fighters called the Rebel Alliance. On the other, the terrible might of the Empire. The Rebels have won their second major victory, the Battle of Yavin.

The fate of the Alliance was in the hands of a new hero named Luke Skywalker. The farm boy from Tatooine made the one shot that destroyed the Empire's most fearsome weapon — the Death Star.

The Death Star, an armored battle station the size of a small moon, packed enough firepower to destroy entire planets. It was the most visible sign of the limitless military resources of the Empire. Alliance researchers have uncovered many of the secrets of the most devastating technological construct in galactic history, and gathered it together in this one volume. The Death Star has been destroyed, but its legacy lives on.

STAR WARS®

Death Star Technical Companion



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Introduction

Han Solo, at the helm of the *Millennium Falcon*, closed the distance between his craft and the escaping TIE fighter. "We'll be on top of him in a minute or two," Solo informed his passengers.

"He's heading for that small moon," Luke Skywalker declared.

As they flew nearer, craters and mountains on the moon became visible. Yet there was something odd about them. The craters were far too regular in outline, the mountains far too vertical. There were canyons and valleys which appeared impossibly straight. The surface was much too regularized to be attributed to natural formation.

"That's no moon," Ben Kenobi breathed softly. "That's a space station."

"It can't be a space station," Solo objected. "It's too big. It can't be artificial ..."

"I have a very bad feeling about this," Luke said.

* * *

It was 1977, and movie audiences shared the first view of the awe-inspiring Death Star battle station with Luke Skywalker, Han Solo, Ben Kenobi and Chewbacca. Throughout the film we learned a few key facts about the Death Star. It was huge, cavernous within its armored shell, full of winding corridors, bottomless shafts, and unending lines of deadly stormtroopers. Its surface, meanwhile, was covered with mountainous towers, deep trenches, and gaping holes leading into giant hangar bays. But perhaps its most awesome feature was its superlaser cannon, a weapon which destroyed the planet Alderaan with a single shot before our stunned senses could contemplate such destructive force. No wonder Tarkin saw it as the cornerstone of his doctrine of fear.

Before we could learn more about this technological terror, Luke Skywalker fired the shot heard around the galaxy. The Death Star was destroyed. A long time ago, in a galaxy far, far away, however, select pieces of information survived. First, there were the technical read-outs stolen by

Alliance spies and hidden within a simple astromech Droid — plans which laid the foundation for Skywalker's amazing shot. Second, there were Tarkin's own journals, a few of which made their way into Alliance hands. Finally, there was testimony delivered by eyewitnesses — among them Admiral Ackbar (who once served as Tarkin's slave) and the heroes of Yavin, who not only managed to escape from the belly of the beast, but played an integral role in its final destruction.

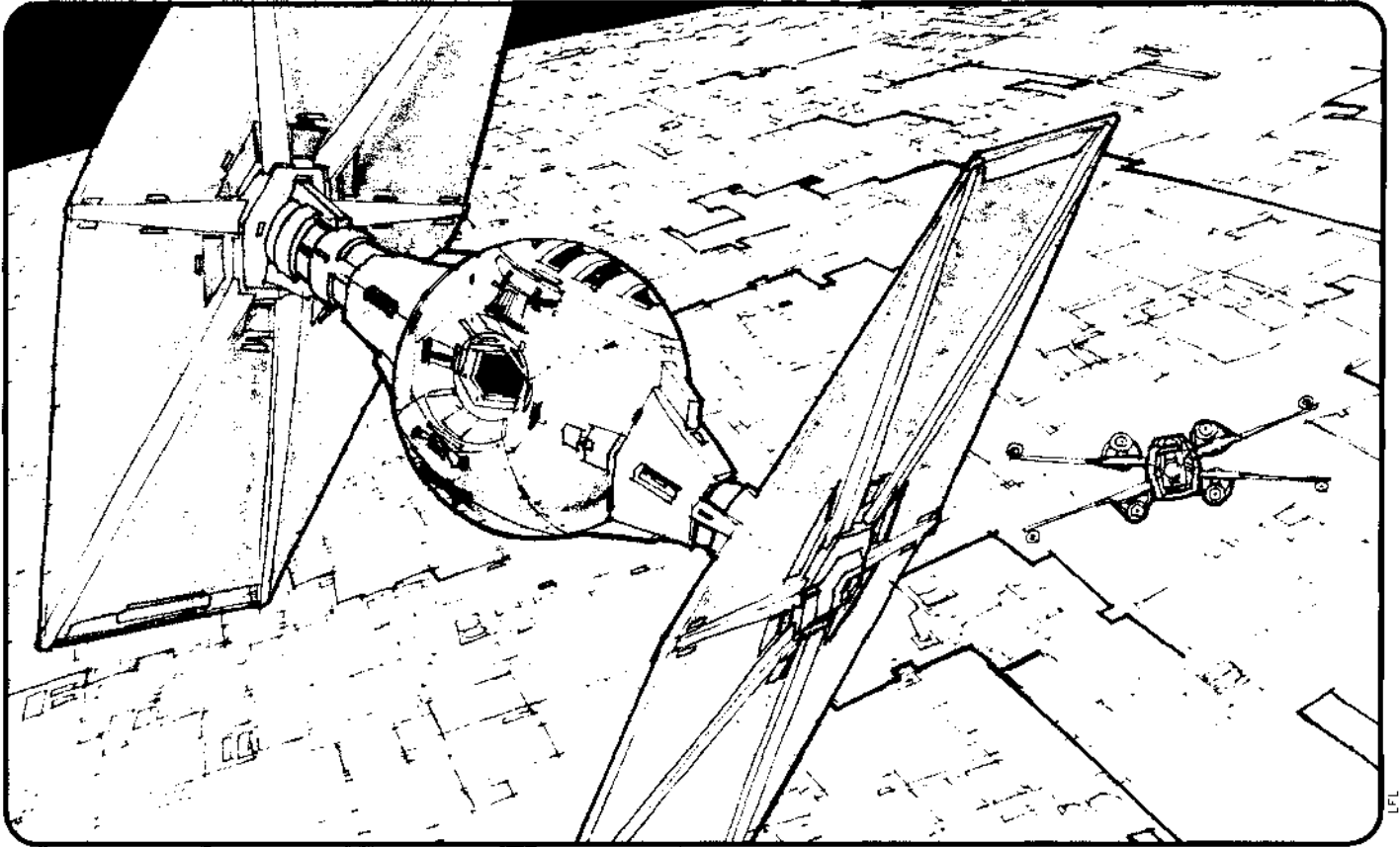
These sources were pieced together by a special team of Alliance researchers in order to prepare Rebel forces for battle against other weapons in the Empire's arsenal — the similar torpedo spheres, and the inevitable appearance of other Death Stars. This volume summarizes the final report to Alliance command.

This Technical Companion

No single volume, no matter how large, could hope to detail every meter of a craft the size and scope of the Death Star, and we won't pretend that this book even comes close. It does, however, provide enough about the battle station to give you a sense of its size and power. And it provides a variety of personalities and settings for use with *Star Wars: The Roleplaying Game*.

The Death Star was organized both by physical location and function. Physically, it was sliced into 24 equal zones, each one running from the equator to a pole. Each zone was divided into a number of "city sprawls" that were complete communities. The city sprawls were dependent upon each other for many specialized services, but they also were sophisticated enough to provide all essential services for themselves.

The Death Star was also broken down into several sectors, which were responsible for providing certain kinds of services to the city sprawls. Each of these sectors — command, general, military, security, and service/technical — were represented in each city sprawl. A typical city sprawl



was dominated by the general sector, including troop barracks, mess halls, recreation facilities and endless corridors. However, each general sector would have at least a small detention area (security sector), a command center to relay information on to the zone's bridge (command sector), a turbolaser for defense (military sector), several maintenance areas and at least one shuttle hangar bay.

In addition to the typical sprawls, each zone had several sprawls dedicated to detailed sector functions such as high-security detention areas, superlaser support sectors, or zone/sector command, for example. These sprawls were not as common as the sprawls dominated by the general sector, but they were also responsible for the smooth operation of the battle station.

This book describes each sector, and provides information on the coordination of sectors within individual city sprawls and hangar bay areas. Each sector description includes location notes, maps of typical and specialized areas within the sector, descriptions and scenario ideas, crew details and missions, and other important information. At the end of the book, we've collected all of the crew and Droid game statistics for easy reference.

Keep in mind that the Empire is a master of modular technology design. While we may only

detail a small section of the massive Death Star within these pages, areas with similar functions will be very similar in design. In other words, one hangar bay looks like any other hangar bay aboard the battle station.

As a whole, this book should make a fine addition to the libraries of *Star Wars* fans everywhere, and as an added bonus it includes much that can be incorporated into sessions of *Star Wars: The Roleplaying Game*.

Using this Volume with *Star Wars: The Roleplaying Game*

To players of the *Star Wars* roleplaying game, we can hear your questions already. How can we use this in our campaigns? Wasn't the first Death Star destroyed? Don't Luke, Han and Lando destroy the second one over Endor's moon? Well, yes. However, this book still has many applications to *Star Wars* campaigns.

The Empire has gone to great effort and expense to develop the technology of the superlaser. It's conceivable that this technology could easily be applied to other weapon systems. While the Death Star is certainly an overwhelming obstacle to throw at a group of players, the Imperial war machine would certainly not be adverse to scal-

ing down the superlaser technology, perhaps for use as part of a unique space platform. The gigantic Torpedo Spheres are based on the plans from the original Death Star, even though they are smaller and lack the energy generators to power a superlaser weapon.

In addition to the physical presence of such a weapon, the mere threat of the appearance of a new weapon of this magnitude could provide the plot threads for several adventures. While *Star Wars: A New Hope* begins *in media res* (Latin for “in the middle of things”), the opening crawl points out that Rebel spies somehow stole the plans to the Death Star (we now know it was the mission that rescued Ackbar from Grand Moff Tarkin).

In your campaign, it’s very likely that the characters will hear about rumors of a new and powerful superlaser weapon and will be the only Rebels in a position to investigate. The characters then have to be the crafty spies who are willing to die for the Alliance. Of course, there’s

also the possibility that the rumors have been planted by Imperial spies to root out Rebel sympathisers.

Also, the Empire is known for its factory-stamped equipment. Every TIE is cast from the same mold, and so is every detention block. So, if you need an Imperial detention block or a command bridge or even a turbolift cluster, just use the examples found in this book. Remember, though, that the Death Star has some of the best trained Imperial soldiers and technicians in the galaxy. If you use its detention block as a model for the prison camp on Ferros VI, you’ll have to adjust game stats to match your view of that particular planet. They could have as highly professional wardens as the Death Star does, or they could have frontier types trying hard to follow the Imperial codes but falling far short of the mark.

In other words, be creative and inventive. That’s what *Star Wars* and roleplaying games are all about anyway.



**GRAND MOFF
TARKIN'S DATA
JOURNAL**

**"Don't be too proud of this technological
terror you've constructed."**

Chapter One

A Brief History of the Death Star

The following information is excerpted from the data journals of Grand Moff Tarkin, Imperial Governor of the Outer Rim Territories and the Imperial official in charge of the Death Star Project. This entry, with cosmetic revisions, so impressed Emperor Palpatine that Tarkin was named a Grand Moff and laid the foundation for the Tarkin Doctrine, the policy that led to the creation of the Death Star and the Emperor's unending efforts to spread fear and terror throughout the galaxy.

To: His Imperial Majesty, Emperor Palpatine
From: Governor Tarkin, Seswenna Sector, Eriadu
Regarding: Increasing the security of the Empire

Your Majesty:

It has recently come to my attention that what had previously been the quiet grumbling of malcontents on backwater worlds has become dissidence in more civilized systems. Your Majesty will forgive me if I am repeating foundless rumors, but I have heard there is even armed defiance in some sectors.

Coupled with increased resistance to your plans from hot-headed young senators, this situation has given me pause to think about our long term security arrangements. I myself have been frustrated chasing pirate bands in my sector, only to have them leap deep into a neighboring sector where my forces cannot follow without running into conflict with another Moff. If the scattered armed resistance should become organized, it will doubtless follow the example of its criminal brethren. Granting any rebel group the advantage of elusiveness is foolhardy at best. At worst, it could lead to our destruction.

Even the excellent pace with which His Majesty is increasing the size of the Imperial Fleet can scarcely hope to provide all-encompassing security should a significant number of planets decide to defy your New Order. We are years — perhaps decades — away from a force vast enough to secure every system and every world simultaneously.

Therefore, I present the following recommendations for your consideration:

- To provide a swift, systematic response to rebellion as it appears and before it has time to entrench, I suggest the formation of Oversectors — sectors consisting of systems in which rebellion is newly born, or systems which maintain frequent contact with systems in chronic unrest. These Oversectors would be formed without regard to current sector boundaries. With the freedom to cross outdated political borders, Oversector forces would be able to respond to threats quickly, while they are still small and manageable.

Liquidating a dozen small threats is easier than rooting out one well-established center of defiance. As an Oversector is created only across problem sectors, they must be given a greater quantity of forces than a normal sector. Three Sector Groups should suffice.

- Command of an Oversector should be given to a single individual who reports directly to His Majesty. This will bypass any delays caused by political opportunism in your advisors.

- Cannibalize existing holonet transceivers, modify them, and put them in the flagship of every Sector Group in an Oversector command. Place similar facilities within His Majesty's command ship and within the Royal Palaces of Imperial City. This will enable forces to respond to threats almost as quickly as they are reported. Imperial forces will be able to coordinate to a degree impossible among an enemy whose fastest means of communication is an ever-changing rendezvous point somewhere in the galaxy.

- Rule through the fear of force rather than through force itself. If we use our strength wisely, we shall cow thousands of worlds with the example of a select few. These examples would need to be highly visible worlds, whose punishment would be further revealed through our control of information via the hyper media.

• Your Majesty, it has long been my contention that your New Order needs one undeniable and overwhelming symbol to impress and, yes, frighten the masses. The average citizen has no grasp of numbers nor a head for calculation. I maintain that the effectiveness of the Star Destroyer stems from not only its massive firepower, but from its size. When citizens look at a Star Destroyer and then compare it to the craft which might be mustered to attack it, they have a tendency to dismiss such a notion as suicidal rather than approach the problem tactically.

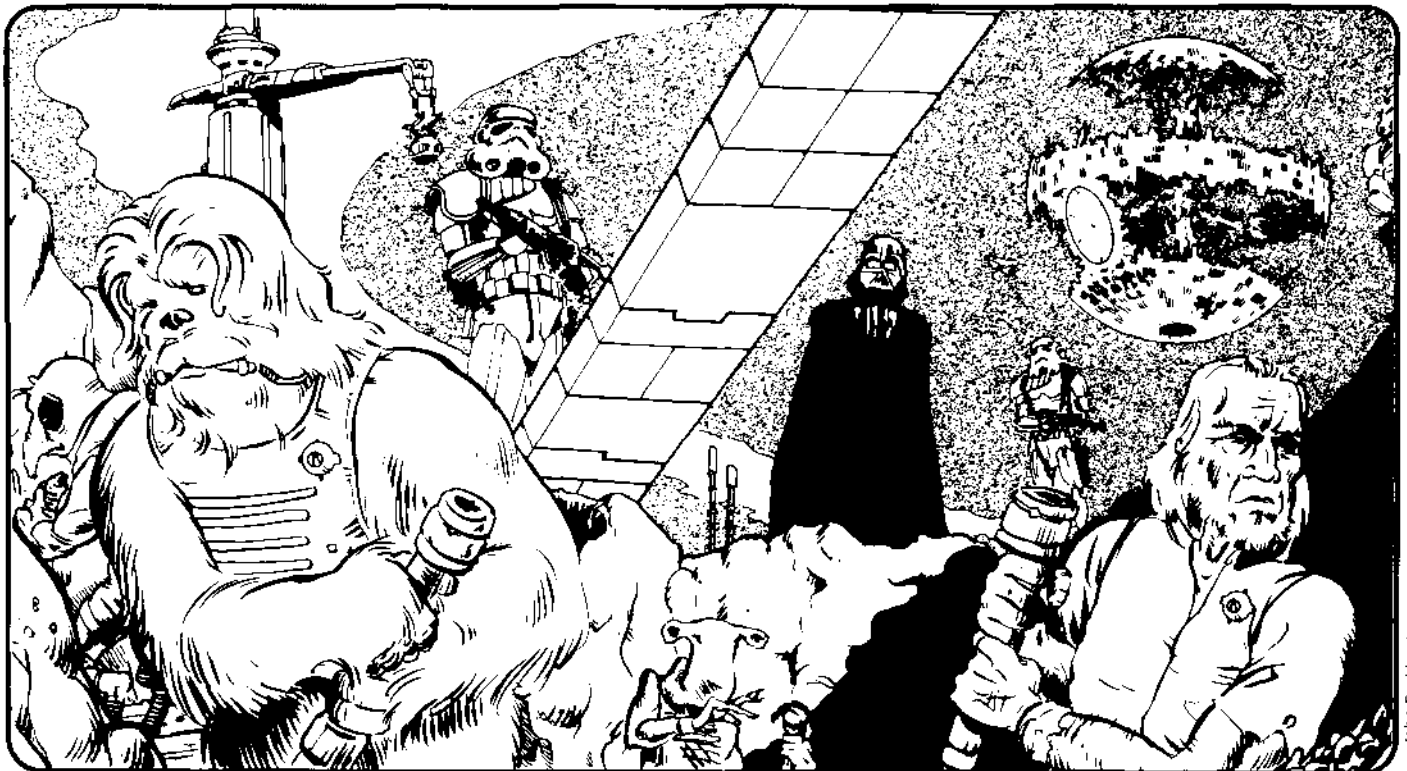
This natural state can be exploited to a far greater degree, as the average citizen deals in symbols, not rational analysis. If we present the galaxy with a weapon so powerful, so immense as to defy all conceivable opposition against it, a weapon invulnerable and invincible in battle, then that weapon shall become the symbol of the Empire. We need only a handful, perhaps as few as one, of these weapons to subjugate a thousand thousand worlds. It must have force enough to dispatch an entire system, power enough to shatter planets. The fear such a weapon will inspire will be great enough for you to rule the galaxy unchallenged. What do you need with the Senate when you can give direct control of territories to your hand-picked regional governors? Sweep away the last remnants of the Old Republic and let fear keep the local systems in line — fear of our ultimate weapon.

I am ready to begin work to implement these steps at your word.

To: Governor Moff Tarkin
From: Imperial Advisor Ars Dangor,
 for the Emperor
Regarding: The Tarkin Doctrine

You have read correctly, valued servant. Everything you have suggested will be implemented in a policy to be officially known as the Tarkin Doctrine. Rule through fear instead of through idealistic government agencies has a satisfying appeal to the Emperor. As such, the following title is bestowed upon you immediately, along with all relevant powers pertaining to such.

- You are now Grand Moff Tarkin, the first of a new order of Imperial officials.
- You have complete authority and control of Oversector Outer, which includes most of the sectors considered the Outer Rim Territories (see star map which follows).
- You are to implement under extreme secrecy the design and construction of your ultimate tool of fear, code-named the Death Star Project.
- You have command of four Sector Groups to use to maintain the peace and to provide security for the Death Star Project.



The Emperor is pleased, Grand Moff Tarkin. Do not disappoint him.

[Star map omitted from source file — Alliance editor.]

* * *

Personal Data Journal Entry #461, Tarkin recording ...

The Death Star Project is underway. With funds diverted from the departments of System Exploration and Public Works, I have gathered a virtual army of engineers, technicians and skilled laborers under the command of Imperial space station designer Bevel Lemelisk. Secrecy and security being of prime concern to the Emperor, especially secrecy from the curious eyes of the Senate, I have selected the planet Despayre in the Horuz system as our construction site. This system is far from any normal space routes, tucked into a lonely and desolate corner of the Outer Rim Territories. The penal colony on the planet is the only outpost in the system, and its inmates will make an excellent source of manual labor.

In addition, today I am to meet with the two men who will serve as my advisors and lieutenants during the construction and later aboard the finished battle station. As they have been chosen by the Emperor, I must assume that they are suitable for the difficult job ahead.

Admiral Motti is to serve as my chief aide and protector. He will have direct command of the four Sector Groups assigned to my jurisdiction. The man's record shows that he believes in strength, and only strength. Only power is reality to him, and power is typified by technology. I fear that he is nothing if not overrated.

The second is a General Tagge. The man is considered a grand tactician and leader. While I am to oversee the station's construction and implementation, Tagge will be responsible for the day-to-day defenses of the project, and later for the weapon itself. He is to make my visions become reality. His record lists him as reasonable, rational and stable; an excellent person to support a master tactician such as myself.

* * *

Personal Data Journal Entry #476, Tarkin recording ...

Meetings with Chief Designer Lemelisk continue to proceed smoothly. The man is as good as his reputation, and he has an uncanny ability to turn my visions into working prototypes. He truly believes we can construct an artificial satellite the size of a small moon. Of course, much of the satellite will consist of housing for the giant power cells, engines, weapons systems and other

machinery necessary to support living beings and actually move the sphere through space. Still, it will be huge! If the masses quake in fear at the mention of a single Star Destroyer, how much more fear will such an engine of destruction as our Death Star inspire?

My latest set of requests were met with excited joy. Bevel loves the challenges that I have set before him, and each new solution he devises makes the man absolutely giddy. I share his enthusiasm.

I have asked for the following specifications be included in the final design:

- The Death Star must feature a single weapon of mass destruction. This weapon must emit energy of such a degree as to rock a target planet to its very core.
- In addition, the Death Star must include surface defenses rivaling that of the Imperial core worlds. Planetary shielding, surface-to-air turbolasers, 360 degree sensor capability, powerful multi-directional tractor beams, and heavy cannons for use against capital class ships are not only necessary but vital to the design and mission of the battle station.
- The Death Star not only needs to move through normal space, but it must have the capacity to travel through hyperspace or it is useless to us. While hyperspace speeds need not be great since a planet would not be able to evade this station, it would be pleasing to achieve a moderate hyperdrive multiplier.
- Once operational, the Death Star must be self-sufficient. It must be able to produce its own vital supplies and to keep itself and its carried craft in working order, as its mission may carry it far from Imperial stores for long periods of time.

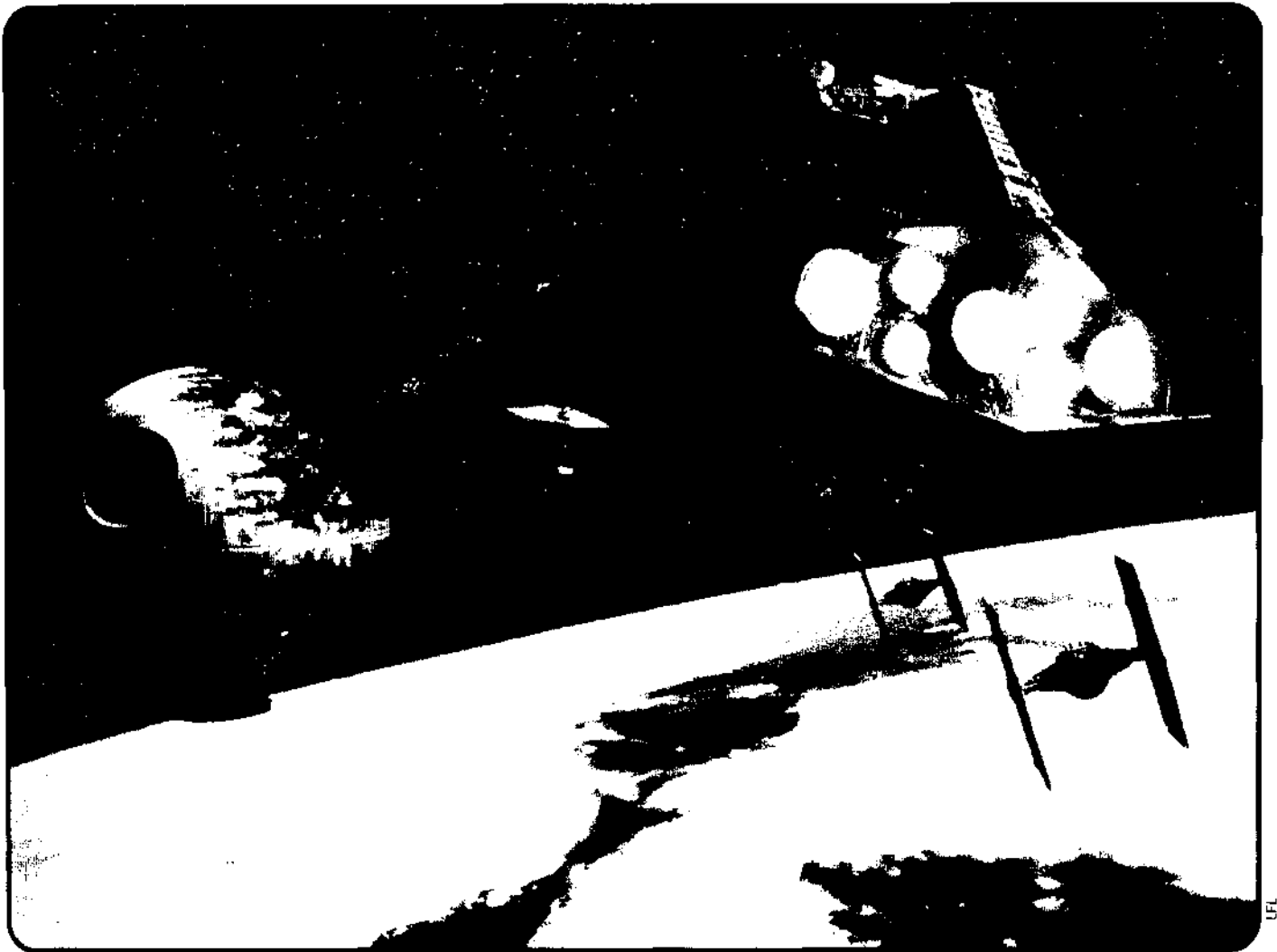
I await Chief Bevel's assurances that these design specifications will be met.

* * *

Personal Data Journal Entry #481, Tarkin recording ...

Chief Bevel has responded to my last set of design specifications with his usual speed and completeness. However, he has had to disappoint me in some areas, while in others he has outdistanced even my wildest hopes and dreams.

He assures me that he can include a weapon he calls a "superlaser" into the final design. In fact, the entire sphere will be dedicated to the support and maintenance of this single weapon. Not only will it be able to rock a planet, Bevel claims that the superlaser will shatter worlds. Only asteroid ruins will remain after the weapon is trained upon a target.



However, to achieve such massive destructive power, I must lose all but the most rudimentary shielding capabilities. Bevel assures me that the surface-to-air defenses will more than make up for the loss.

Moving the sphere will be accomplished through the use of massive ion sublight drives while in realspace, and through redundant hyperdrive engines for travel from system to system. Make no mistake, though. The Death Star will be slow. It will seem to crawl through the void between planets, and even in hyperspace it will be no faster than the most ancient tramp freighter. Bevel believes that he can get the hyperdrive multiplier down to three, but he warns me that it could be as high as five or six. No matter. It is fitting that targets of this station have an exceptionally long period of time to fear their ultimate fate.

Finally, he showed me plans to modify existing space station replication plants to create a supplies manufacturing center deep in the bowels of

the Death Star. The food will not be Imperial cuisine, but it will suffice to keep the crew healthy and content. There will be room enough to store a better grade of food for the command contingent.

* * *

Personal Data Journal Entry #493, Tarkin recording ...

The frame is in place above the planet! Bevel and his team have outdone themselves! The battle station will be 120 kilometers in diameter when complete, and Tagge assures me that it will be finished ahead of schedule. He has requested another shipment of Wookiee slaves because of their stamina, strength, and ability to work with high technology. I have approved his request.

With the shield projector on the planet providing a secure environment around the frame, and with our other security measures, I see no snags that will cause delays. I am confident that the

Death Star will be ready in time for the Emperor's impending announcement to disband the Senate.

* * *

Personal Data Journal Entry #501, Tarkin recording ...

I have just completed a tour of the construction facilities, both on the planet and in orbit. The planet-bound plants are turning out components around the clock. It is amazing how much work can be squeezed out of the laborers. The taskmasters work them to the point of exhaustion, then bring in the next shift to pick up where the previous group left off. I was inspired by the techniques the taskmasters employ to achieve such dedication.

Chief Lemclisk has made use of many standard Imperial designs in the Death Star. Not only will this practice make crew training that much easier, it also allows us to use factory-pressed parts wherever possible. Of course, even the most basic system has been modified by Bevel and his team, but at least they are working from existing technology. If they had to design each component as a totally new innovation, the project would take decades to complete. As it is, we are pushing dangerously close to the Emperor's deadline. I will have to speak with the taskmasters about stepping up production in the months remaining.

In orbit, I was treated to a tour of the Death Star. While it still is more frame and exposed guts than finished station, I could see the completed Death Star emerging from the metal skeleton. The size of it! I envisioned it, and still I am amazed at the reality of it all. It is like walking within the Caves of Corips, only instead of rock and soil pressing down upon you there is plastisteel and illuminated tubing. I watched as the work crew began to place the superlaser into the Death Star's gaping maw. I toured the command centers, and strolled down wide corridors. I cannot wait to stand upon the overbridge and feel the hum of the powerful engines. When that occurs, I will know that dreams can become real.

When I boarded the shuttle back to my command ship, I did so with sadness. It is hard to leave the child that I have conceived behind while it is still in such a vulnerable and helpless state. I long for the day when my child shows its power to the galaxy. On that day, this proud father will smile as the galaxy trembles.

* * *

Personal Data Journal Entry #529, Tarkin recording ...

More reports of a growing rebellion come from a wide variety of sectors. I study these

reports with some trepidation, for I see a pattern developing that hints of more than a few coincidental and unorganized uprisings happening simultaneously. I fear that the rumors of a central rebel government may be more than just spacer talk. Perhaps the unconfirmed reports of rebel support in the Senate are even true. There is no hiding that Senators such as Mon Mothma, Harkon Dell and Leia Organa have voiced their displeasure with the Emperor's New Order.

Still, I am not worried by these rumors of rebellion. In fact, I would welcome a rebellion! The Death Star will make the Empire invincible, and the destruction of rebels and malcontents is exactly what it has been commissioned for. I look forward to demonstrating its power for all the galaxy to see.

* * *

Personal Data Journal Entry #572, Tarkin recording ...

As we near the final stages of the battle station's construction, I have just received word that the Emperor is sending an old friend to "assist" me. Lord Darth Vader, who I have not seen or worked with since my days in the Emperor's court, is being sent to aid me in the development and testing of the Death Star's mission profile. I have no doubt of his good intentions. I also have no doubt that Vader is coming to serve as the Emperor's eyes as this important project draws to a close.

While part of me is disturbed by this news, another part of me welcomes my old ally. Vader is a powerful force in the New Order, and my contacts in Imperial City assure me that his own influence and personal power grows with each passing day. With the Dark Lord at my side, the Death Star Project can do nothing but succeed.

* * *

Personal Data Journal Entry #574, Tarkin recording ...

Lord Vader has been here for only a few days, and already Admiral Motti and General Tagge are complaining. What would the two of them like me to do, ask the Dark Lord to kindly leave? They must be mad! Besides, it will do the two of them good to feel a bit of fear. I could tell them that they have nothing to worry about as long as they do not cross Vader. While the Dark Lord does have ambitions, his longings are beyond the simple wants and understandings of men such as Motti and Tagge. Perhaps they are even beyond my own visions and desires. Who can truly understand a man like Vader, a man trapped within an armored suit and compelled by a mysterious Force that is as elusive as it is powerful?



But I digress. I must admit that I find the interplay between Motti and Vader amusing. One is a man of technology and tangible items, the other a man of arcane powers. Vader totally confounds Motti. The admiral hates the Dark Lord's "sorcerous ways," but cannot stand against Vader's unbending faith. Tagge, the more rational of my chief aides, tends to avoid the Dark Lord. He will complain to me when he feels Vader is out of earshot, but he will not challenge the Emperor's servant face to face. Perhaps that will help him survive. Motti, I fear, will not last much beyond the completion of the battle station if he does not learn to keep his opinions to himself.

* * *

Personal Data Journal Entry #612, Tarkin recording ...

With Lord Vader's unusual gifts of persuasion and motivation, we have completed the battle station ahead of schedule. Chief Lemelisk has been assigned to a new project. Using the plans from the Death Star, the Emperor has commissioned a series of new space platforms called Torpedo Spheres. However, I am keeping this fact a secret from even my most-trusted advisors. If no one knows that the Death Star is fully operational, then the word cannot leak out to the galaxy. The Emperor demands surprise, and I will comply.

Still, there have been a few unfortunate incidents lately that have caused me some concern.

First, on my way from the Governor's Palace on Eriadu to take command of the Death Star's first test flight, a group of rebels intercepted my shuttle and made an attempt on my life. Luckily, Admiral Motti's Star Destroyer appeared out of hyperspace and were able to scatter the assassins. However, they did manage to make off with my servant. I will miss Ackbar. Losing a Mon Calamari is like losing a trusted pet.

Second, I have arrived to find that spics have somehow managed to steal the technical plans for the Death Star. I am not worried. Bevel has constructed an invincible weapon. The plans will only prove that to any who have the ability to study them. However, the thieves must be cap-

tured so that a lesson can be made of them. No one robs from the Empire and lives to brag about the deed. I have been informed that Lord Vader himself has gone after the thieves. If he catches them, they will beg for death. I have seen what the Dark Lord can do to a living man. It is not at all pleasant.

No matter, for the time is at hand. It is time to test the Death Star, to reveal it to the galaxy. It is time for the fear to begin. It will start right here in Horuz system. I have ordered the superlaser to destroy the penal colony. After all, I cannot leave witnesses to our act of creation.

And now, let the Emperor's reign of fear begin!



DEATH STAR BATTLE STATION

"Any attack made against this station would be a useless gesture. This station is now the ultimate power in the universe."

Chapter Two

Technical Specifications

While the threat of the original Death Star was eliminated by the brave Rebels on Yavin Four, that does not mean that the technology and regime that led to its creation ended. This technical readout is presented to help all of you understand the Death Star's technology and the psychology of those who served upon it. We must assume that the Empire, which so willingly dedicated untold resources to the creation of the first Death Star, would eagerly do so again in order to gain so impressive an instrument of terror and destruction.

— Admiral Ackbar

The Death Star was the first Imperial deep-space mobile battle station. The armored sphere housed more destructive power than an entire Imperial fleet. It was the brainchild of Grand Moff Tarkin, realized by the design team of Chief Bevel Lemelisk, and authorized by the Emperor.

Command of the battle station fell to the Grand Moff, with a joint second in command consisting of Admiral Motti of the Imperial Navy and General Tagge of the Imperial Army. Lord Darth Vader, as the Emperor's representative, was not part of the normal command structure and answered only to the Grand Moff.

The battle station carried the equivalent of an entire Sector Army within its armored shell, including no less than one hundred TIE fighter wings in operational order at any given time.

In addition to specially-trained Death Star troopers, the Emperor insisted that the battle station carry two full legions of stormtroopers to serve as front line troops and to ensure that the Death Star remained in the hands of officers loyal to the New Order. Among the stormtrooper platoons were those units trained for specific operations — Zero-G stormtroopers, snowtroopers, seatroopers, sandtroopers, and scout troopers.

Besides the huge amount of TIE fighters, the Death Star carried assault shuttles for boarding captured ships not deemed safe enough to tractor into a hold, blastboats for use as far-patrol craft, a limited number of small capital ships

(specifically strike cruisers), drop-ships to carry troops and equipment to a planet's surface, land combat vehicles, and a wide variety of support craft such as shuttles, cargo haulers, repair platforms, and worker cabs.

The Death Star had been designed to operate and behave much like any planetary body. The majority of the "habitable" areas were on the surface or within the two to four kilometer thick crust. The rest of the vast interior consisted of machinery, engines, nearly-bottomless access and ventilation shafts, banks of computers, and the power core.

Gravity within the battle station was handled by omni-directional gravity boosters built into decks, walls and ceilings. These gravity boosters changed orientation as easily as flipping a switch, and they were designed to allow the gravity orientation to be altered from sector to sector, or even from corridor to corridor. While hangar bays imposed gravity perpendicular to the Death Star's core, adjoining corridors shifted the gravity orientation to coreward. In a situation where the gravity orientation changed from one section to the next, there were numerous warning signs. However, most gravity orientation transitions were accomplished by turbolifts, which employ gravity compensators oriented to the lift's floor. While the lift was in transit, it would rotate to match the orientation of the destination deck, while the compensators would keep the occupants perfectly comfortable and completely unaware that the gravity orientation had changed at all.

Death Star Physical Layout

The Death Star was divided into 24 zones, 12 in each hemisphere. Each zone was similar to a sub-battle station, had a bridge for coordinating all zone functions, and was divided into a series of city sprawls.

Each zone had its own food replicators, hangar bays, detention blocks, medical centers, armories, command centers, and almost any other

Death Star Battle Station

Craft: Custom Deep Space Battle Station
Type: Deep space mobile battle station
Scale: Death Star
Length: 120 kilometers (diameter)
Skill: Battle station piloting: Death Star
Crew: 265,675, gunners: 57,276, skeleton 56,914/+15
Crew Skill: Astrogation 5D-1, battle station piloting 6D, capital ship gunnery 5D
Passengers: 607,360 (troops), 25,984 (stormtroopers), 42,782 (starship support staff), 167,216 (support ship pilots and crew)
Cargo Capacity: Over one million kilotons
Consumables: 3 years
Cost: Not available for sale
Hyperdrive Multiplier: x4
Hyperdrive Backup: x24
Nav Computer: Yes
Space: 1
Hull: 15D
Shields: 2D
Sensors:
Passive: 250/0D
Scan: 1,000/1D

Search: 5,000/2D+2
Focus: 40/4D
Weapons:
Superlaser
Fire Arc: Forward
Crew: 168, skeleton 48/+10
Scale: Death Star
Skill: Capital ship gunnery: superlaser
Body: 12D (capital scale)
Space Range: 1-20/40/100
Damage: 12D*
5,000 Turbolaser Batteries
Fire Arc: Turret**
Crew: 3
Scale: Starfighter
Skill: Starship gunnery
Body: 3D (capital scale)
Fire Control: 1D
Space Range: 1-5/10/15
Damage: 5D
5,000 Heavy Turbolasers
Fire Arc: Turret**
Crew: 4
Scale: Starfighter
Skill: Starship gunnery
Body: 4D (capital scale)
Fire Control: 1D
Space Range: 1-7/15/30
Damage: 7D

2,500 Laser Cannons
Fire Arc: Turret**
Crew: 3
Scale: Capital
Skill: Capital ship gunnery
Body: 4D (capital scale)
Fire Control: 1D
Space Range: 1-5/15/30
Damage: 7D
2,500 Ion Cannons
Fire Arc: Turret**
Crew: 4
Scale: Capital
Skill: Capital ship gunnery
Body: 4D (capital scale)
Fire Control: 1D
Space Range: 1-5/15/30
Damage: 4D
768 Tractor Beam Emplacements
Fire Arc: Turret**
Crew: 6
Scale: Capital
Skill: Capital ship gunnery
Body: 5D (capital scale)
Fire Control: 3D
Space Range: 1-10/50/100
Damage: 5D

* The Death Star's power systems can generate 2D of damage per hour. The Death Star's superlaser can only fire at maximum power.
 ** Due to the immense size of the Death Star, it is divided into 24 distinct zones, each equally

equipped with weapons. Only weapons within the specific zone adjacent to an attacking ship can be brought to bear at any given time; often, the actual number of weapons that can be brought to bear is significantly lower.

facility necessary to provide full services and fulfill any mission at hand. These facilities took up a large portion of the crust.

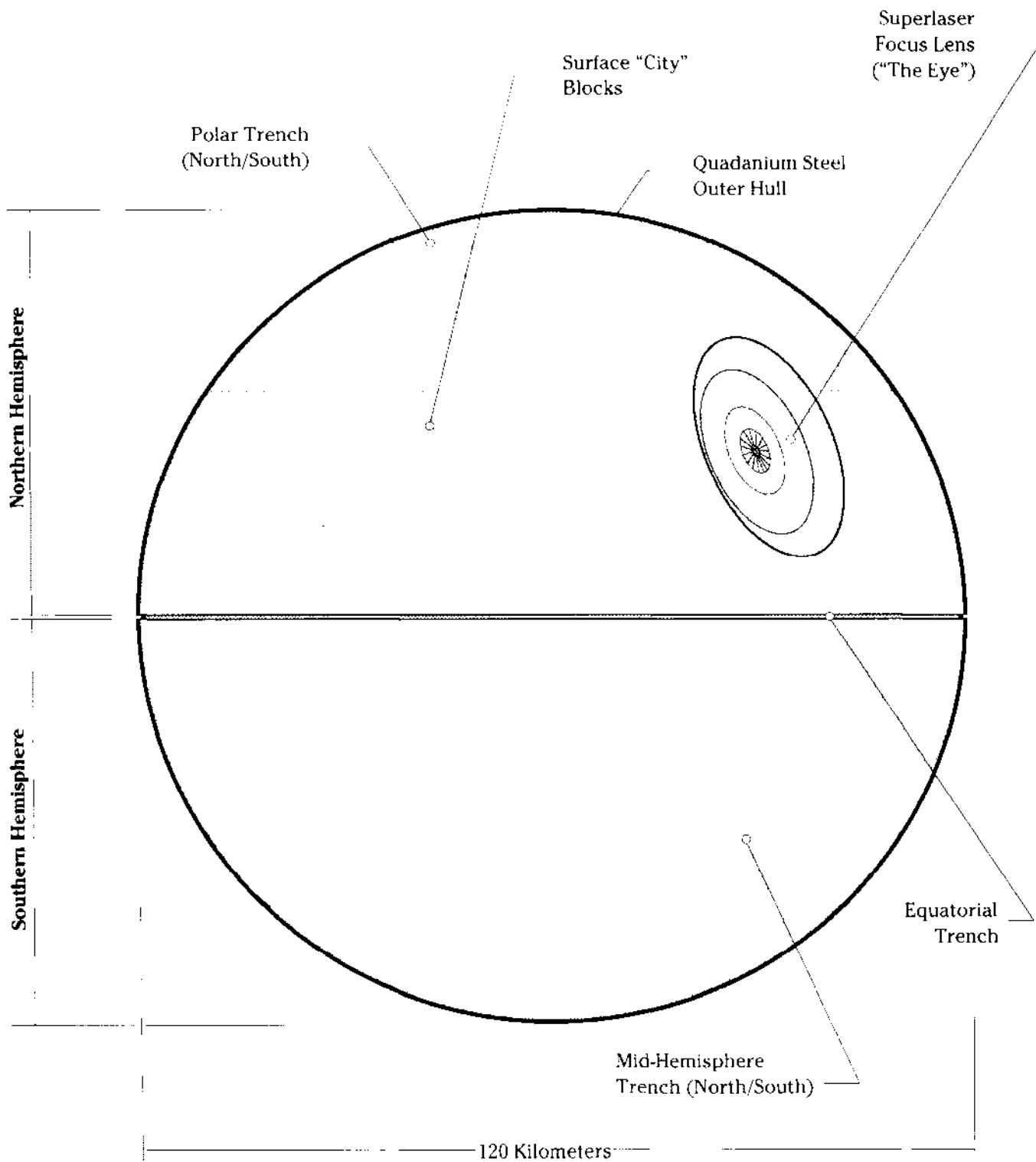
A sprawl was a city with a complete array of sector-dedicated facilities — medical facilities, mess halls, troop barracks, computer facilities, sensors, weaponry, security stations — which together composed an entire community. Within each sprawl, command, general, military, security, and service/technical sectors provided all necessary functions to the community, as well as coordinated activities throughout the Death Star. Many of the sprawls were specialized, emphasizing

one particular sector, and through coordination with all other sprawls in the zone, a complete network of information exchange and unified activity was established. All of the "below surface" facilities within the crust of the Death Star were considered part of the city sprawl.

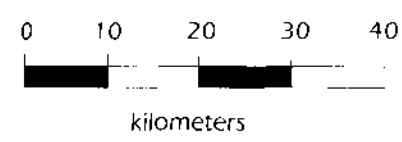
Bridges

The sectors of the Death Star cover specific, detailed portions of the operation of the massive battle station, and are designated by function: general, service/technical, military, security, and

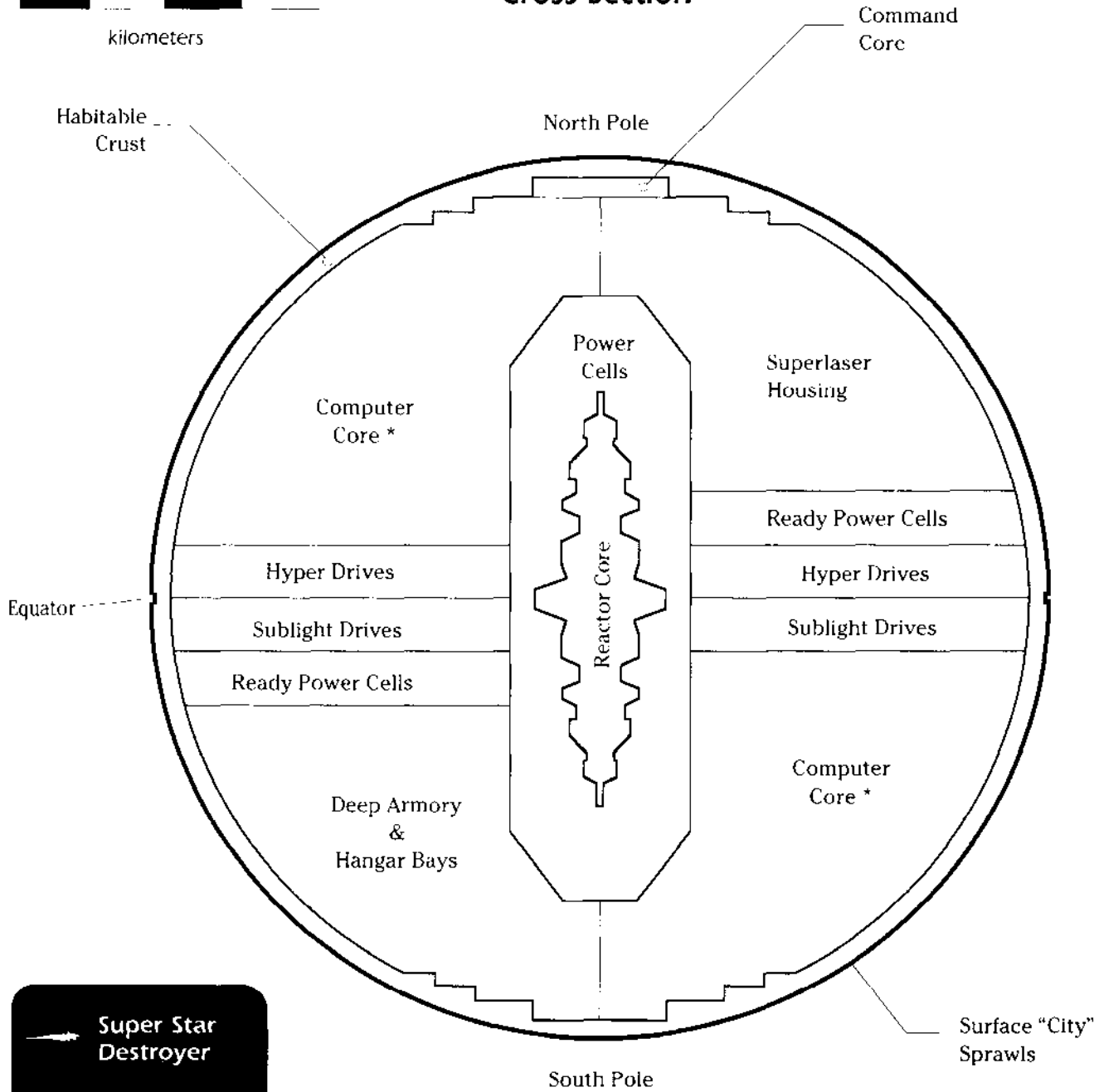
TECHNICAL SPECIFICATIONS DIAGRAM
Death Star Battle Station



Note: Detail is limited at the scale shown.



General Layout Cross Section



➔ Super Star Destroyer
- Imperial Star Destroyer

Selected ships to scale

* Includes astrogation, general & weapons control subsystems

command. Each zone also had a designated command sprawl called a bridge.

The bridges were responsible for gathering information and data from all other sprawls in the zone. The bridge would then relay pertinent information to other zone bridges, the overbridge (which ran the entire battle station) and sector command (which was responsible for coordinating all sector activities throughout the Death Star). In this manner, each zone commander would be fully aware of what was happening within his zone, while each sector commander would be fully informed about the efficiency and activities of a particular sector throughout the battle station. The overbridge would draw upon both pools of information, and therefore had an excellent overview of the station's functions.

Defense Status

The defense status of Imperial installations defines the level of security in effect at any given time. For the Death Star (and most other Imperial facilities), the defense status and preparedness takes different forms in different sectors. Below, the defense status levels are defined, and these definitions are followed by specific details concerning the different zones, sprawls and sectors.

Defstat Levels

The Death Star operated on a four-level defense status (or defstat) system. Defstat Zero was the normal state of the battle station, with duty posts and defenses set at their regular level of day-to-day operations. When the battle station was placed on Defstat One, it was on a first stage alert status. All defenses were upgraded to accommodate this higher level of alertness. If the Death Star was in the same sector of space as *enemy or unidentified craft*, the station advanced to Defstat Two. The highest level of defense, set during times of combat, was Defstat Three.

Most Imperial facilities operate on a similar, if not identical, defstat system. Due to the enormous size of the Death Star and the particular nature of a threat, various zones and sprawls could have been at different defstat levels.

Defstat levels could also have been increased or decreased on the basis of internal threats or disturbances. In these cases, Defstat increases are normally restricted by zone and sector, with all areas outside the zone under Defstat Zero unless it is believed the threat will be able to encroach upon adjoining sectors and zones.

The following descriptions assume the characters have set off alarms within the base and are the subject of a manhunt. If the base is under attack from outside forces, the amount of troop activity increases, but the troops are preparing

for battle and do not suspect that Rebels may have actually penetrated the base.

Defstat Zero: Normal level of alertness, no change in guard posts. Two-man security guard patrols and remotes perform regular checks of the sector, arriving on the roll of 1 on a six-sided die (roll every 10 minutes of game time). Patrols can be avoided with Easy *sneak* rolls.

Locked doors are set at their normal difficulty and require *security* rolls equal to or better than the difficulty number to gain access. If the *security* roll is less, the attempt fails and that character cannot make another attempt on that door. If the *security* roll is half the difficulty number or less, the character fails and sets off an alarm, immediately placing the sprawl on Defstat One.

Computer terminals are set at their normal difficulty. To defeat computer security and gain access to restricted data, or to manipulate a computer terminal to shut down connected systems, a character must make a *computer programming* roll equal to or better than the difficulty number. If the roll is less, the attempt fails. If the roll is half the difficulty number or less, the character not only fails, but sets off an alarm, immediately placing the sprawl on Defstat One.

Defstat One: No change in guard posts. In addition to two-man security guard patrols and remotes (which arrive on a roll of 1), stormtrooper squads begin patrolling (arriving on a roll of 2). Stormtrooper squads are made up of one squad leader and seven troopers. Patrols can be avoided with Moderate *sneak* rolls.

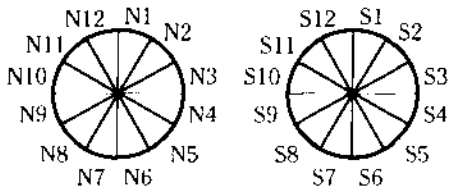
Increase the difficulty numbers of all locked doors (other than blast doors) by 2. If the *security* roll is less, the attempt fails and that character cannot make another attempt on that door. If the *security* roll is half the difficulty number or less, the character fails and sets off an alarm, immediately placing the sprawl and all adjoining sprawls on Defstat Two. In addition, guards will be routed to that sprawl and all adjoining sprawls.

Increase the difficulty numbers of all computer stations by 2. If the *computer programming* roll is less, the attempt fails. If the roll is half the difficulty number or less, the character fails and sets off an alarm, immediately placing the sprawl and all nearby sprawls on Defstat Two.

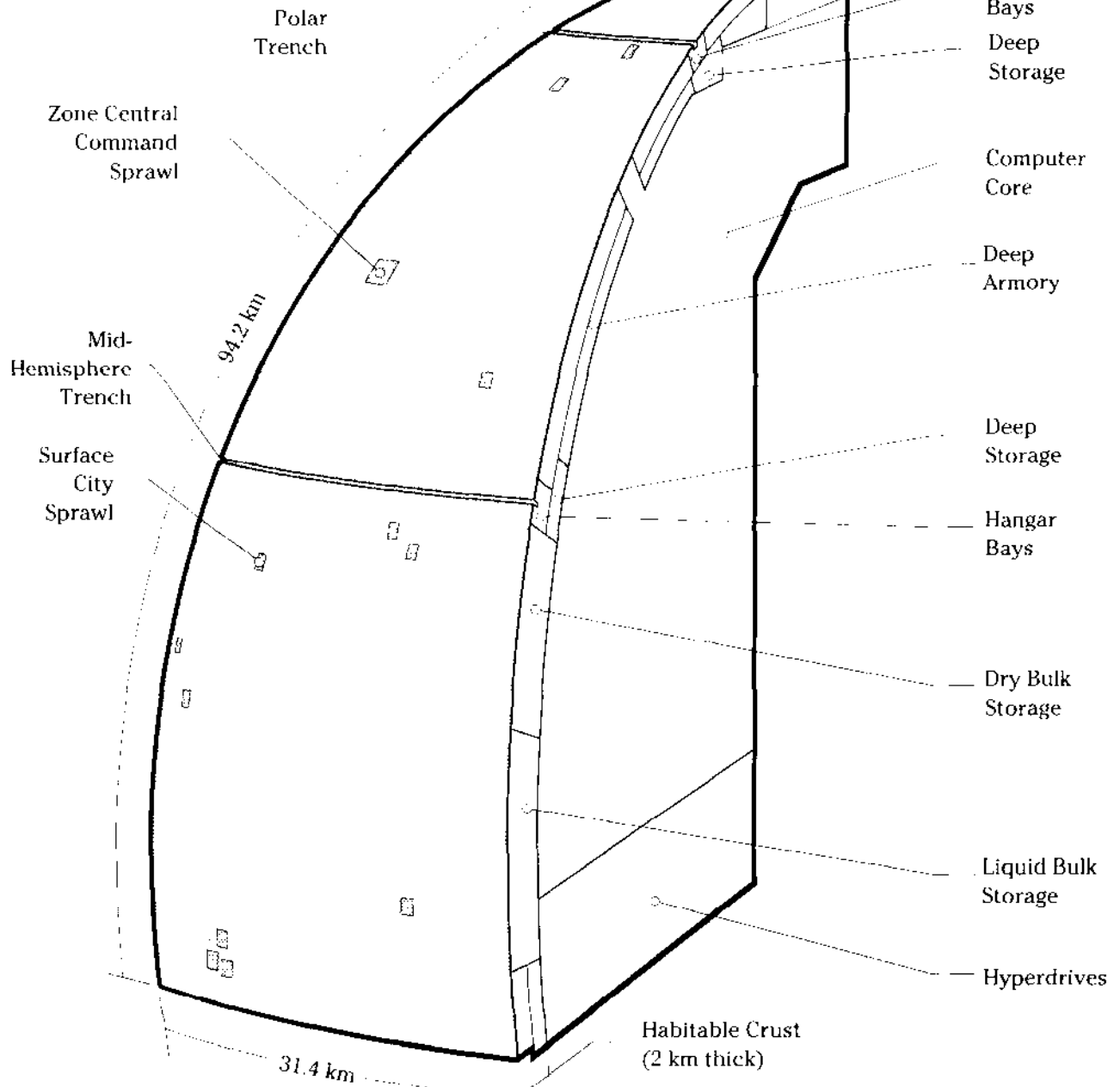
Defstat Two: Guard post personnel are doubled. In addition to two-man security guard patrols and remotes (which arrive on a roll of 1), stormtrooper squads step up their patrols (arriving on a roll of 2 or 3). Patrols can be avoided with Difficult *sneak* rolls.

Increase the difficulty numbers of all locked doors (other than blast doors) by another 5. If the *security* roll is less, the attempt fails and that char-

TECHNICAL SPECIFICATIONS DIAGRAM
Death Star Zone Layout



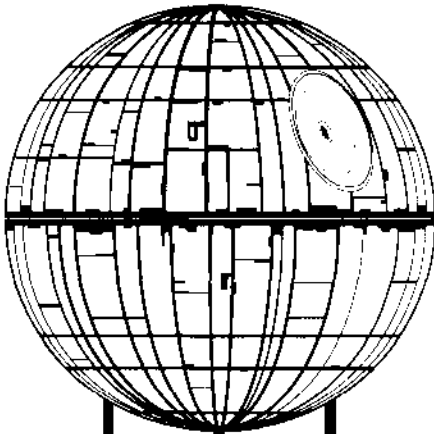
24 Equal Sections, 12 per Hemisphere



Note: One active bridge oversees all activity in each zone. Each zone contains command, military, security, technical, service, hangar and general sectors. Some features in this diagram are exaggerated for clarity.

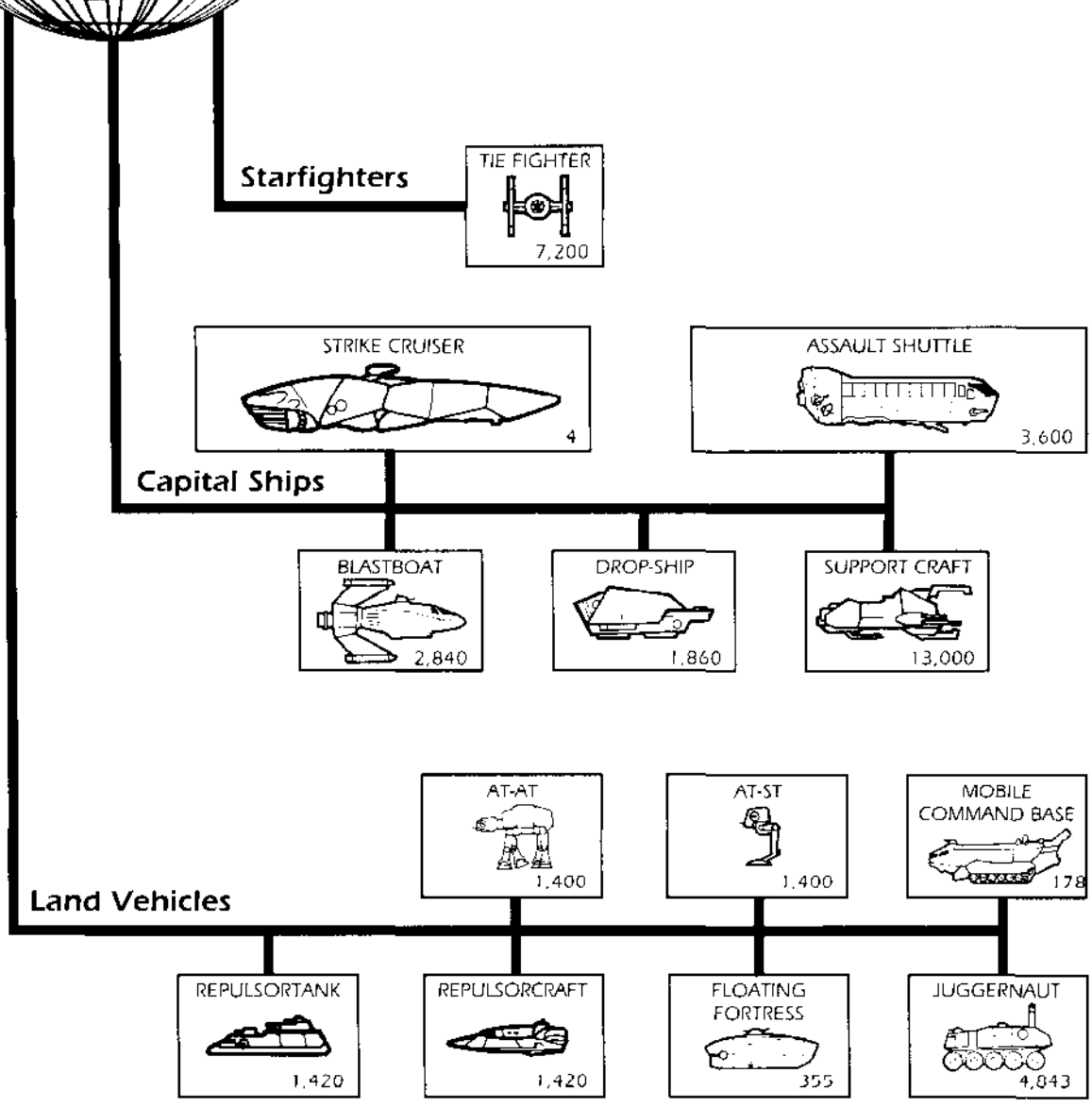
ROD CASWELL

TECHNICAL SPECIFICATIONS DIAGRAM
Death Star Carried Craft Complement



Total Complement Embarked

- 4 Capital Ships
- 100 TIE Fighter Wings
- 3,600 Assault Shuttles
- 2,840 Blastboats
- 1,860 Drop-Ships
- 13,000 Support Craft
- 11,016 Land Vehicles



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acter cannot make another attempt on that door. If the *security* roll is half the difficulty number or less, the character not only fails, he sets off an alarm, immediately placing the zone on Defstat Three.

Increase the difficulty numbers of all computer stations by another 5. If the *computer programming* roll is less, the attempt fails. If the roll is half the difficulty number or less, the character not only fails, he sets off an alarm, immediately placing the zone on Defstat Three.

Defstat Three: In addition to doubled personnel guard posts, two-man security guard patrols and remotes (which arrive on a roll of 1), and stormtrooper squads (arriving on a roll of 2 or 3), squads of Death Star troopers take up defensive positions throughout the sector. Death Star trooper squads consist of a leader and seven troopers. Patrols can be avoided with Difficult *sneak* rolls.

All blast doors seal around the alerted area, requiring *security* rolls to open (the difficulty is labeled by sector below). Increase the difficulty numbers of all locked doors (other than blast doors) by another 7. If the *security* roll is less, the attempt fails and that character cannot make another attempt on that door. If the *security* roll is half the difficulty number or less, the character fails and sets off an alarm, immediately alerting a nearby patrol (roll a six-sided die: 1-2, security patrol; 3-5, stormtrooper squad; 6, Death Star trooper squad).

Increase the difficulty numbers of all computer stations by another 7. If the *computer programming* roll is less, the attempt fails. If the roll is half the difficulty number or less, the character fails and sets off an alarm, immediately alerting a nearby patrol (roll a six-sided die: 1-2, security patrol; 3-5, stormtrooper squad; 6, Death Star trooper squad).

Difficulties by Sector

Although sprawls are the physical basis of the Death Star organization, the difficulty of penetrating security and computer systems is dependent upon the type of sector the characters are in. The difficulties are based on Defstat Zero, and represent the difficulty of simply accessing the Imperial computer system (characters with appropriate rank cylinders do not need to make this roll.).

Command Sector Difficulty Numbers

Locked Doors: Difficult.
Computer Terminals: Difficult.
Blast Doors: Very Difficult.

General Sector Difficulty Numbers

Locked Doors: Easy.
Computer Terminals: Easy.
Blast Doors: Moderate.

Military Sector Difficulty Numbers

Locked Doors: Moderate.
Computer Terminals: Difficult.
Blast Doors: Difficult.

Security Sector Difficulty Numbers

Locked Doors: Difficult.
Computer Terminals: Very Difficult.
Blast Doors: Very Difficult.

Service Sector Difficulty Numbers

Locked Doors: Easy.
Computer Terminals: Moderate.
Blast Doors: Moderate.

Technical Sector Difficulty Numbers

Locked Doors: Moderate.
Computer Terminals: Moderate.
Blast Doors: Difficult.

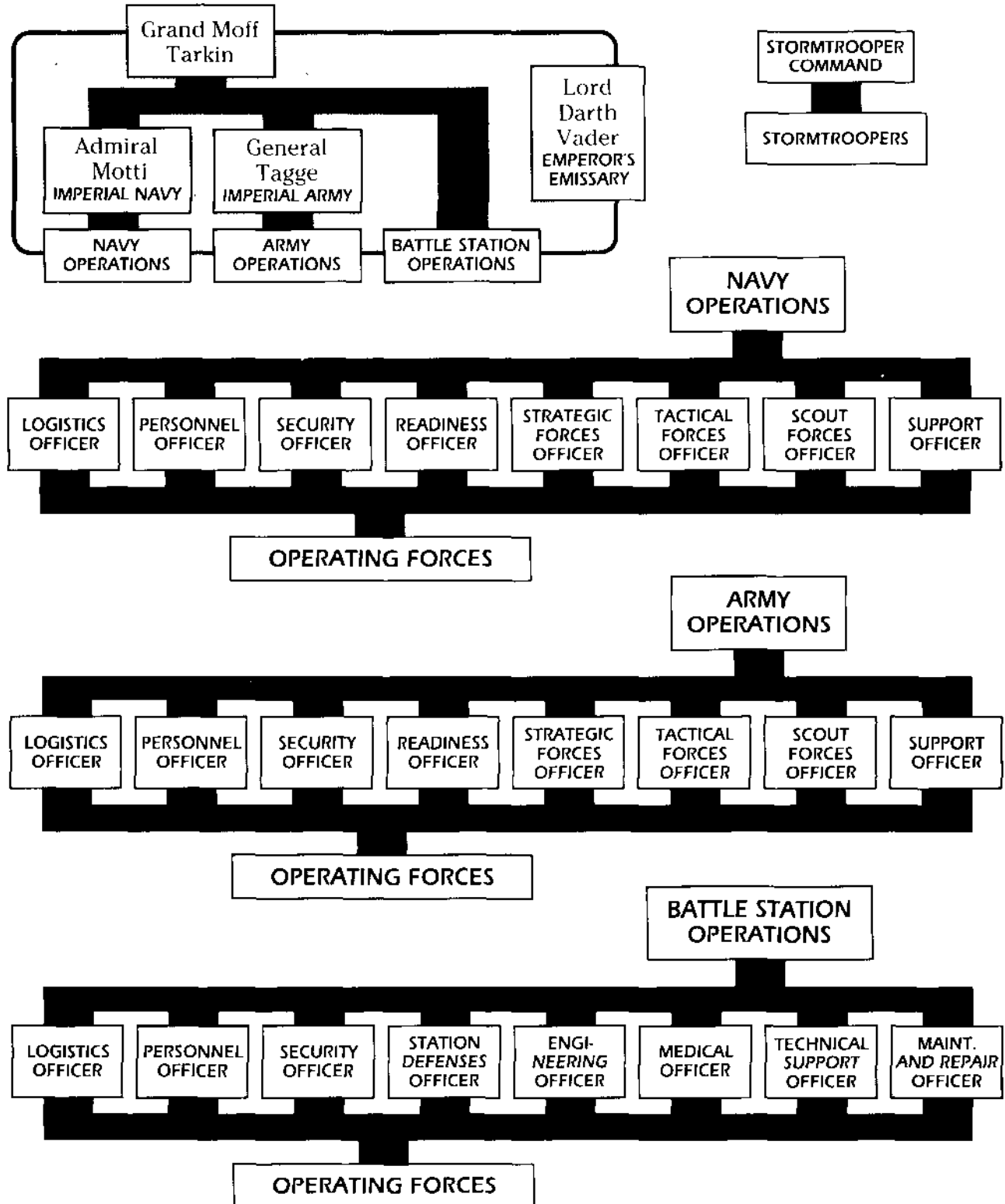
Hangar Bay Difficulty Numbers

Locked Doors: Moderate.
Computer Terminals: Difficult.
Blast Doors: Very Difficult.

Rank Cylinders

Rank cylinders are issued to Imperial officers and, if acquired by Rebels, can be very helpful in navigating the Imperial computer network. Each rank cylinder has a specific entry code to insure that only an authorized user is attempting to display sensitive information. Each rank cylinder is labeled by sector, level of sensitivity and zone. Within its area of authority, a rank cylinder could display any information. For example, a Zone N8 Moderate General rank cylinder would allow a user with the appropriate access code to display and use any information from zone N8's general sector of Moderate or lower difficulty. If the appropriate code is known there is no roll necessary to access the information — it is automatically available. A character must make a Difficult *security* check to falsify a code. However, if an incorrect code is entered or the user attempts to access information that is not authorized for the user, a warning is immediately relayed to the command sector for the battle station and a full investigation begins shortly thereafter. A rank cylinder may also be used in the same manner to access secured areas and doors. Rank cylinders are normally restricted to access for just one vessel, or perhaps one portion of a vessel, but high-ranking officers, such as Grand Moff Tarkin, had rank cylinders that allowed

TECHNICAL SPECIFICATIONS DIAGRAM
Death Star Command Organization Tables



Scribble Crime

them virtually unlimited access to any portion of the battle station and a great amount of leeway within the entire Imperial network.

Low-ranking officers (such as lieutenants and captains) have rank cylinders accessing Moderate information within their sector and zone. Officers of rank commander through colonel had cylinders accessing up to Very Difficult information within their sector and zone and Very Easy or Easy cylinders for other zones. Admirals and generals had Very Difficult cylinders for all sectors aboard their craft or fleet, while the Grand Moff had Very Difficult cylinders for all sectors aboard the craft as well as at least Easy access to the entire Imperial network. The specific rank cylinders allotted were determined by the particular officer's duties, and since these cylinders were constantly monitored by security sector few officers were willing to abuse the power entrusted to them.

Characters who somehow acquire rank cylinders may be in for an unpleasant surprise if they are not cautious. Attempting to access unauthorized information or accessing data in a "suspicious" manner often alerts Imperial authorities in the zone bridge, the overbridge or one of the security sectors. Since representatives from security are constantly monitoring the computer

systems of any Imperial facility, it is likely that such officers will be alerted to unauthorized computer use unless the characters' efforts are inconspicuous.

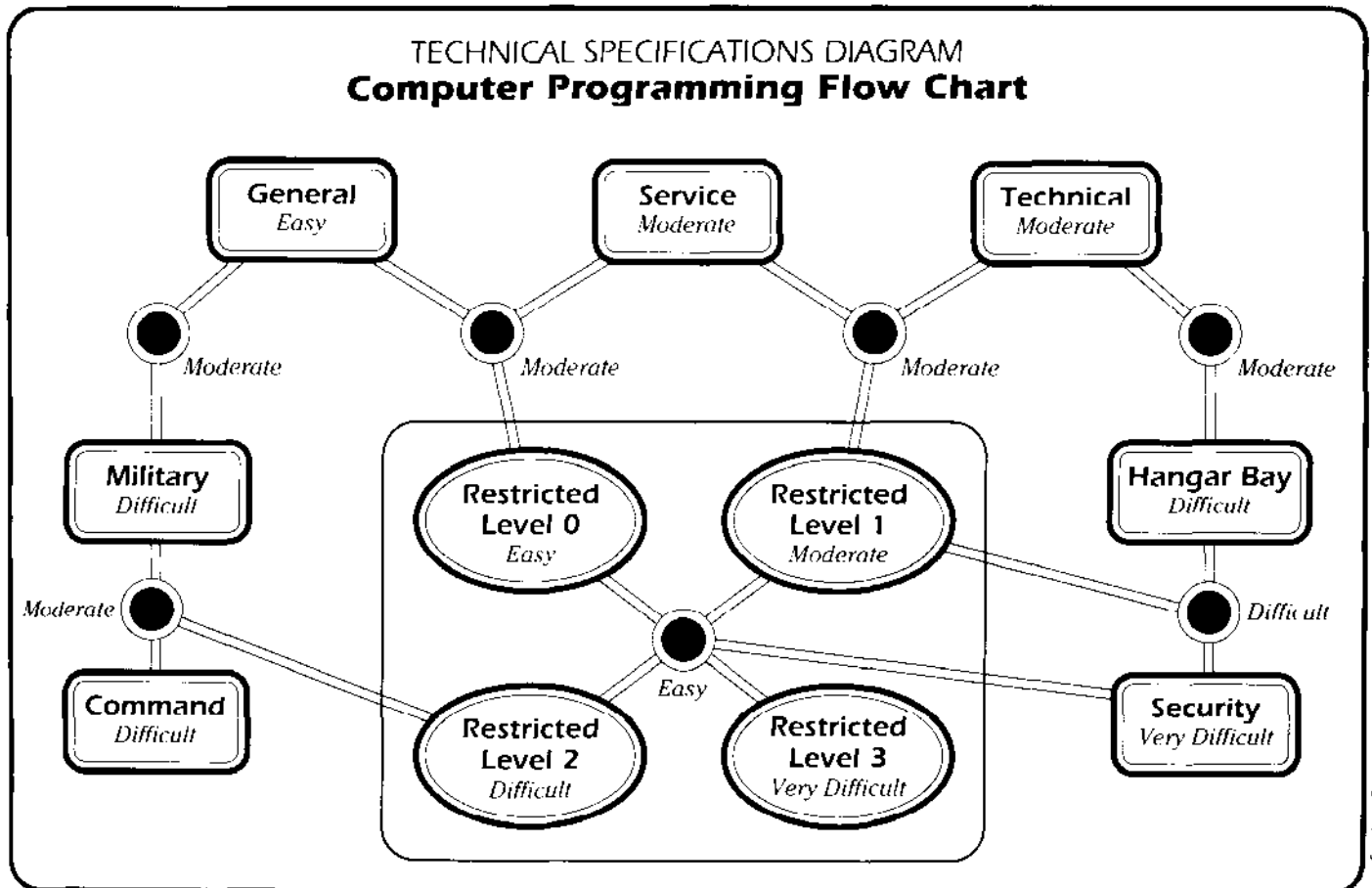
Doors

The two types of doors on the Death Star are regular doors and blast doors. If a character doesn't want to be subtle, he can try to blast his way through a locked door or sealed blast door, but this automatically alerts security to the intruder's presence. A regular door has a body of 3D. A blast door has a body of 6D. The character must get an *incapacitated* result to create a hole large enough to step through.

Computer Programming Rolls

Characters attempting to manipulate the Imperial computer network have their work cut out for them. The Death Star's computer network was one of the most sophisticated and secure ever constructed, and it is amazing to many Alliance researchers that R2-D2 was able to so expertly extract information despite the assistance he gained from the Death Star's plans.

When a character attempts to manipulate an Imperial computer terminal, he can have many goals in mind. The most simple use of a terminal



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is to manipulate systems connected directly to the terminal, such as doors or turbolifts controlled from the station. It is also fairly easy to gain access to the work files used by the terminal. The *computer programming* difficulties listed on page 23 (and repeated on the Computer Programming Flow Chart) reflect the difficulty of merely accessing the Imperial computer network. Characters with the appropriate rank cylinder and identification code can automatically access the data governed by the cylinder, but the cylinder is of no use for information above the clearance allowed by the cylinder (Very Easy, Easy, Moderate, Difficult or Very Difficult), nor will it assist with information outside its authorized sectors or zones. Gamemasters must determine at which box on the chart the data the characters are seeking is stored.

Once a character has made a successful *computer programming* roll to infiltrate the system (or gotten in through a rank cylinder), he must also make *computer programming* rolls to extract information or use the system. The gamemaster must set the difficulty for any action the characters attempt. For example, at Defstat Zero, it is a Very Easy task to open up a General Sector turbolift, although if the station is at Defstat Two, that task may become Easy. For another example, it may be Very Easy to get a duty roster from a General Sector terminal, but Very Difficult to get a copy of Grand Moff Tarkin's itinerary.

Other Sectors and Zones

Once a character is inside the Empire's computer system at a particular facility, that does not mean that they can use the system freely. There are numerous safeguards to prevent unauthorized use (remember that the Imperial war machine doesn't fully trust many of its soldiers). Many times characters will find that the information they are seeking is only available in another sector of the computer system. Characters attempting to move from one sector to another must make *computer programming* rolls equal to the difficulty listed on the Computer Programming Flow Chart. For example, a character already in the Hangar Bay system wants to access data in the Technical sector. He must make a Moderate *computer programming* roll to get around one of the computer system safeguards, symbolized by the blacked-in circles on the Flow Chart. Then, he must make a Moderate *computer programming* roll to get into the Technical sector.

The Death Star's mammoth computer system was even more difficult to manipulate. When R2-D2 was looking for information on Princess Leia, he had to cross several zones in addition to moving from the Hangar Bay sector to the Security sector. To cross from one zone to another, the character

must make an Easy *computer programming* roll. If the roll is successful, the character can now access data in another zone, but they are still in the same sector. Once the character is in the new zone, he can move to other sectors with additional *computer programming* rolls.

Alarms

Characters must be exceptionally careful not to set off alarms while maneuvering in the Imperial computer net. Any character who simply fails the *computer programming* roll is merely stopped and that information is denied to them at that time; he cannot try to get information or get into the sector later.

Any character who fails a *computer programming* roll by more than half the difficulty sets off alarms in whatever sector he is using. Security sector agents will attempt to run a trace on the terminal responsible for the alarm, which is a Moderate *computer programming* roll, with a +3 modifier to difficulty if the character is in a different sector. This takes only one round.

If the trace is successful, the terminal is locked out of the system, and Death Star troopers or stormtroopers are dispatched to the terminal. In addition, the city sprawl is placed on Defstat Two.

Restricted Levels

Restricted levels of information are designated by the security sector and provide a convenient means for command and security personnel to access data from all over the battle station.

Restricted Level 0 contains all of the information from the general, service and technical sectors. Restricted Level 1 contains all of the information from the hangar bay and military sectors. Restricted Level 2 contains all of the information from the security sector, while Restricted Level 3 contains all of the information from the command sector. At the Very Difficult level of information from Restricted Level 3, characters will be able to find complete transcripts of all communications sent to or from the facility (such as communiques from the Emperor himself).

Within Restricted Levels, characters can access any information, regardless of zone. They can also move between sectors with Easy *computer programming* rolls (at Restricted Level 0, characters entering in the general sector could access service or technical sector information with an Easy roll.). However, any character who fails a *computer programming* roll in a restricted level automatically sets off an alarm and security personnel only need to make an Easy *computer programming* roll to trace the terminal that triggered the alarm.

Chapter Three

City Sprawls and Trenches

From a distance, the Death Star appeared to be a small moon that had somehow broken free of a planetary body, floating alone in the black void. Closer up and detail that marks this sphere as something more than natural becomes plainly visible. The most obvious feature was the Eye, a huge collector lens that focused the sphere's power into a cohesive beam of energy, the superlaser. Closer still, and canyons, mountains and valleys began to appear across the sphere's surface. Unlike natural formations, these surface details ran in parallel lines, or at right angles, appearing as true geometric patterns. Then the lights became visible. By then it's too late to escape the Death Star.

The surface of the Death Star was a planet in miniature. Great city sprawls covered the sphere, each designated a duty similar to a planet-bound

Imperial installation. Shield projectors were operated by huge work stations. Multi-storied towers contained turbolasers, and these in turn were grouped into skyline batteries capable of spraying the sky with streams of energy. Giant communications islands handled incoming and outgoing holo and voice transmissions. Sensor arrays were laid out like fields of wheat, sweeping space and relaying data to the main computers.

In addition, space traffic controllers maintained towers on the surface, directing the wide variety of ships traveling around the Death Star from hangar bays to space and back again. Finally, the surface was riddled with thermal exhaust ports, heat sinks, sublight thrusters, hyperdrive thrusters, transparisteel viewports, cosmic ray sinks, energy flush vents, and navigation lights, all working together to create the Empire's weapon of fear.

First Impression

Travos, D. L.

Personal Diary, Entry: GH556^8]3E

Finally, my years of hard work are rewarded. It was not an easy task, working my way up through the ranks of common soldiers. But, my ambition, my motivation was clear to all who looked at me, and my reward has been great: I have been assigned aboard the greatest weapon ever built. I am a proud soldier aboard the Death Star, hand-picked by Grand Moff Tarkin, serving for the glory of the Emperor.

Upon reaching this great station, my senses were overwhelmed. Weeks of preparation had not prepared me for the sights or sounds. As I stepped onto the flight deck and drank in the first breath of air, I knew I belonged here. Even now, as I write this, I can feel the mechanical thrum of the massive engines. It pulses with a steady rhythm, a heartbeat that pulls every soul along to its pulse. Everyone aboard realizes

the sheer power beneath our feet and all around us.

The orientation was brief and adequately prepared me for my duties. It was difficult to pay attention to the droning lecture — I know my mission, I know my part in this machine. I was enraptured by the constant clang of boots upon the decks, the hum of the air systems, the constant activity as troops, officers and Droids carried out their tasks, and I realized that I was a part of this great organism of steel that dominates the galaxy.

The feeling of power is enormous. To know that every system in the galaxy will respect and fear the Death Star. To know that I will be feared and respected just for mentioning my base. For the glory of the Empire.



City Sprawl North 7: A68

City Sprawl North 7: A68, located in the Death Star's northern hemisphere, zone N7, was typical of the hundreds of constructs and work stations dotting the battle station's surface. Alone, City Sprawl North 7: A68 could only gather and analyze a limited amount of data pertaining to the space around the Death Star. But like the other city sprawls, all of its data was fed directly to the zone's command sector computers on the bridge, as well as the overall sector command and the overbridge interior central computers for analysis and compilation. The computers, in turn, created a complete view of the Death Star's near space for the command sector's perusal.

While City Sprawl North 7: A68 operated as an independent and isolated village, its sensors and communications nets constantly fed information to the central computers. If necessary, its own computers could be taken over by the central computers when more coordinated activity was necessary.

Like all city sprawls, North 7: A68 had representatives from all of the major sectors operating aboard the Death Star. Command, military, security, service/technical, hangar, and general sectors maintained operation centers within the confines of the sprawl, each with a commanding officer who reported to interior command. Ultimately, the chain of command worked up to Operations Command and the command triumvirate of Tarkin, Motti and Tagge.

North 7: A68 Locations

Shield Projectors and Operator Stations

The three shield projection towers emitted a covering field that protected the city sprawl from space debris and offered limited defense against ray weapons. Power cells, machinery, and shield operator stations were located in the building beneath the three towers.

Shield operation fell under the jurisdiction of Battle Station Operations. Officers, operators, and technicians were stationed here around the clock, keeping the shields above North 7: A68 in working order. In times of attack or other crisis, the shields were overlapped with those of the neighboring sprawls to create a continuous blanket of energy over the surface of the Death Star.

General Quarters

The large general quarters building provided apartments for all of the operating forces stationed in North 7: A68. In addition to living quarters, the building had recreational areas, mess halls, duty shops, and sport courts. Maintenance and management of general quarters fell to Battle Station Operations, but the building was divided into areas where army and navy operations had jurisdiction and activities were monitored by their own support personnel.

Command Center

The command center featured the offices of all command personnel assigned to North 7: A68, as well as meeting rooms, officer apartments, and a

tactical center for coordinating operations with other sprawls and with the interior command. Command, like the Death Star itself, was a joint operation of navy, army and battle station personnel.

Communications

The giant communications bubble gathered sublight and hyperspace transmissions, as well as holonet broadcasts, and relayed these incoming messages to the appropriate agency. As these incoming transmissions could be picked up by any sprawl, depending on the orientation of the battle station, all communications relays were on-line at all times. Coded transmissions were left in their original form and passed on to the person or department named for delivery unless instructed otherwise by interior command.

Additionally, again depending on the battle station's orientation, any communications relay may have been called upon to send an outgoing transmission via either sublight or holonet broadcasters. Communications was a division of Battle Station Operations, although the army and navy maintained their own communications departments.

Hangar North 7: A68

Like all sprawls, North 7: A68 had its own hangar bays. Shuttles and support craft carried personnel and supplies from one part of the giant battle station to another. A central control tower monitored and regulated air traffic around the sprawl, and the hangar had both a magnetically-shielded interior bay and a surface landing platform. From this hangar, ships could be lowered via platform lifts into the battle station's interior for storage or major overhauls and repairs.

Sensor Array Village

Because it took up such a large portion of the sprawl, the sensor array and its control center was referred to as a village. The sensors constantly monitored space for energy readings, navigational hazards, incoming vessels, communication transmissions, and other information vital to the battle station's operation. These sensors were of combat quality, searching the sky above for electromagnetic emissions, sound, motion, vibrations, gravitational and magnetic fields, heat, pressure, trace chemicals, and even other sensor emissions.

The sensor suite field contained both short- and long-range sensors, both in active and passive mode. Sensor sweeps could be configured to a general scan, a search along a narrow band of transmission wavelengths, or even focus on an

extremely small area of space for highly-detailed data collection. All information gathered by the sensor array village was analyzed by the station operators and the interior command computers.

Turbolaser Battery

Three turbolaser towers were grouped into a single, fire-linked battery. It provided the area with synchronized protection against attacking craft. These were basically anti-spacecraft weapons which used turbine generators and capacitor banks to build up, store and fire very powerful laser pulses.

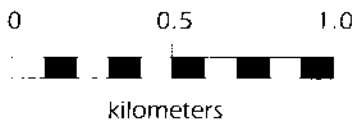
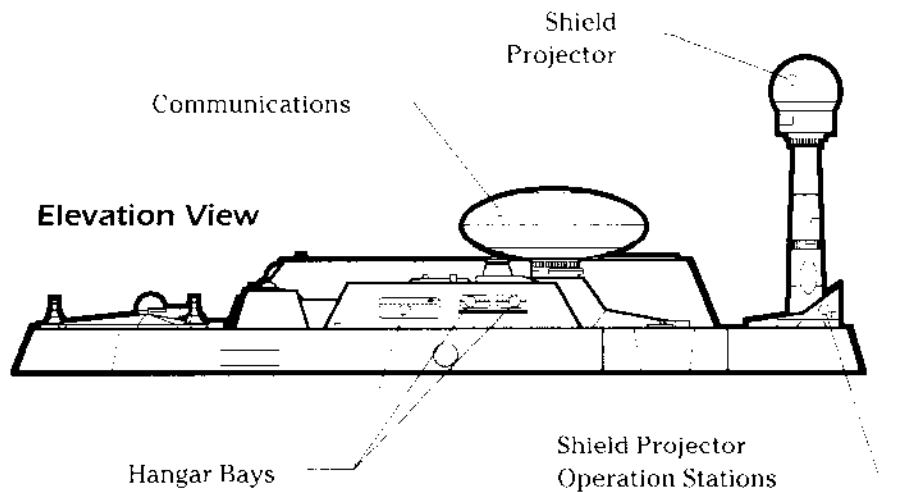
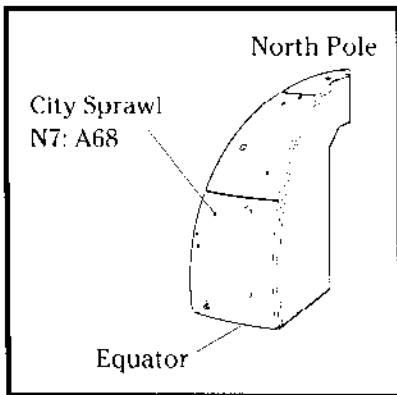
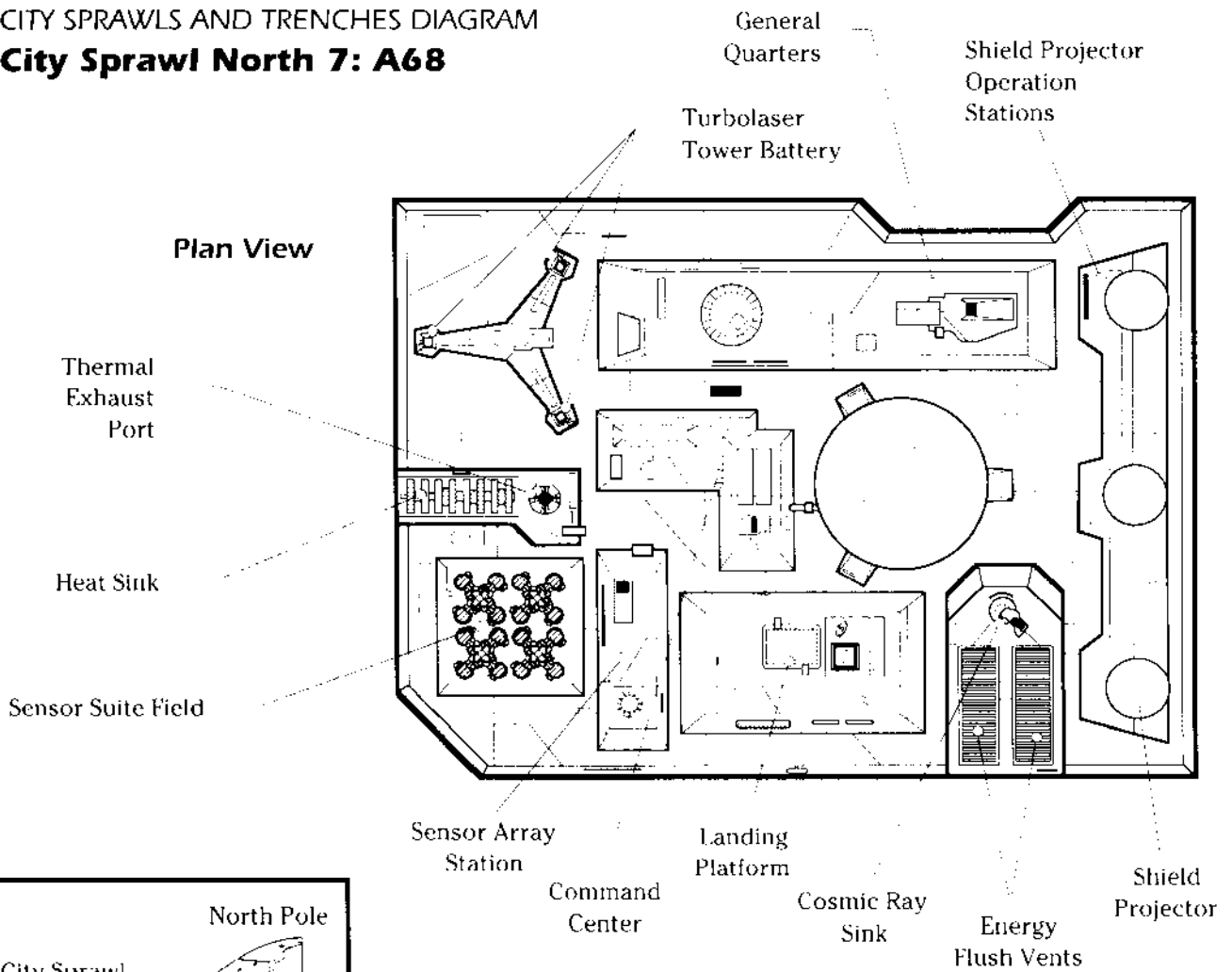
The City Sprawl Community

Each city sprawl was similar in design and form, but many of them had specialized functions. The majority of sprawls were almost wholly general sector areas, with endless corridors, quarters for personnel, medical facilities, mess halls, recreation facilities and maintenance areas. These



CITY SPRAWLS AND TRENCHES DIAGRAM
City Sprawl North 7: A68

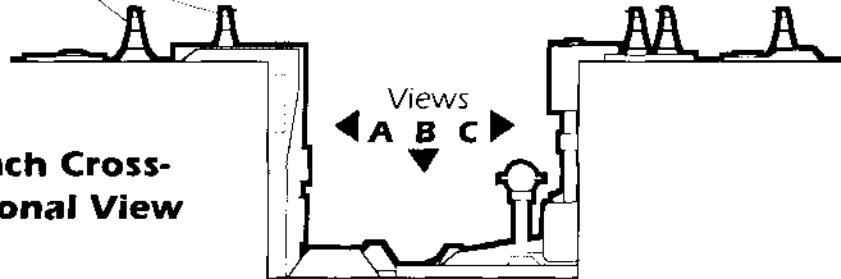
Plan View



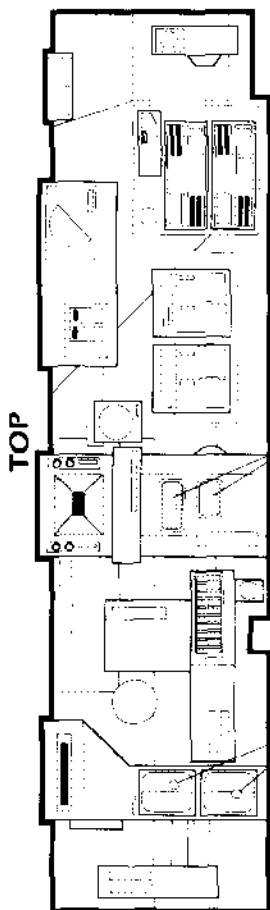
CITY SPRAWLS AND TRENCHES DIAGRAM
Typical Surface Trench

Turbolaser
Towers

**Trench Cross-
Sectional View**

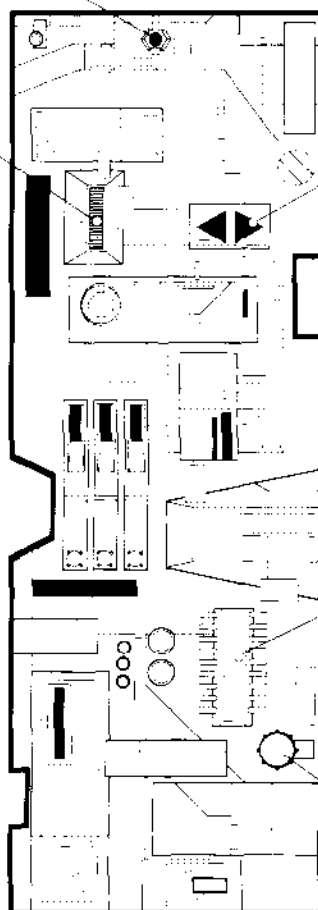


View A

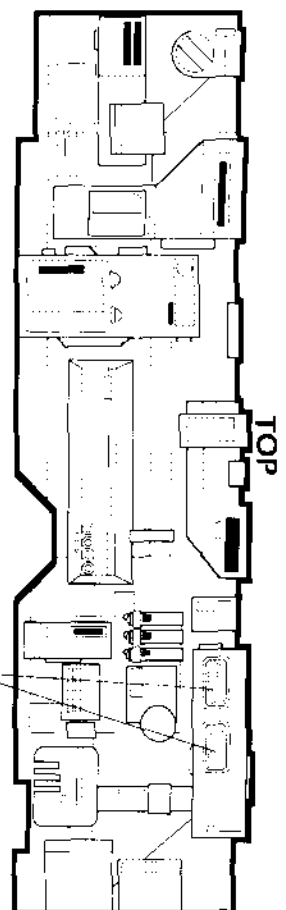


Thermal
Exhaust Port

View B



View C



Energy
Flush Vent

Cosmic
Ray Sink

Hangar Bays

Heat
Sink

Service
Access
Ports

Hangar Bays

Shield
Projector

Rob Caswell

The A68 Market

The Empire's reputation for discipline and fine training cannot be disputed. However, even the most dedicated Imperial soldier needs certain items that aren't Imperial issue. On a complex the size of the Death Star there were several "black markets" where almost any good or service could be bought. City sprawl North 7: A68 had the largest and most active network of black marketeers on the entire station. Controlled by Lieutenant Gorsick Dommaro of the Security Sector, the "A68 Market" offered Imperial personnel many sought-after items — weapons, illegal holo-vids, and personal electronics. Dommaro had built up an extensive network of junior officers who were able to secure and smuggle these items onto the station (or subtly alter the replicators and manufacturing orders so

that goods were manufactured by the station). Using an elaborate series of contacts and couriers, these items were smuggled into sprawl A68 and other nearby sprawls. Because of the nature of the battle station, Dommaro could command the highest prices for these goods, and the profits were distributed on down the line to keep everyone quiet.

The A68 Market itself was not a physical location, as much as a matter of making a contact with one of several "representatives." Most meetings were held in a side access corridor near the Sensor Array Village, but customers normally had to go through several discreet meetings before they could actually acquire what they were looking for.

sprawls were also the least secure, and were most open to infiltration from outside forces.

The Imperial mindset allows careful Alliance operatives a huge amount of latitude within these areas. As long as the operative has a carefully constructed false identity or can falsify orders that sound at least partially authentic they will seldom be questioned regarding their actions. Many Alliance spies have been able to plant bombs in general sectors of many bases while disguised as maintenance personnel — Imperial officers never thought to ask about their activities because they just assumed the "maintenance" people were performing assigned duties.

Using North 7: A68 in the Roleplaying Game

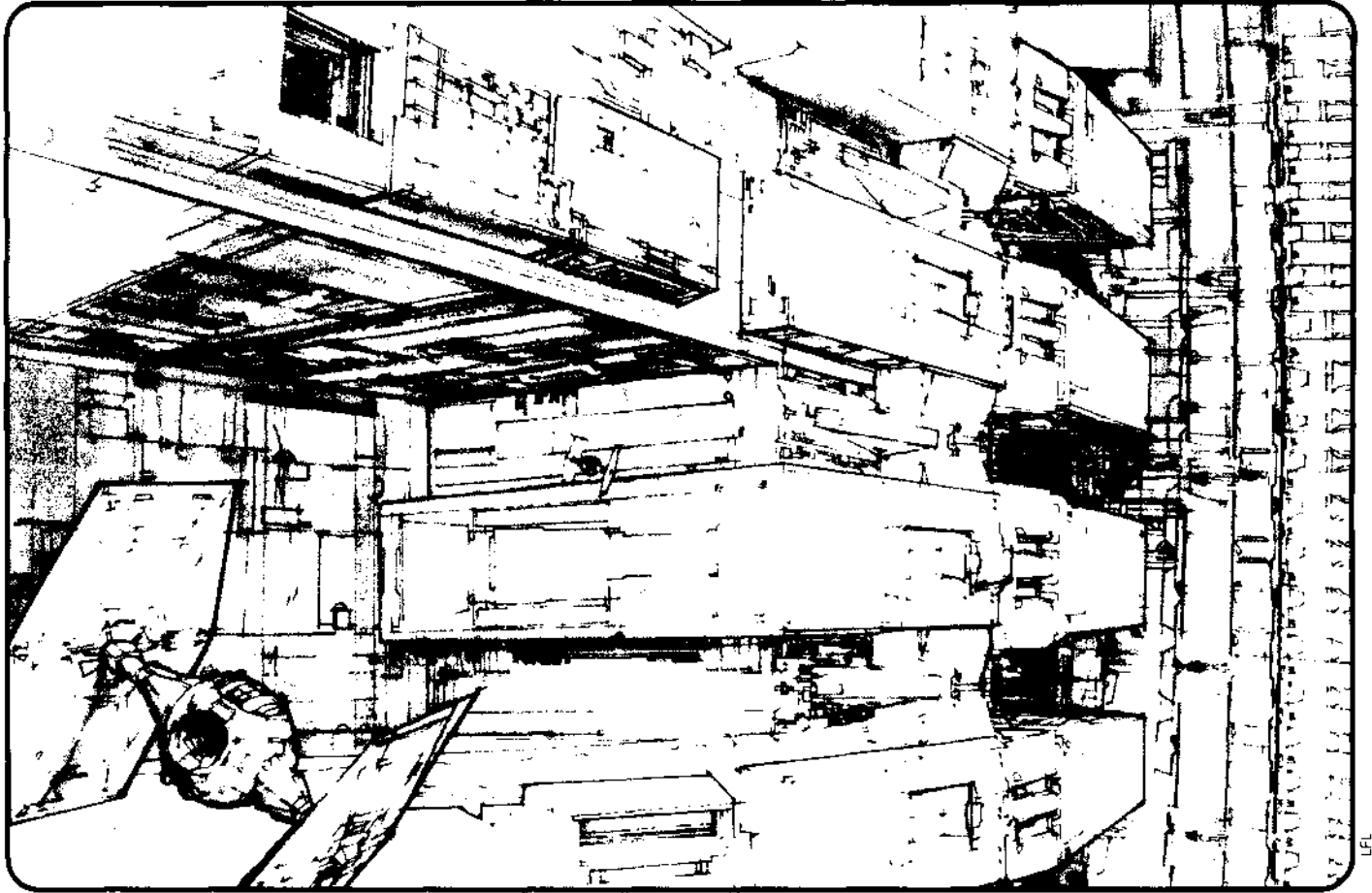
City Sprawl North 7: A68, like other sections of the Death Star, was built using prefabricated Imperial materials. This means that an Imperial research station or outpost on any world will look very similar to North 7: A68. If you don't want to have your Rebel group go up against the Death Star, have them go up against a planet-bound Imperial installation to retrieve data, knock out sensor or communications capabilities, kidnap an Imperial officer, free prisoners, or short

circuit protective shields in advance of a space-to-ground attack.

Typical Surface Trench

The trenches that cut across the surface of the Death Star at right angles and in straight lines contained the important vents and ports for expelling built-up heat and waste, as well as service ports and some hangar bays. The trenches were also used by flying craft as directional markers.

A typical surface trench stretched for many kilometers in a straight line. Some even circumvented the entire sphere, like grand canyons of metal on a world of steel. Guarding the many access and disposal ports were low-energy shield projectors, but the main source of protection came from the many turbolaser towers that jutted from the top of the trenches or the trench floors. Mostly, however, these small accesses into the battle station were not seen as viable threats to the Death Star's safety. For this reason, the protection afforded by the shields and laser towers was for show at best. A concerted effort by small, fast starfighters could easily run the trench gauntlet. While the designers were aware of this, they did not believe that any sane pilot would dare such an assault against the much larger and powerful Death Star.



Chapter Four Hangar Bays

The Death Star was more than a single, giant battle station. It was also a spacecraft carrier on the most grand scale: a small, artificial planetary body complete with enough hangar bays, space traffic and ships to make all but the largest space ports envious.

Typical Hangar Bay

A typical hangar bay had an open maw to space, revealing a well-lit hollow flight compartment. The opening, however, was an illusion. A powerful magnetic field projected across the opening kept atmosphere inside and vacuum outside, but could be manipulated in intensity to allow spacecraft entry and exit. At times a bay was emptied of personnel (except those in protective gear) so that the magnetic field could be lowered completely. This had to be done for approaching craft with certain kinds of shield or engine damage. As there were times when a bay was exposed to naked space, all bays were designed to be closed off from the rest of the battle station. All blast doors and lifts formed vacuum-worthy seals to retain station atmosphere integrity.

Hangar bays appeared as huge, empty cavities waiting for ships to fill them. But even when no ships were present, a hangar bay was far from empty. The walls and deck were lined with power cell charger sockets where parked craft could obtain fuel for their next mission. Directional markings etched into the deck were illuminated by the tower to guide ships to a safe resting place. The solid deck was also an illusion. Depending on the size of the bay, one or more sections of the deck floor were opened to form a vehicle lift from armories or supplies sections deeper inside the station or on different decks. All hangar bays were built perpendicular to the Death Star's core, so ships would appear to be flying straight into the Death Star. Most of the corridors immediately surrounding the hangar were also built with this gravity orientation, unlike the majority of the station, which had a gravity orientation toward the core.

All hangar bays had tractor beam projectors and interior emergency repulsor fields to deal with damaged vessels. Tractor beams guided craft that had lost engines or directional thrusters, and emergency generators could flood a bay with a repulsor field to cushion landings.

Finally, every hangar contained some type of control tower. Larger hangars featured large plastisteel booths high on the wall, which housed the control instruments and staff. Smaller bays accomplished the same tasks with raised control platforms. As these platforms tended to become exposed to space at the most inconvenient moments, controller Droids handled incoming and outgoing traffic from these stations.

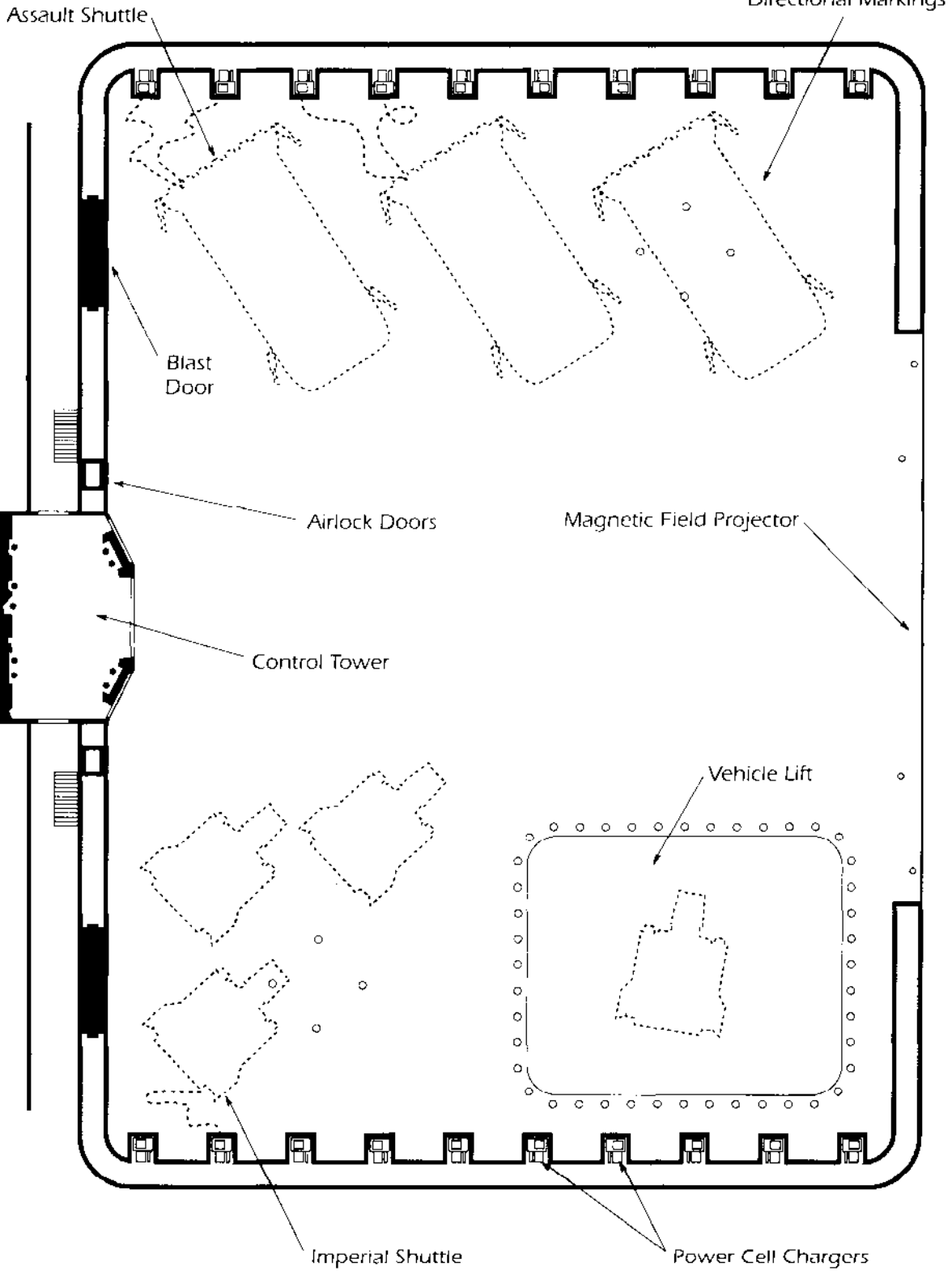
Various-sized hangar bays ringed the battle station like latitude lines. These major bays were surrounded by support decks which contained vehicle maintenance shops, emergency medical stations, pilot ready rooms, and repulsorlift shafts connecting to deep storage bays. Smaller shuttle hangars could handle one or two craft and were found all over the battle station. They were normally used for station personnel movement. Ships first arriving at the Death Star or leaving for deep space normally worked with a latitude bay control tower.

TIE Fighter Bays

A TIE fighter hangar bay is somewhat different from a standard craft bay. This is due to the TIE's strange configuration: a TIE has no landing gear.

A TIE bay is any bay equipped with ceiling racks. These racks hold TIEs suspended several meters above the deck. While many bays contain at least a single TIE rack, a few bays have been completely designed to serve the TIE fighter. These huge bays hold a full wing of the starfighters, and the surrounding decks are designed to offer total support to the TIEs and their pilots. The Death Star's TIE fighter bays were only unusual in their size, since

HANGAR BAYS DIAGRAM Hangar Bay L44-S3



John Paulstone

they accommodated two full wings of TIEs, while most Star Destroyer TIE fighter bays only hold half of a wing.

Pilots climb across a complicated gridwork above the racks to reach their starfighters. They enter the TIEs through ceiling hatches, and when they give the ready signal the rack disengages and

drops the TIE into the waiting repulsorfield below. This field maneuvers the starfighter to the bay opening where powerful tractor beams take over and catapult the TIEs into space. It isn't until this moment that a TIE's own engines kick in. Until then, the pilot is at the mercy of the control tower. A similar process occurs again on re-entry.

With All These TIEs, Why Did We Win at Yavin?

A young pilot raised his hand as Wedge Antilles paused in his discussion of Imperial starfighter tactics employed at the Battle of Yavin. "Sir," the young pilot began, "if the Death Star carried so many TIE fighters, how did our side happen to win the battle?"

Wedge smiled, unconsciously brushing his dark hair back with his hand. "That's a good question. To tell you the truth, we won because the Death Star never launched more than a squadron against us."

The room full of pilots gasped and immediately began talking among themselves. Wedge let them carry on for a few minutes, then he called the class back to order. "From our investigations, it appears that Grand Moff Tarkin never issued an order to launch his TIE fighters. He was content to employ the

station's turbolaser towers against the Alliance starfighters. That goes back to our earlier discussion about Imperial overconfidence."

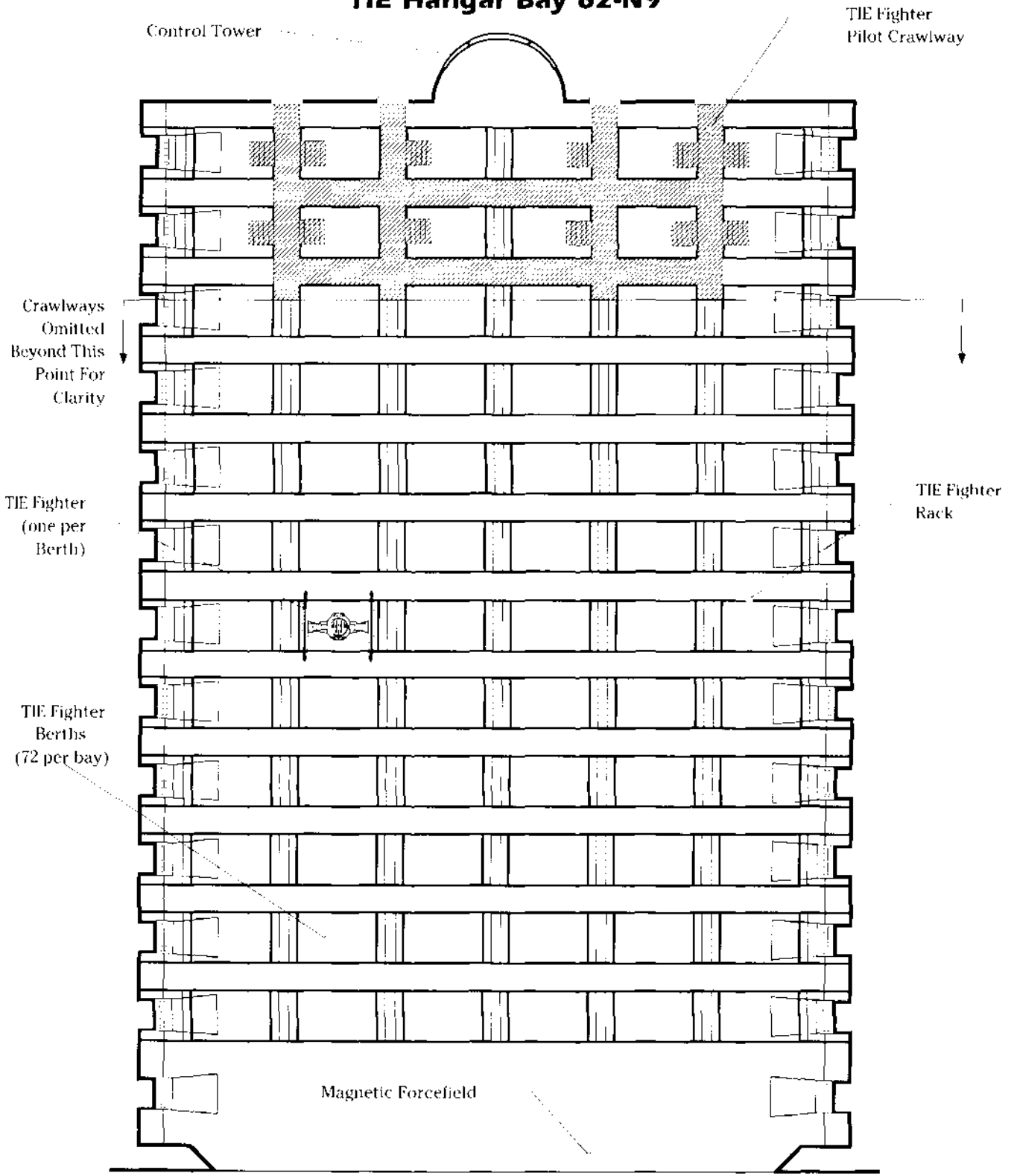
The young pilot raised his hand again. "If Tarkin didn't order the TIEs into space, who did?"

Wedge's eyes leaped nervously around the room before settling back on the young pilot. "The squadron that came after us that day was none other than Lord Darth Vader's personal squadron. It engaged us in the trench, following after our lead ships and trying to blast them before they could fire at the exhaust port. We may have still won the day if all of the TIEs had taken to space, but it sure would have been a lot more crowded over the Death Star."



LFI

HANGAR BAYS DIAGRAM
TIE Hangar Bay 62-N9



Rob Caswell

Space Traffic Control

Every hangar bay was staffed by a control team. This team monitored the approach and departure of all craft into and out of their particular hangar. They, in turn, reported to and received orders from a main control tower that monitored all space traffic in its given zone (as defined by its active bridge).

Each control tower contained sensor relays, flight tracking screens, ship-to-tower communications capabilities, tractor beam and repulsorlift controls, and the consoles for regulating the bay's magnetic field.

In addition, the tower commanded a complete staff of maintenance personnel, emergency medical teams, and flight support personnel and Droids.

Control towers relayed all data about incoming and outgoing ships to the zone's Space Traffic Control Center, located in the zone's bridge sprawl. The control center had the difficult job of coordinating open space above the zone.

Maintenance

On the decks below and around the latitude hangar bays were the vehicle maintenance shops. Sooner or later every vessel, from TIE fighters to strike cruisers, will need to have some bit of damage repaired, or to undergo a routine overhaul or tune up. Lifts in every bay lowered craft either directly into a waiting shop or to a repulsor

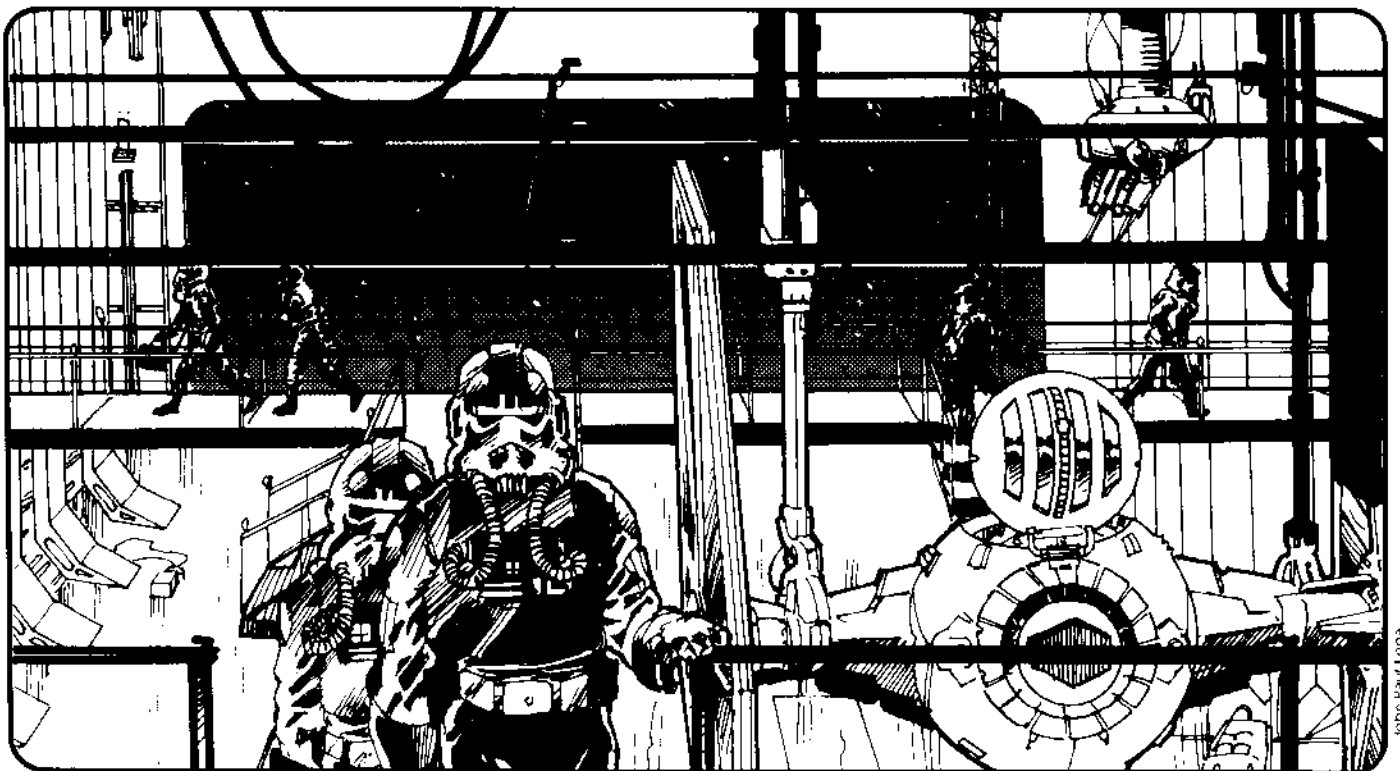
shaft which connected to a shop. In these shops, trained maintenance crew and Droids cleaned carbon buildup, changed components, overhauled engines, replaced worn or damaged parts, and otherwise worked to keep the Death Star's carried craft in tip-top shape.

Storage Docks

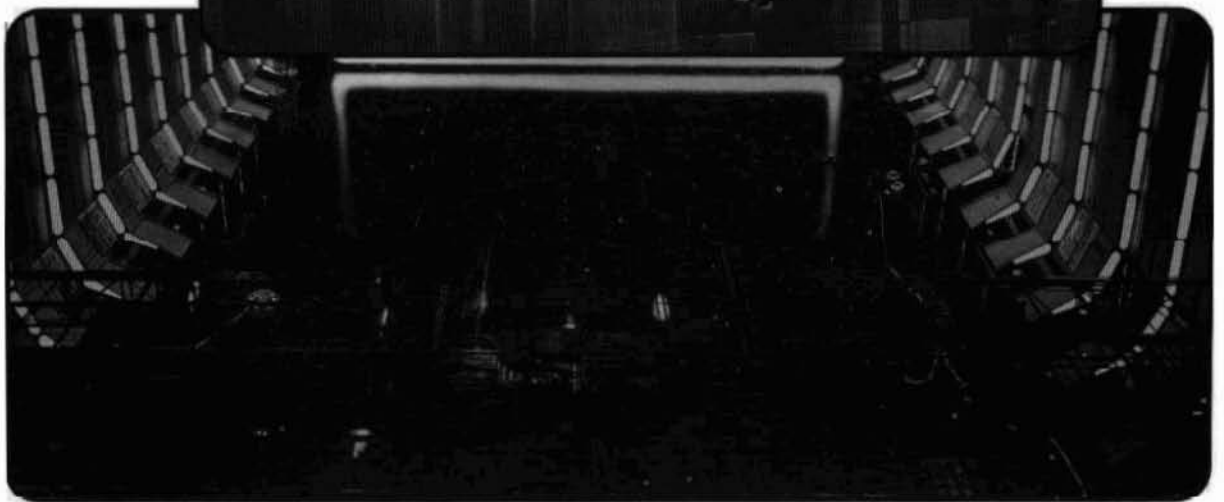
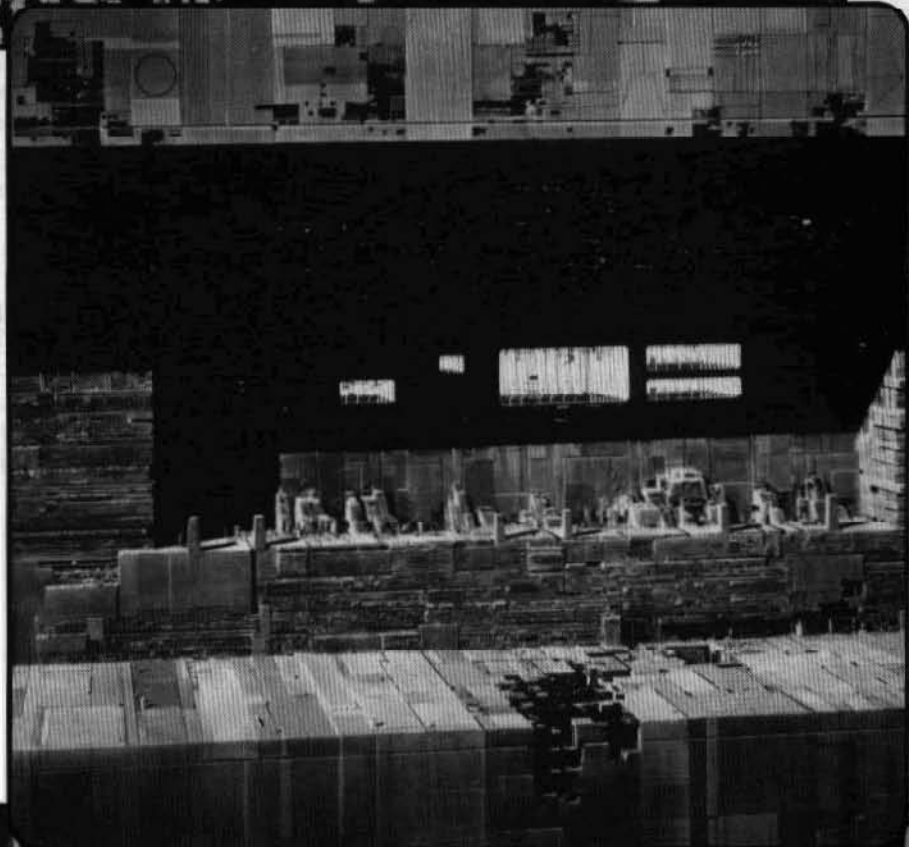
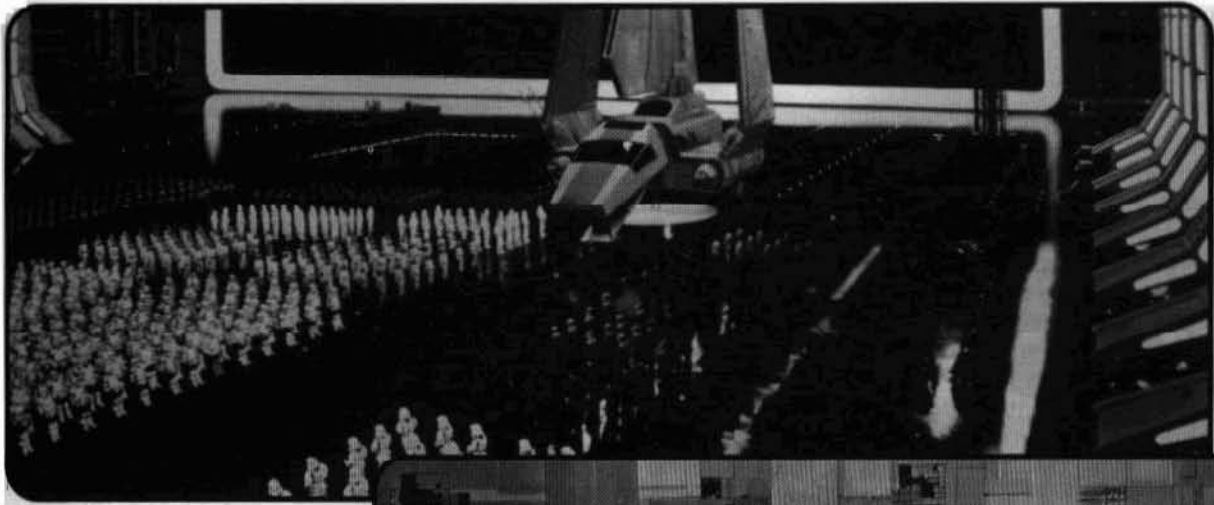
Each hangar bay's vertical lifts led into repulsor shafts that tunneled deep into the battle station. Below each zone were several storage docks.

Ships were sent to the storage docks when there was going to be a substantial wait before the next mission. Each storage dock was built into the crust of the Death Star, and was crewed by a full complement of ship technicians, weapon technicians, and service Droids. Upon arrival at a dock, the ship was given the same treatment that was received at a maintenance shop. Supplies were replenished, weapons were run through full diagnostics, short duration parts were replaced and many other basic maintenance actions were routinely performed. If a ship had been damaged, all but the most difficult repairs could be affected in the storage docks. In addition, any system overhauls, such as replacement of a weapon system, was performed at the storage docks.

After being thoroughly inspected and approved by the crew of technicians, the ship was moved into the storage area of the docks, to await its next mission.



John Paul Lona



Deep Storage

Within the bowels of the battle station were the deep storage hangar bays. These bays held the Death Star's complement of land vehicles, backup shuttles and starfighters, and any vessels not in use for an extended period. The vehicles were stored within stasis fields, which kept the craft in perfect condition. No dust or vermin could get at a craft as long as its stasis field remained intact. These fields were regularly checked to determine integrity, and security guarded these deep storage bays with the same dedication shown to armories.

A deep storage bay was like a spacecraft museum. Ships floated effortlessly within a cloud of glowing blue light. Repulsor-generated antigrav fields were projected into a deep storage bay when a ship was called out of storage. The field moved a ship out of stasis and into a repulsor shaft. From there it could be transported to a latitude surface hangar anywhere within the battle station.

Tractor Beams

In addition to the small tractor beam projectors that directed traffic into and out of the hangars, each zone featured 24 heavy-duty tractor beam emplacements for use against enemy craft. Each zone could concentrate from one to all 24 emplacements on a single target, creating a bubble of energy to capture a target. A ship must create a thrust greater than the strength of the bubble to

break free. In game terms, a tractor beam must hit its target to capture it in the bubble of energy (use the fire control plus the *capital ship gunnery* skill). To escape from the tractor beam, the target ship must make an opposed hull code roll versus the tractor beam's damage (also known as its *Strength*). For complete information on the use of tractor beams, see page 110 of *Star Wars: The Roleplaying Game, Second Edition*.

Several tractor beams may work together to capture and hold a ship. This is conducted under the "Combined Actions" rules on pages 68-70 of *Star Wars: The Roleplaying Game, Second Edition*.

To disengage a zone's tractor beam emplacements, a character must locate one of the seven terminals where the tractor beam is coupled to the main reactor. An Easy *security* roll at one of the terminals causes a power loss that will not be noticed until the next duty check, thus disengaging the zone's tractor beam emplacements.

768 Tractor Beam Emplacements*

Fire Arc: Turret

Crew: 6

Scale: Capital

Skill: Capital ship gunnery

Body: 5D (capital scale)

Fire Control: 3D

Space Range: 1-5/10/25

Damage: 5D

* 24 per zone. Fire separately or combine fire in groups of up to 24.



SECTOR ORGANIZATION

To your stations. To your stations.

Chapter Five

General Sector

The general sector of the battle station was made up of non-restricted areas which were open to all members of the crew. This area included the many kilometers of corridors and access ways, mess halls, rec rooms, turbolift cluster stations, and living areas. These areas were replicated again and again all throughout a zone. The majority of space within each city sprawl was dedicated to the general sector, and under most conditions (Defstat Zero and Defstat One) there was virtually free access to all general sector areas. Battle Station Operations was responsible for the regular maintenance and operation of general sector areas.

Stormtroopers and security personnel regularly patrolled the endless maze of corridors, watching for signs of trouble. Crew were seen coming and going, on their way to and from duty stations during the Death Star's endless work shifts. Countless numbers of Droids raced through this sector, performing any number of tasks for their biological commanders. It was the one area where officers and crew met on almost equal footing, passing one another on their way to more important parts of the battle station.

Turbolift Cluster Station

One couldn't walk more than a few hundred meters without bumping into some kind of turbolift conveyance, but even more impressive were the scores upon scores of turbolift cluster stations found all over the battle station. The turbolift conveyance system made use of the most common form of technology available in the galaxy — repulsorlift field generators. By filling long stretches of cylindrical shafts with repulsor fields, the designers created a travel system that connected all portions of the Death Star. Turbolift cars reach incredible speeds within a repulsor field, covering many kilometers per minute. They also performed the much-needed task of gravity transition orientation through the use of gravity compensators and rotating cars.

Turbolift cars were activated by voice command. Repulsor shafts crisscrossed the massive battle station in all directions, and all shafts connected somewhere within the Death Star. If a crewman entered a turbolift anywhere on the battle station, he could have directed it to take him to any other location aboard the Death Star. Turbolifts extended into the surface city sprawls, but even with the large number of cars available and the great speeds that they reached, it was often faster and more convenient to take a shuttle from one hangar bay to a bay nearer the final destination.

Some areas of the station were off limits to certain crew designations and ranks. If a crewman requested a turbolift car to take him to an area that was either closed to his classification or required a specific rank cylinder key to access, the car simply refused to move. If the requested destination was particularly sensitive, the turbolift computer informed security of the request. To bypass this security access in Imperial facilities, a Moderate to Difficult *security* roll is necessary, depending on the nature of the destination. Failure simply means the car refuses to move. Failure by half the difficulty number or more alerts security and two security guards come to investigate.

Crew and Officer Mess Halls

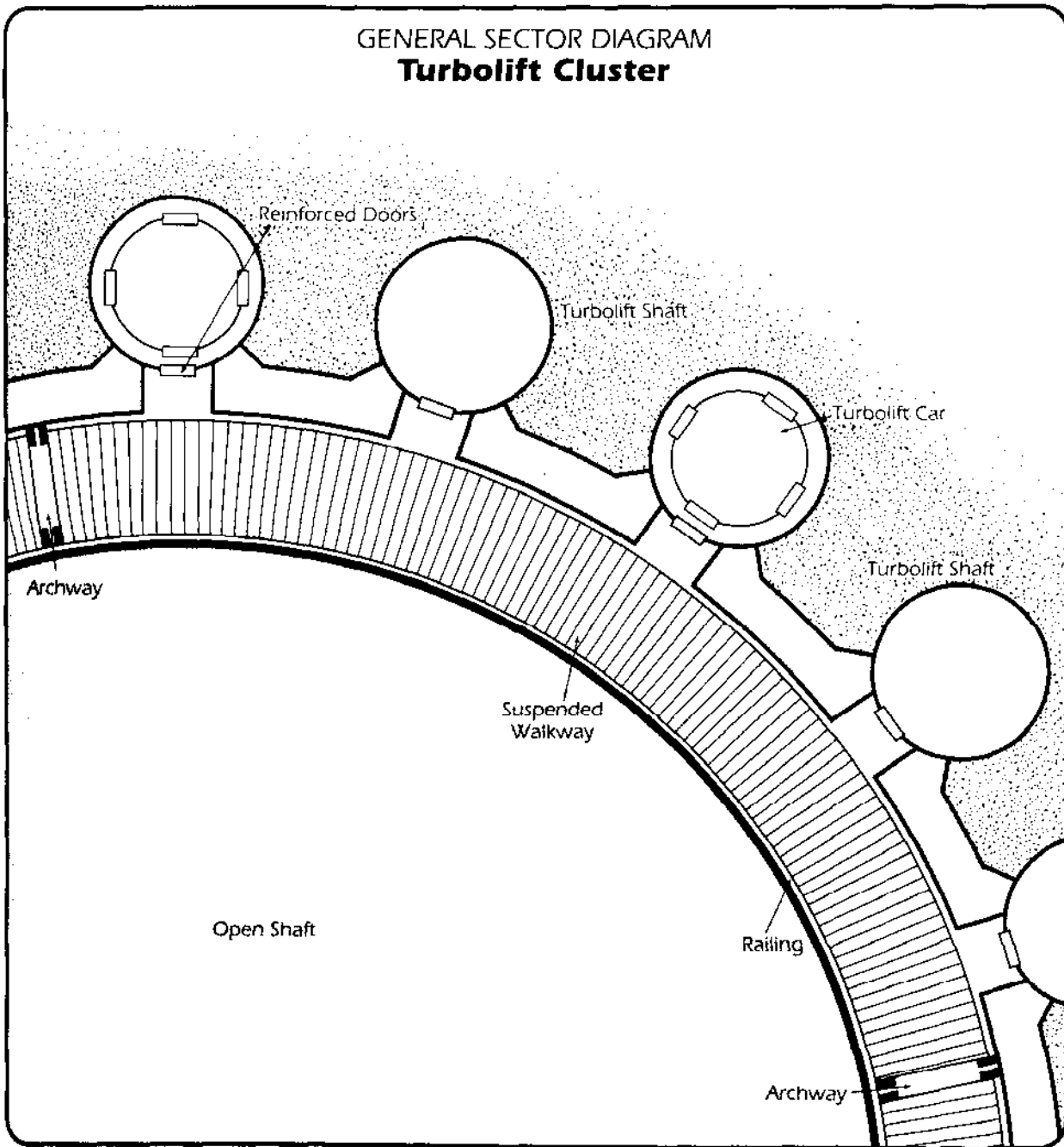
The crew and officers of the Death Star shared a basic need for food and water. However, the accommodations for each were vastly different. The crew ate in a large, open room full of tables and benches. Meal trays were delivered by Droids, and the fare was cultivated from the Death Star's own food and water synthesization plants. Meals were taken during a crewman's scheduled shift. Each member of the crew was entitled to two meal shifts a day.

Officers dined in relative comfort. The officer mess halls featured more secluded dining facilities

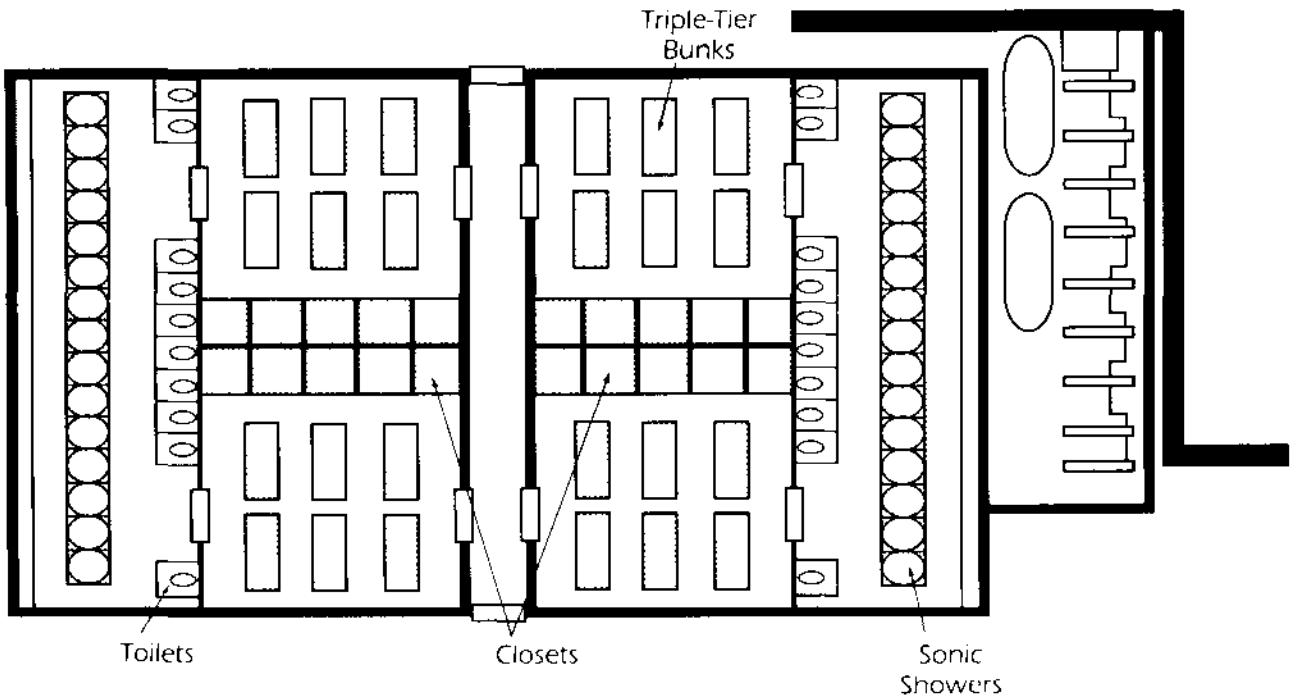
than the crew counterpart. Service was provided by biological food handlers, and while there were scheduled meal shifts even for officers, there were three shifts and the rules were more lenient. Majors and higher-ranking officers could usually eat wherever and whenever they desired. The food served to officers came from the huge stores of refrigerated and dried goods brought aboard by Imperial cargo ships, instead of the battle station synthesization plants. Only during strict periods of rationing or at an officer's specific request was synthefood served in an officers' mess hall.

Rec Rooms

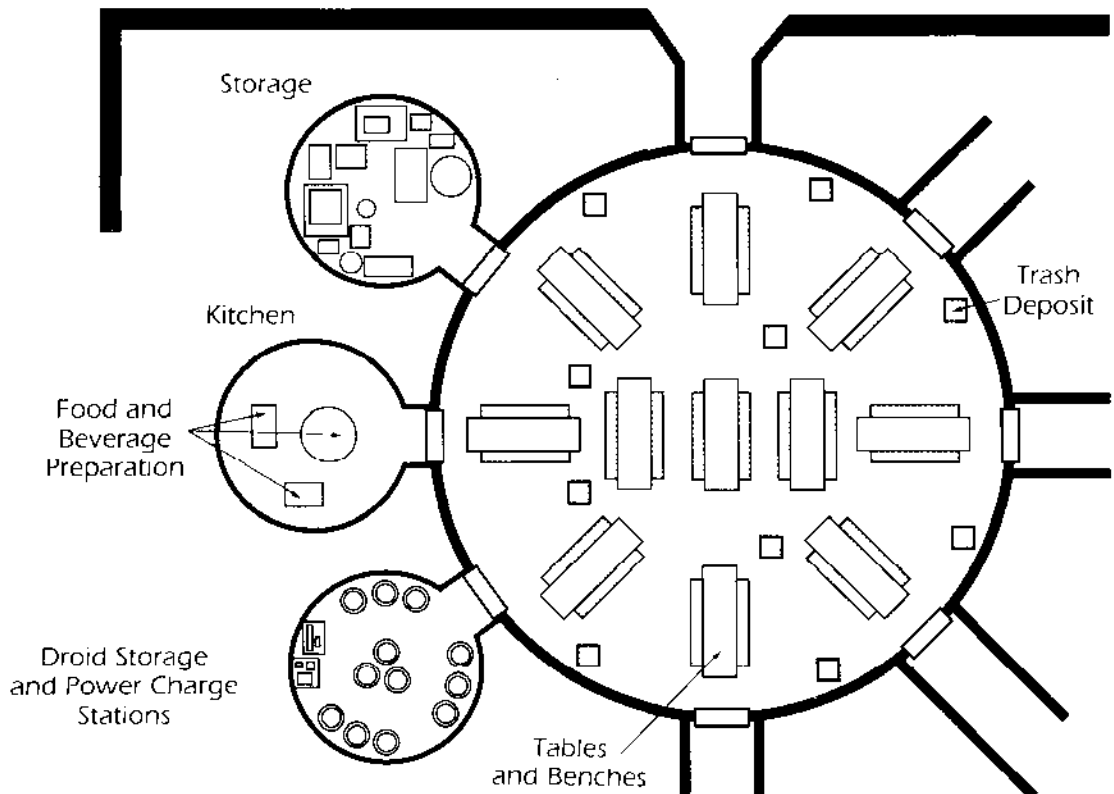
From vast exercise chambers boasting the latest in health and fitness equipment to specialized recreational sport courts, the Death Star had more than enough ways to keep the crew in shape and to entertain them during their free shifts. A typical recreation area consisted of a main chamber filled with running tracks, weight training machines, calisthenic and aerobic training space, martial arts sparring areas, and other personal exercise stations. Side chambers featured lockers and sonic showers, holo obstacle

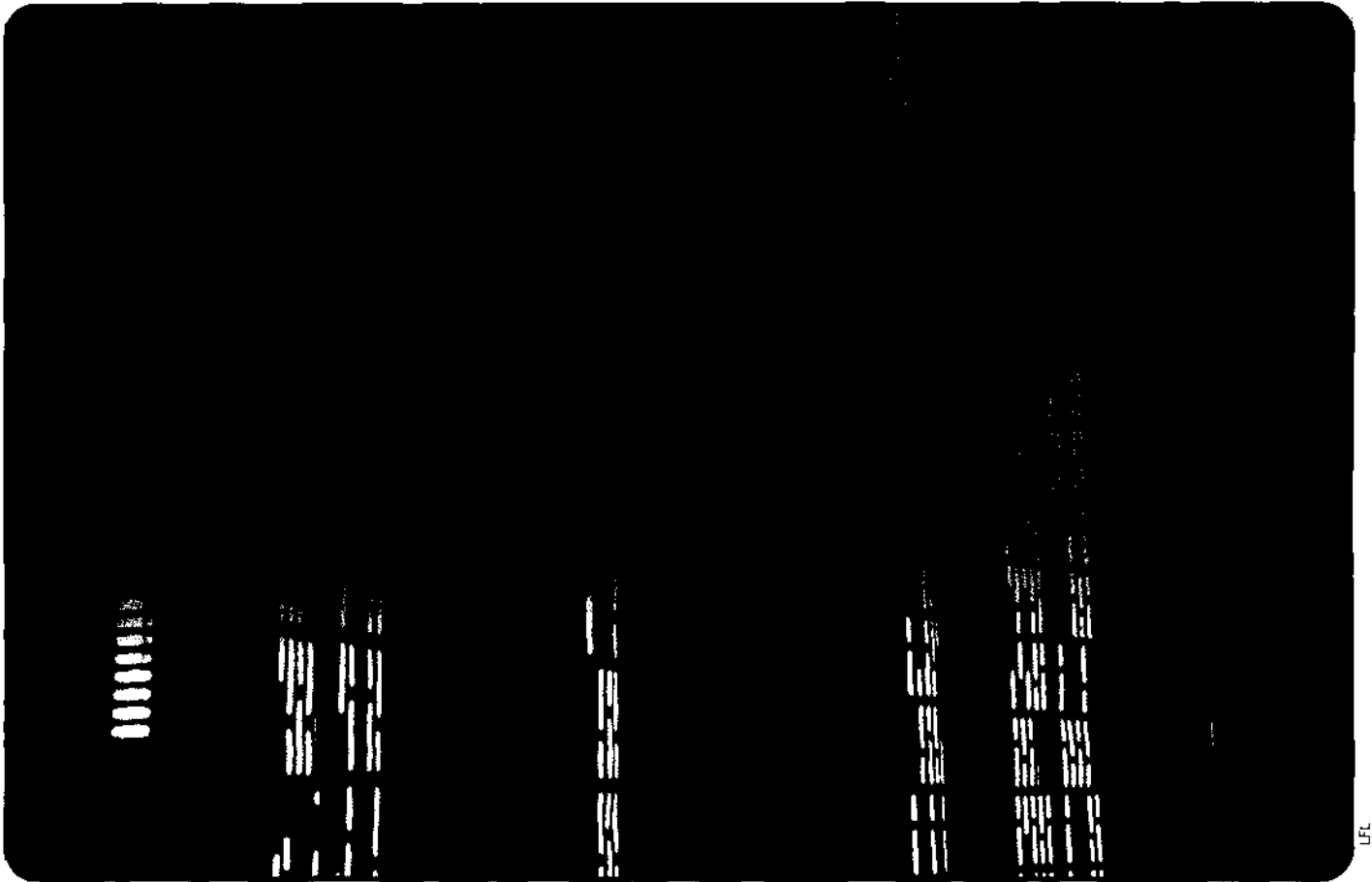


GENERAL SECTOR DIAGRAM
Crew Living Quarters



GENERAL SECTOR DIAGRAM
Crew Mess Hall





LFL

and combat training simulation facilities, equipment and exercise Droid storage, refreshment bars, multi-purpose sport courts, and recreation staff offices.

While every member of the crew was encouraged to make use of the personal exercise equipment, everyone was periodically assigned to the obstacle and combat training facilities to keep their edge or to master new techniques. The obstacle course featured an endless number of terrain and situation programs that created holographic representations to test the limits of ability and ingenuity. Combat training provided blaster, grenade and heavy weapons refresher courses, lessons in melee weapons for those so inclined or specifically assigned such instruction, and the use of both biological and mechanical opposition for sparring and war game simulations.

The entire crew was tested and evaluated in physical training, personal and duty station weapons skills, martial arts, and obstacle reflexes at least once every quarter. In times of crisis, these evaluations were more frequent as the officers strived to reach maximum perfection scores for their departments.

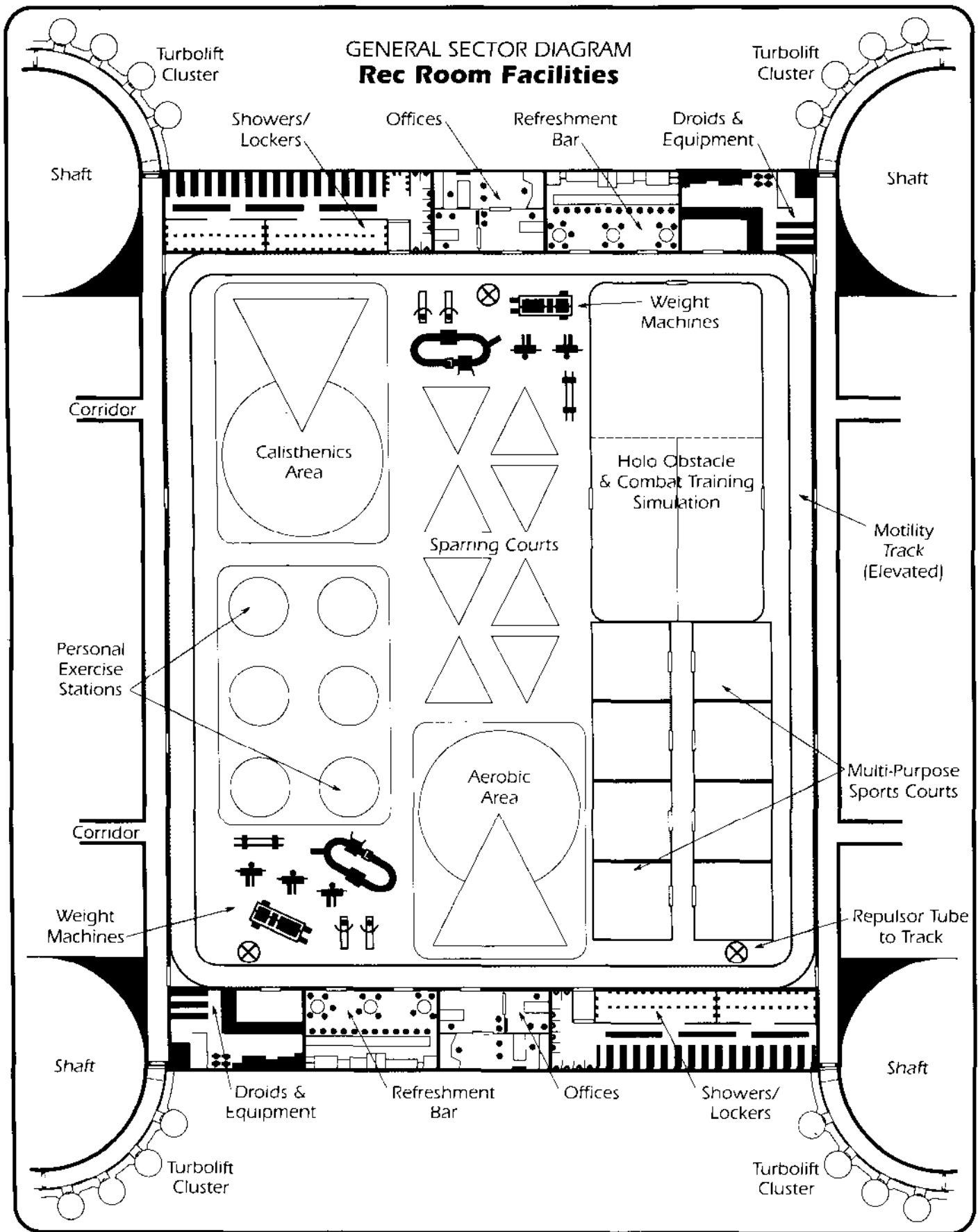
Refreshment bars featured a healthy liquid refreshment that returned vital fluids and vitamins lost after a strenuous workout. The sport courts could be configured for use with any of the more popular games including wallball, kel tag and repulsor puck.

Living Quarters

Living quarters aboard the Death Star ranged from spartan barracks for the crew to multi-room luxury apartments for the senior officers. Lower officers, such as lieutenants, shared their quarters with as many as three other officers of like rank. Higher officers received private quarters. The crew quarters bunked as many as 50 individuals in a room, but some crew members received preferential treatment. Combat pilots and highly-skilled technical crew received better living conditions than the average service tech or lab assistant.

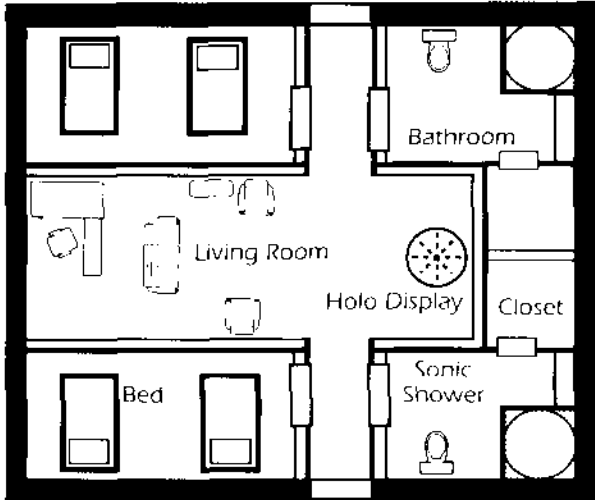
Assembly Rooms

Each city sprawl had at least one assembly room, normally near the living quarters. The assembly rooms were used for large combat

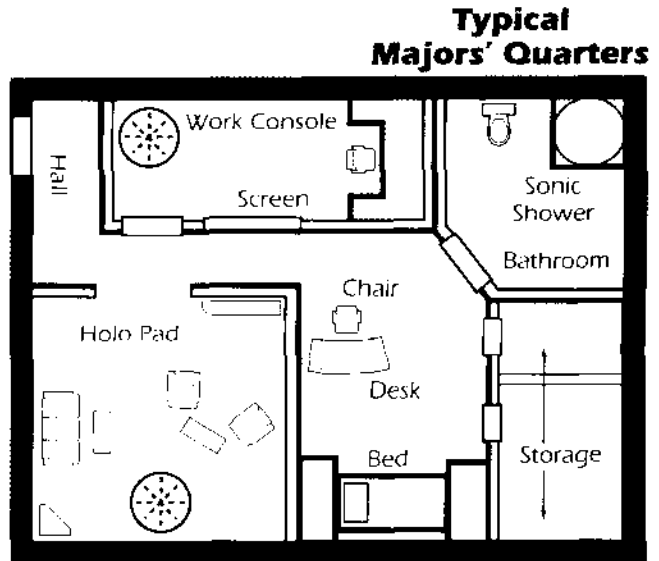


John Paul Lora

**GENERAL SECTOR DIAGRAM
Officer Living Area**



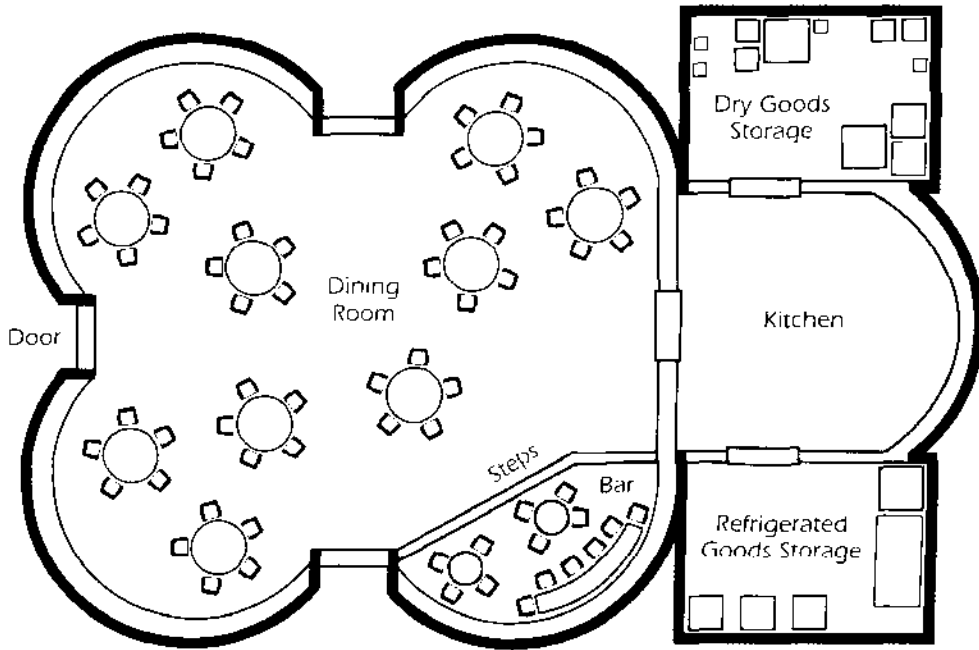
**Typical
Lieutenants' Quarters**



**Typical
Majors' Quarters**

Cathleen Hunter

**GENERAL SECTOR DIAGRAM
Officer Mess Hall**



Cathleen Hunter

training classes, and addresses by officers and visiting dignitaries. The assembly rooms also had several smaller rooms in adjacent corridors that were used for entertainment and relaxation: soldiers could see holo-vid programming from the Core Worlds, read trans-novels, see motivational holo-vids from Imperial command, as well as get updates on happenings throughout the Empire through the Imperial Information Committee (a sub-branch of the Media Branch of the Ubiquitorate). These smaller rooms were an excellent location for Imperial personnel to relax while still being under the careful observation of Security Sector.

Using the General Sector in the Roleplaying Game

The general sector is perhaps the easiest area to incorporate into a roleplaying game adventure. Turbolifts are the most common form of conveyance in both Imperial and Alliance capital ships, space stations, and even planet-bound complexes. Whole scenarios can be built around capturing or defending a particularly important turbolift cluster, or a single scene could occur

here as it does in *A New Hope* when Luke and Han, disguised as stormtroopers, use a lift to take their Wookiee "prisoner" to the detention block. Think of the possibilities had the crewman they waved away not heeded them or noticed that one of the stormtroopers was a bit shorter than the standard height ...

More than eating and sleeping can occur in the mess halls and living quarters of Imperial officers and crew. Meeting with Alliance sympathizers or deep-cover spies to receive vital information is best accomplished in areas where the crew normally comes together. The Imperial troops are a disciplined lot, but they still need recreation, so it would be possible to come across intense sabaac games in the barracks. The officers' mess and living quarters can even be used when you need a diagram of a high-class restaurant or hotel for a *Star Wars* adventure.

There are many places to situate a rec room besides the interior of the Death Star. Hotels, space stations, luxury space liners, capital ships, and even Rebel or Imperial bases feature some level of recreation facilities for the characters to explore, over hear rumors, spy on relaxing Imperials or even get into a good, old-fashioned brawl.

Chapter Six

Service and Technical Sectors

Service and technical sector staff share a common job profile — both sectors served a major and vital support function aboard the Death Star. Because of this similarity, both sections are covered in this datafile.

Service Sector

Service encompassed those areas of the battle station rarely seen by the rest of the crew. The kilometers of maintenance tunnels, accessways, trash compactors and ventilation ducts were the domain of the service sector. Service technicians spent the bulk of their duty time inspecting, maintaining, repairing and replacing machinery. From highly-skilled technicians trained to build components from scratch, to almost-mindless Droids programmed to clean corridors, service is one of the most taken for granted sectors in almost any operation and the Death Star was no exception. If something works or if an area is clean, well, that's just the way it's supposed to be. If it isn't, then an officer wants to know why.

When service techs were not busy performing repairs or routine maintenance on the battle station's machinery, they were on duty at monitoring posts checking temperature and performance readings or waiting for system failure alarms to sound. All machinery was installed with built-in diagnostic systems which fed performance information to the monitors in maintenance. These readings measured such things as coolant levels, air quality, noise output, heat generation, and a score of other indications which were constantly compared to factory norms. Any significant dips or rises in the average resulted in warning sensors sounding to alert on-duty techs to make a more detailed investigation.

There are several standardized service Droids that are found throughout the Empire (civilian versions of these Droids are also common). The two basic service Droids are the MN-2E and the SPD-R4. The MN-2E is a tread-driven model capable of performing detailed and delicate repairs

with its sensitive manipulators. It is equipped with magnifying visual scanners for precision work, and a variety of low-powered lasers for welding and cutting. The SPD-R4 spider Droid uses its highly-bendable appendages to navigate power cores and engine blocks, literally going where a human cannot go to effect repairs or perform normal upkeep. The service sector was responsible for keeping these Droids well maintained.

Service also handled the care and monitoring of the MSE-6 general purpose Droids which swarmed across every deck of the battle station. These Droids performed such functions as security checks, message delivery, machinery inspections, and even pest control. They were also routinely sent into ventilation ducts to inspect damage from mynock infestations and to drive off the unwanted vermin.

Perhaps the most important job to fall to the service sector was the upkeep of the station's protective and emergency gear. All corridors and duty stations contained hidden but easily-accessible emergency equipment that had to be replaced or charged with power on a regular basis. A standard emergency gear locker contained breath masks, environmental suits, food and water rations, glow rods, location beacons, laser cutters, comlinks and temporary environment pouches. In case of hull rupture, personnel who cannot get to an escape pod could place themselves in the pouches and survive the breach of space for a short period of time. A pouch's artificial environment deteriorates within 12 hours.

A typical maintenance section within a sprawl featured a series of connected repair stations, a storage warehouse full of spare parts, monitoring stations which received continual diagnostic reports and could hook into a Droid's visual sensors, and machinery for repairing worn components or even constructing new components from raw materials.

Waste Removal

Service was also responsible for trash removal and processing. Each corridor and room has a trash disposal chute that led into a waste collection bin (one for each sprawl). There, Droids would break the materials down into different categories of recyclable goods (plastics, metal, food, water) as well as unrecyclable waste.

The usable materials were sent for processing to manufacturing centers within the zone or to the bulk storage and replication sections deep within the Death Star.

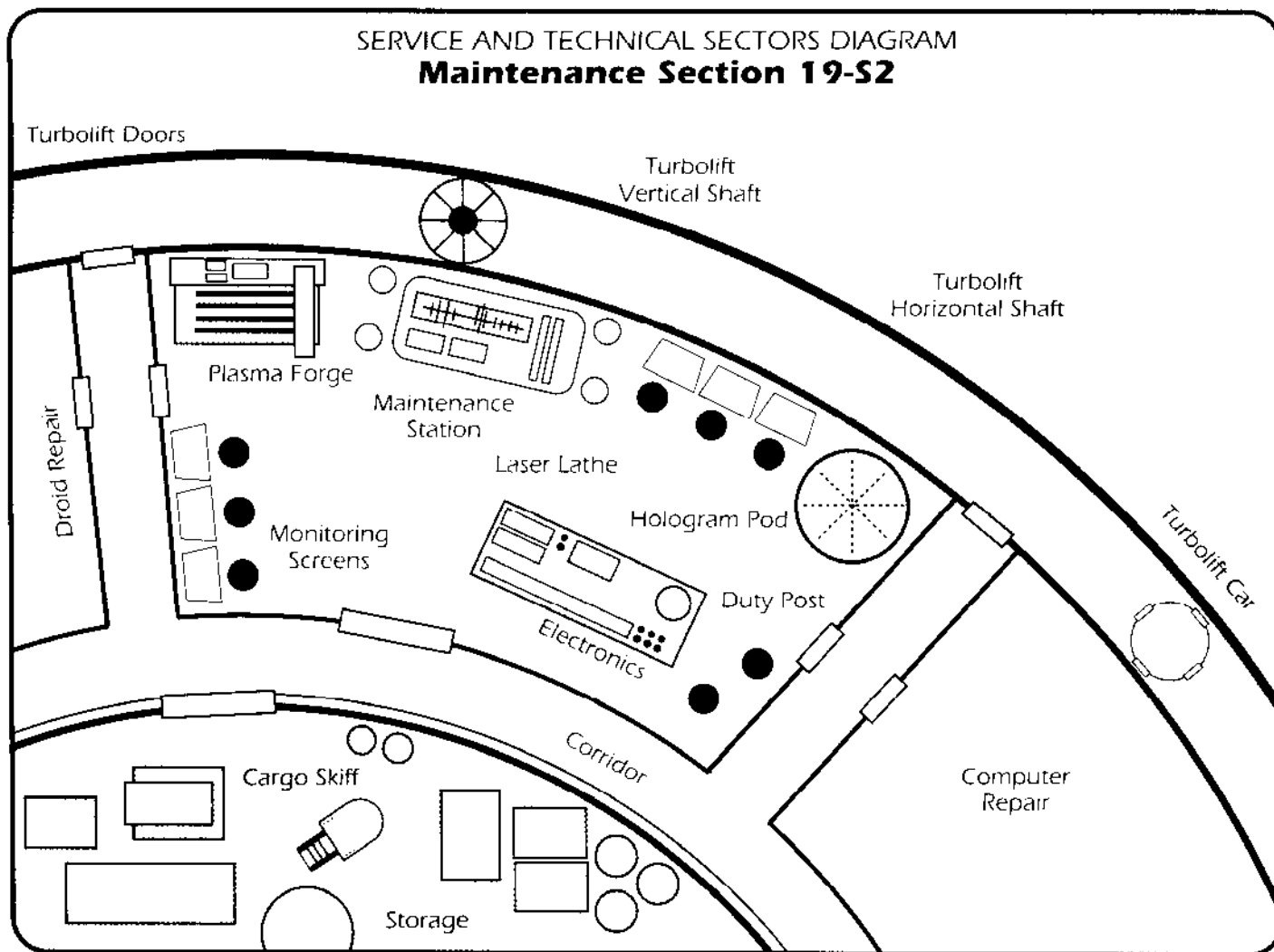
The rest was sent through long waste chutes to one of the numerous trash compactors for each zone. During the rescue of Princess Leia from the Death Star's detention block, the princess blasted into just such a waste chute. The trash would then be compacted into the smallest possible size and then moved to a jettison compartment along one of the trenches. Each of the bins and compactors was magnetically sealed so that waste materials wouldn't leak into nearby compartments.

Like many starships, the waste collection bins and trash compactors of the Death Star were infested with Dianoga, commonly known as the garbage squid. They are known to consume everything except for pure metals. On board the Death Star, the Dianoga are both numerous and huge compared to those found on other starships.

Technical Sector

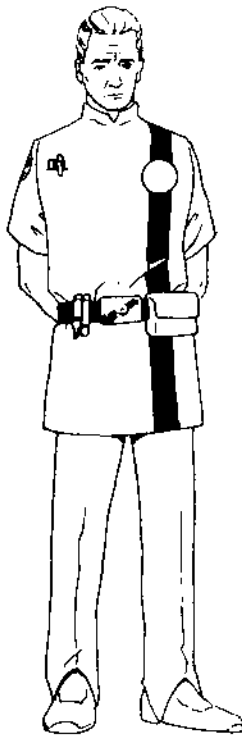
The technicians serving aboard the Death Star who were not part of the service sector filled roles in the technical sector. Here, crew worked in the many science stations, medical bays, research laboratories, programming facilities and engineering sections that served the battle station.

Science and research are underutilized fields within the Empire during this period of civil war. Indeed, since the rise of Emperor Palpatine and his New Order, science and research grants not specifically assigned to the war effort have undergone drastic fiscal cuts. A token force of sci-

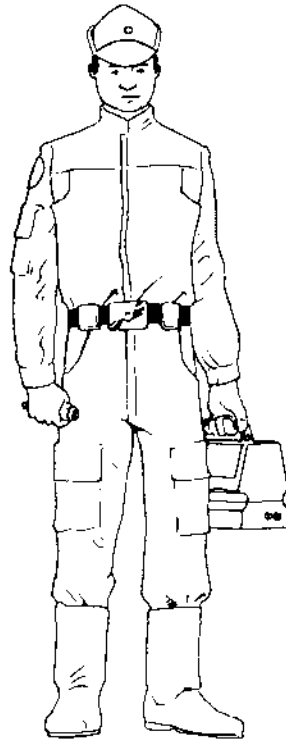


Cathleen Hunter

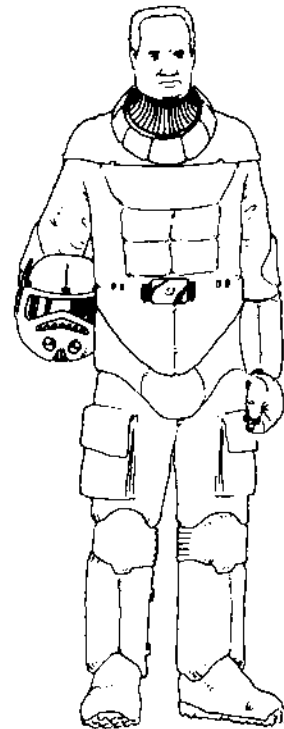
SERVICE AND TECHNICAL SECTORS DIAGRAM
Representative Death Star Technical Uniforms



Medical Technician



Service Technician



Engineer

John Paul Lona

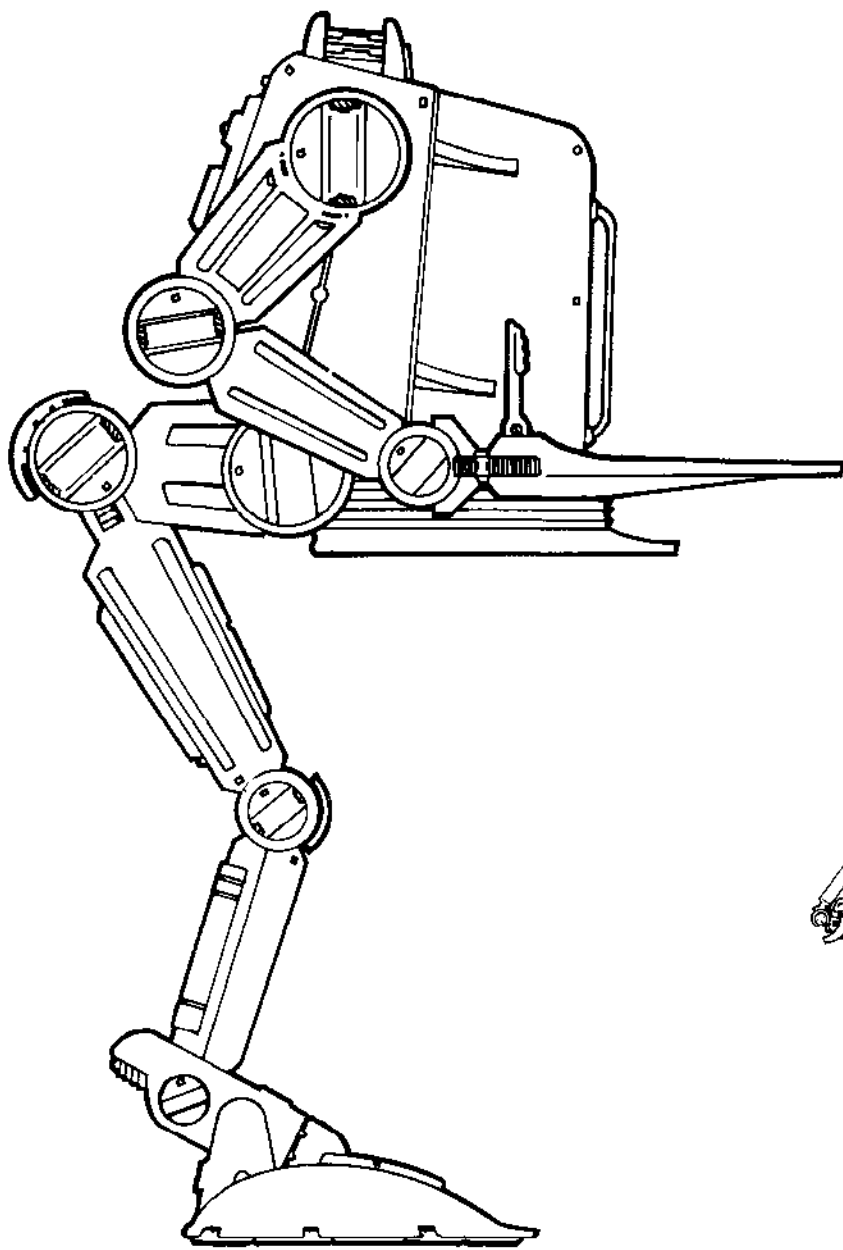
ence and research labs had been allocated to the Death Star, and while a few did get to engage in pure knowledge advancing experiments, most were put to work designing power output enhancements for weapons and engines, or even assigned the task of new weapon development.

As the Death Star was primarily an instrument of war, much effort was directed to keeping the men who served the battle station healthy and fit during non-combat periods, and repairing the injured during war. A typical medical bay was staffed by medical technicians of varying rank and ability, and by Droids that specialized in medical techniques. Medical bays featured large open chambers that served as either examination rooms or operating theaters. These chambers contained diagnostic examination platforms and operating tables, and each could be partitioned to form three private rooms. Bacta tank wards had healing units for up to 16 patients. These restorative baths remained the fastest and most effective methods of healing, but were held for use by only the most seriously injured patients. Less lethal injuries were treated and the patients were sent to recuperation wards. Life-

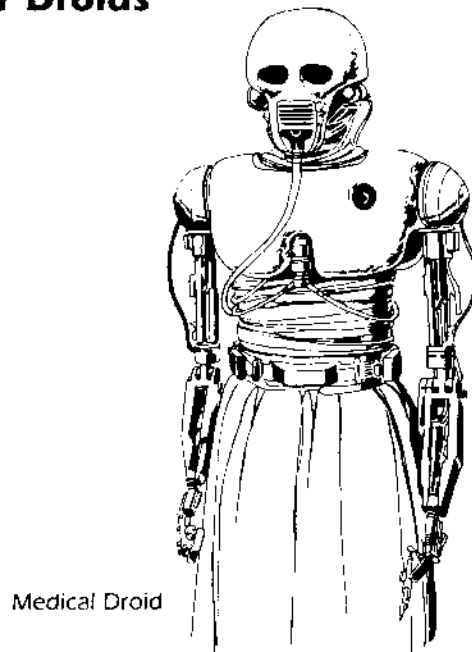
threatening injuries were handled by a special intensive care ward which combined bacta tank treatments with life-support machinery. Medical Droids currently in Imperial service are the Emdee series of diagnostic, laboratory technician and microsurgery mechanicals.

Droids made up a huge portion of the Death Star's crew complement. The task of servicing the mechanicals fell to the service sector, but the task of programming was the domain of the technical sector crew. The spectrum of jobs handled by Droids aboard the battle station was as vast as the number of different models employed. Some Droids aided science research and the medical bays. Others worked in engineering and technical services. Another group handled service tasks such as translation, protocol, and domestic assignments. A select corps of mechanicals worked with the security and military sectors. Finally, a huge number of Droids were assigned to menial labor, transportation, and sanitation applications. All required programming, and the department of technical services filled that important function. In addition, the technical sector is responsible for the programming necessary to operate

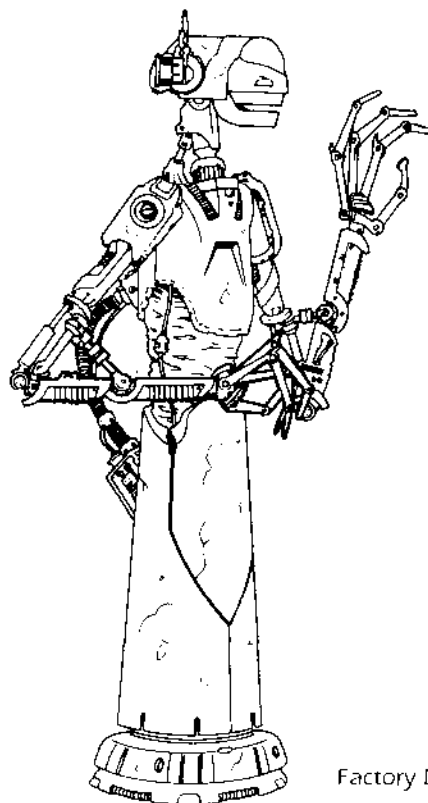
SERVICE AND TECHNICAL SECTORS DIAGRAM
Representative Death Star Droids



Cargo Load Lifter

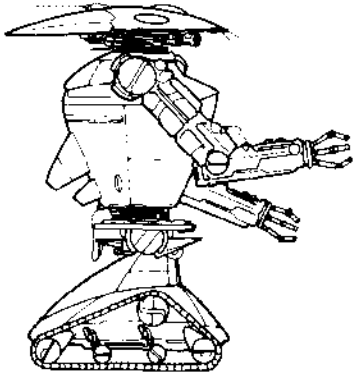


Medical Droid

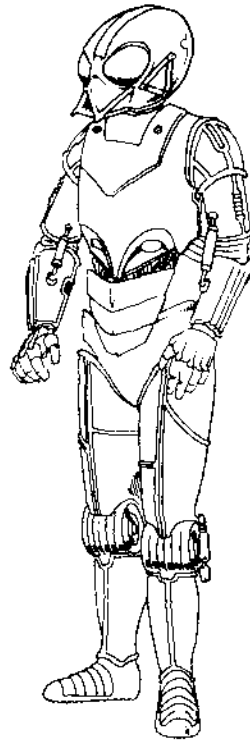


Factory Droid

Note: Droids are not shown to scale.



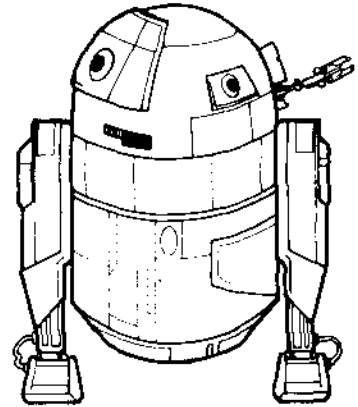
Maintenance Droid



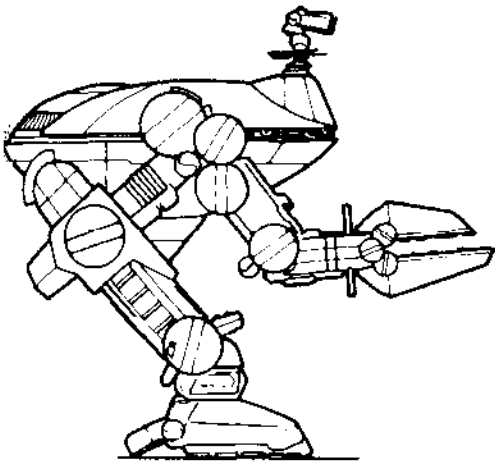
Servant Droid



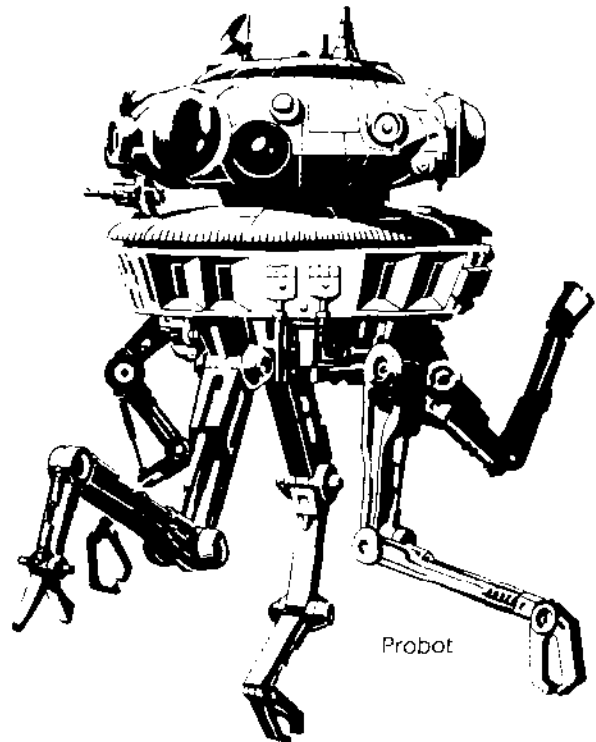
MSE Droid



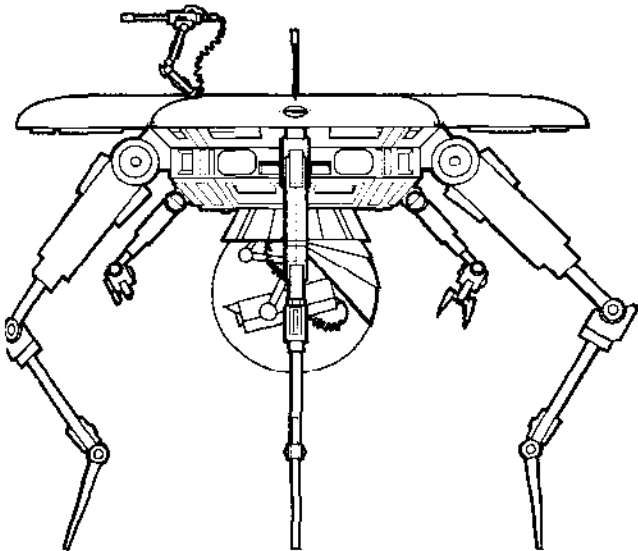
Systems Operator



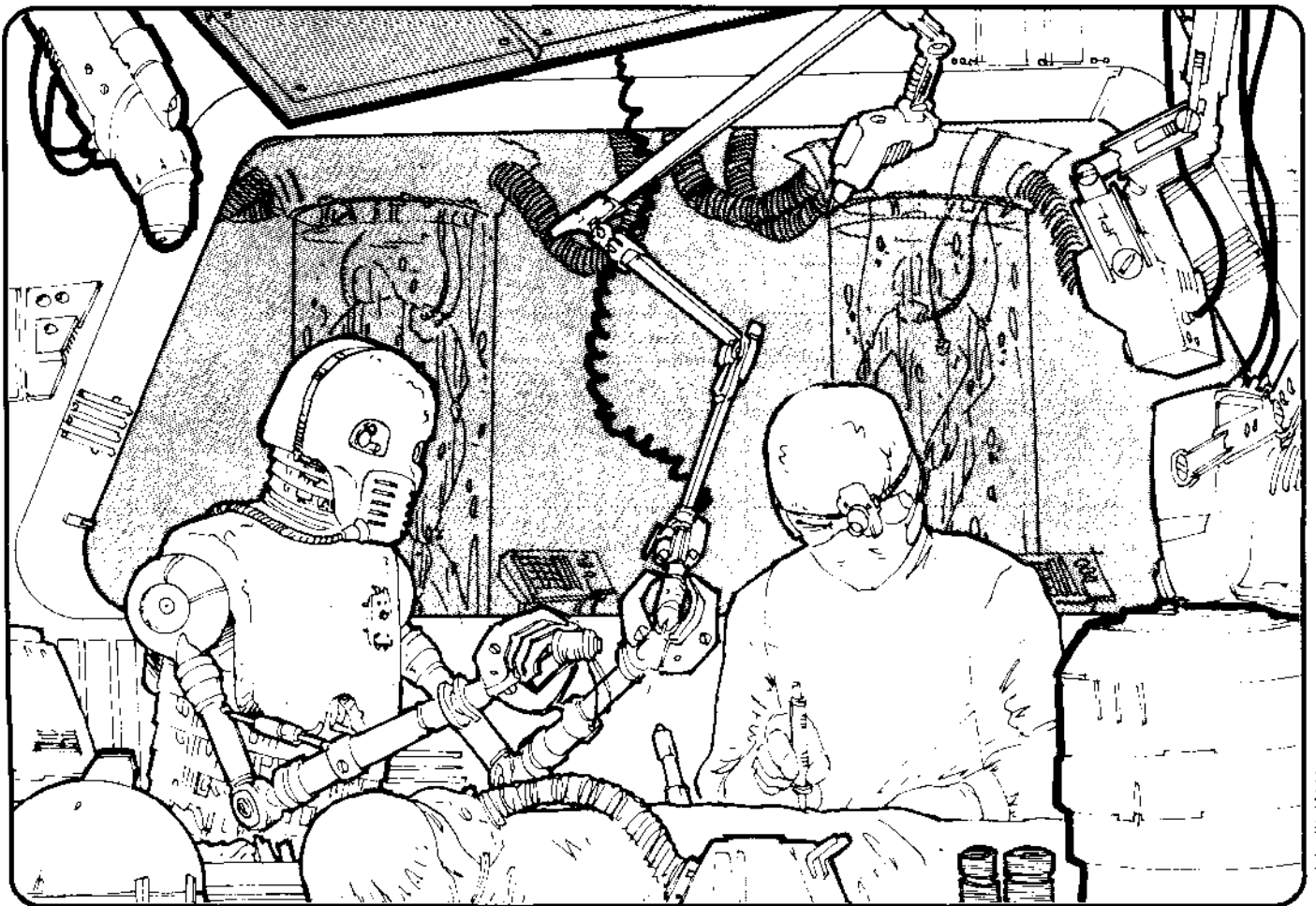
Worker Droid



Probot



Maintenance Droid



John Paul Pope

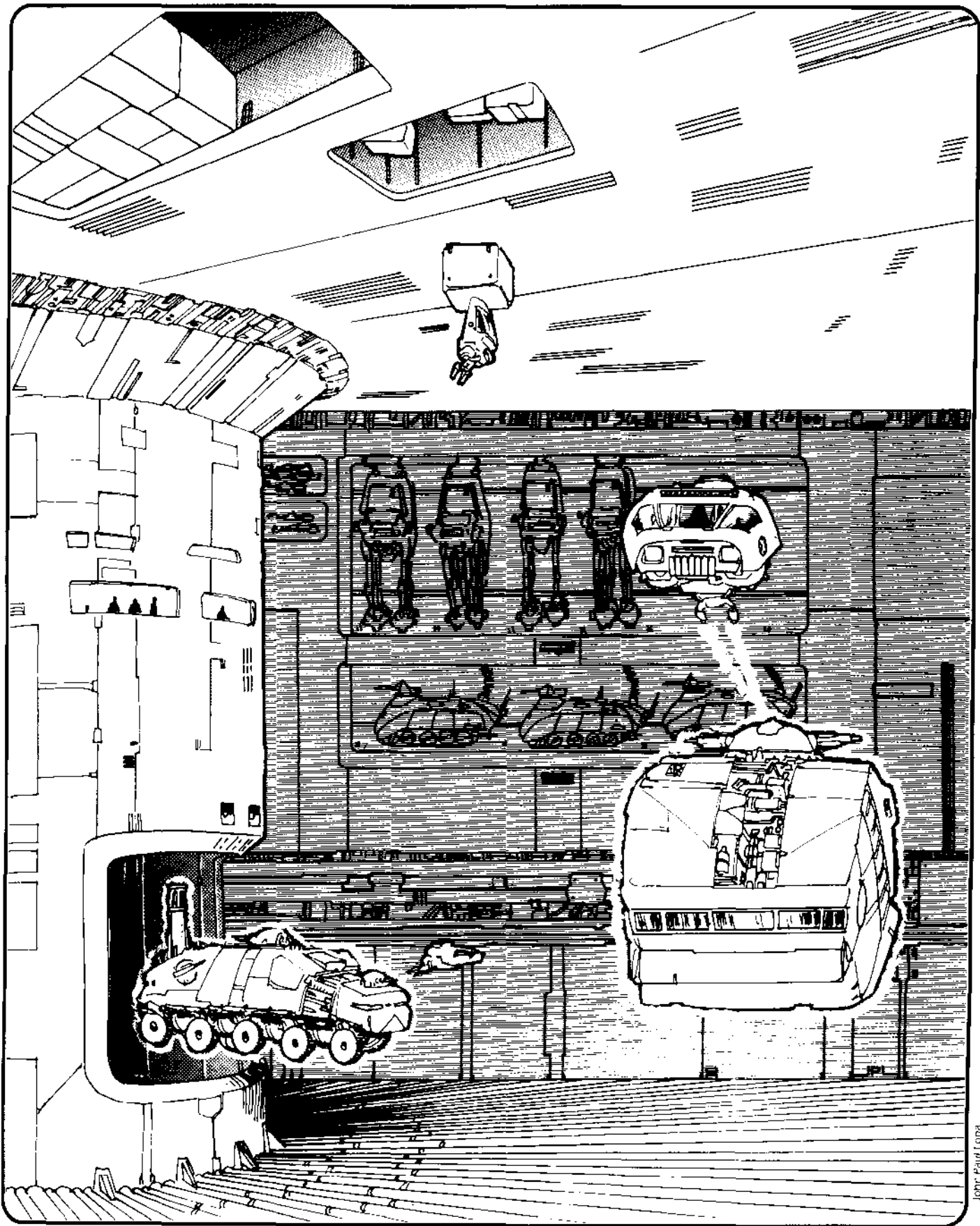
the Death Star's integrated computer systems.

Engineering, another department within technical services, had the sole assignment of keeping the battle station's sublight and hyperdrive engines in working order. While it was but one task, it was a demanding and vital one. Engine blocks were located along the Death Star's equator and at its poles, providing the thrust to move the massive vessel through space. Sublight drives moved the Death Star through realspace. While many types and models of sublight engines exist, the Death Star employed a series of ion engines that converted power cell output into fusion reaction particles. This energy, when hurled from the Death Star's engine ports, produced enough thrust to propel the station through the void. Unfortunately, ion particles are highly radioactive, and powerful vents were employed to force the radiation out of the drive stations and into space. Even so, engineers routinely wore protec-

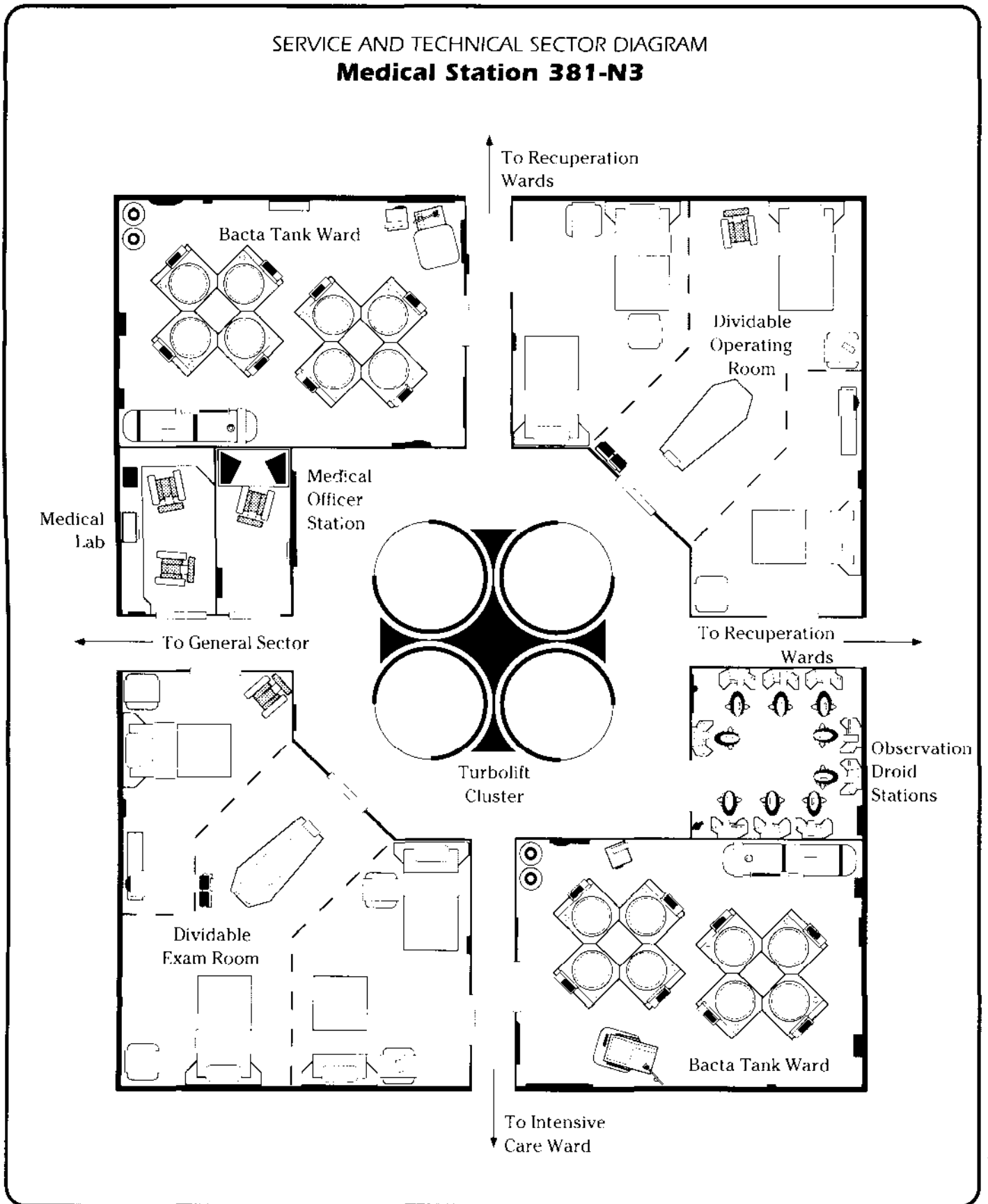
tive gear to ward off radiation spillage.

Hyperdrives, by contrast, are considered much "cleaner" than their sublight drive counterparts, but they also require more power to hurl their host beyond light speed. They threw the battle station into a dimension called hyperspace, a dimension coterminous with realspace that at the same time operates under a different set of physical laws. Only by employing sophisticated astrogation computers and accurate and timely astrogation charts could the battle station hope to navigate hyperspace safely.

System-specific operator Droids, modelled after starfighter astromechs, were plugged into stations throughout the battle station. These Droids assisted in astrogation, diagnostics, piloting, and most other tasks also assigned to human crew on the Death Star. Without these Droids, the battle station would have needed perhaps twice as many biological crew than it normally employed.

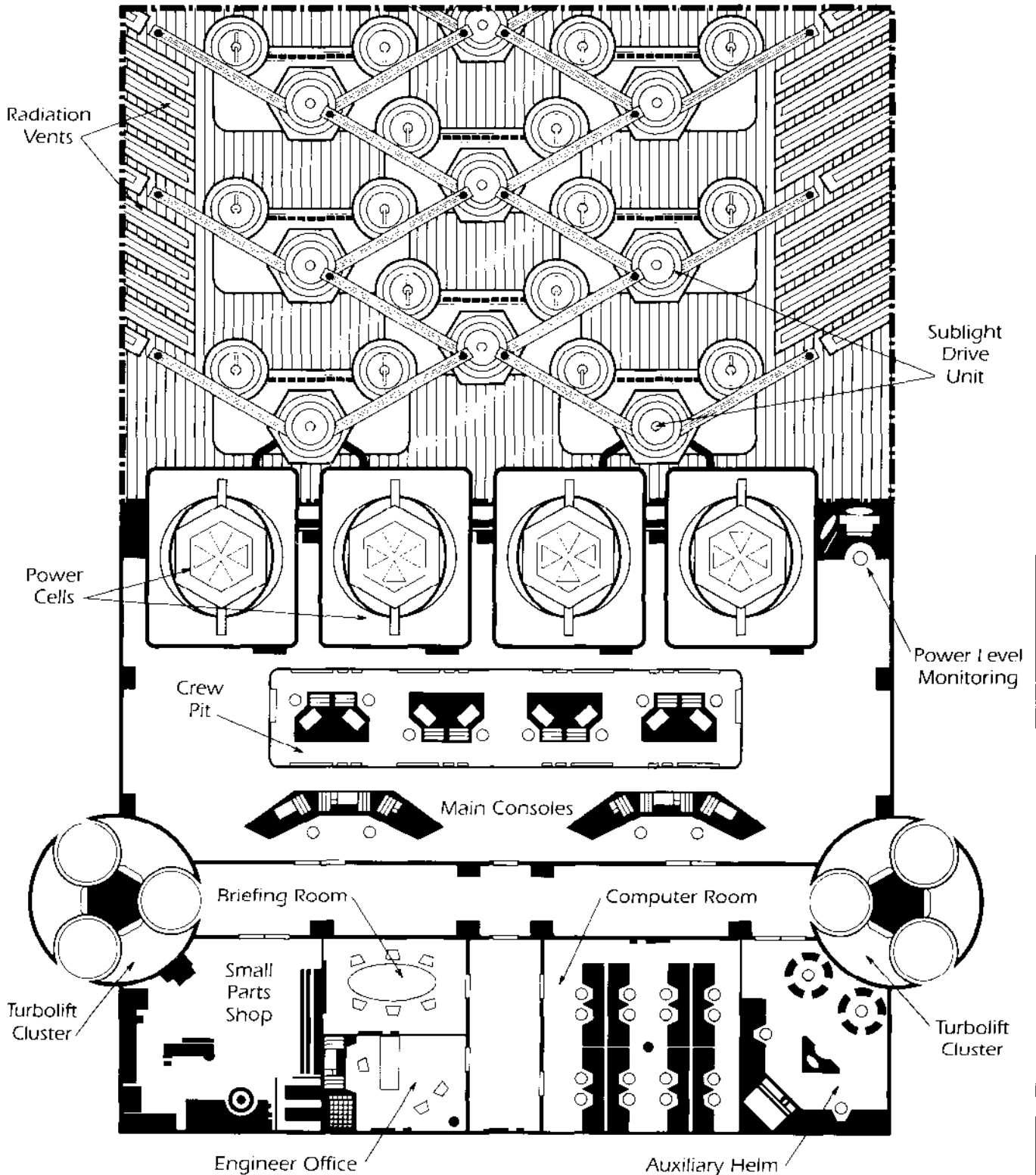


SERVICE AND TECHNICAL SECTOR DIAGRAM
Medical Station 381-N3



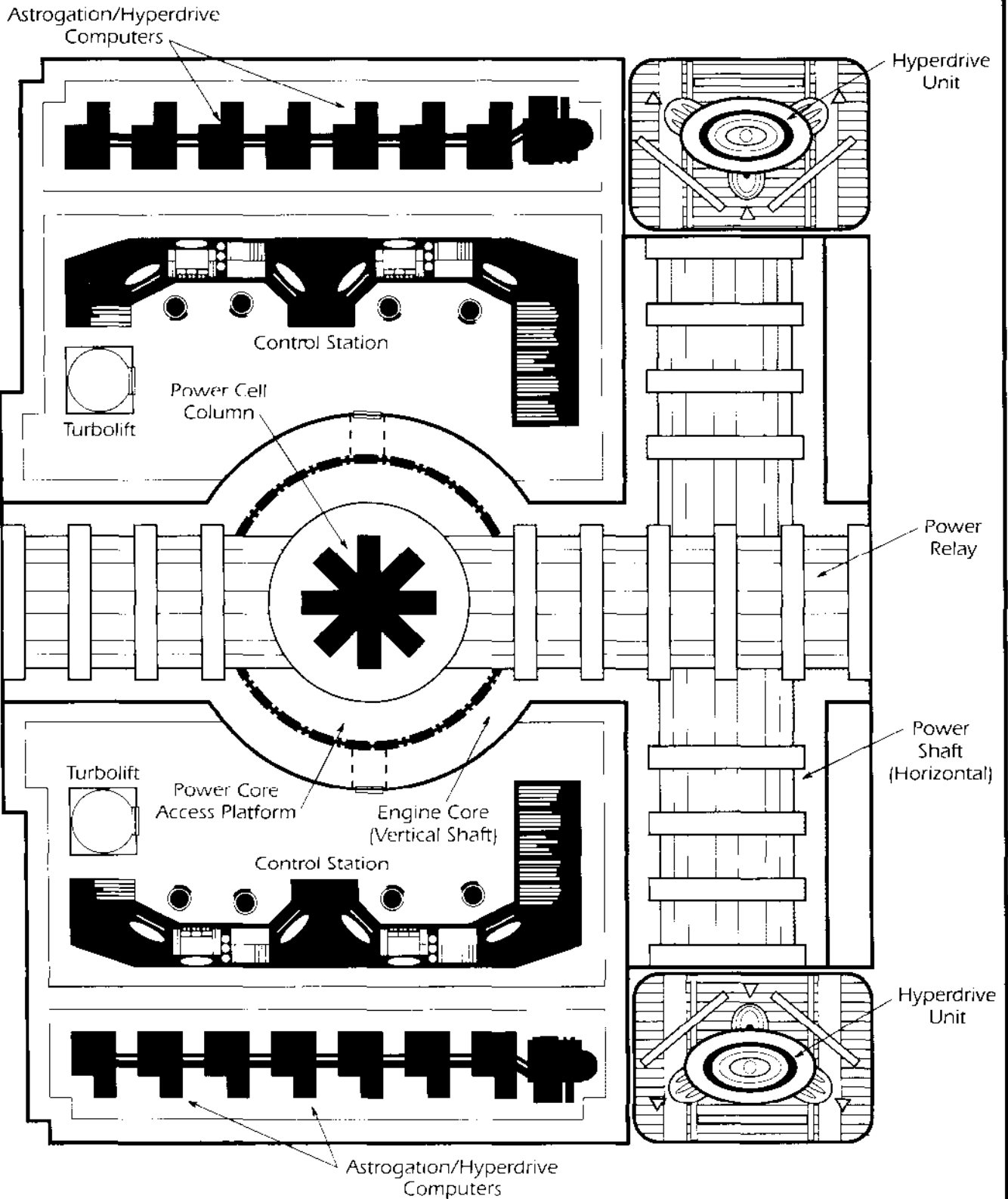
ROB CRAWFELL

SERVICE AND TECHNICAL SECTORS DIAGRAM
Sublight Drive Station D-639



John: Patu: Long

SERVICE AND TECHNICAL SECTORS DIAGRAM Hyperdrive Station A-226



John Paul Long

Chapter Seven

Military Sector

Those areas under the command of the military sector included armory stores, weapons stations, and tactical planning and observation rooms — the war rooms. Strictly speaking, all personnel on board the battle station were military. The Empire is, more than anything else, a military organization. For purposes of duty assignments and command hierarchy, specific portions of the battle station were deemed military sectors because of their status as battle ready.

The Imperial Army

Since the rise of the New Order, the Imperial Army has become a powerful tool in the Emperor's arsenal. The Army's mission on the Death Star encompassed drop missions to planet surfaces when the battle station was assigned to suppress an uprising. With the bombardment support available from the superlaser, the Army expected each mission to be relatively quick and easy.

Army troopers wear gray helmets and uniforms, and they have partial body armor available when the situation calls for it. All officers are required to wear body armor when in the field, no matter how simple the operation seems to be. The basic training a trooper undergoes teaches him to fight and fight well. He is not taught to think for himself or to devise tactics — that's what officers are for. But he is taught all manner of combat techniques, not limited to but including hand-to-hand combat, blaster pistol, grenade, and heavy weapons use. As drop missions were rare aboard the Death Star, there was only a small contingent of troopers on board. These soldiers were selected for their ability to learn secondary skills, and all undergo additional training which will allow them to take on in-space tasks to keep busy between drop missions.

The land assault trooper is a specialized soldier trained to work in tangent with surface attack vehicles. As the Death Star carries a significant amount of this type of craft, the Army must maintain the personnel to use them. Land assault

troopers wear impact-absorbing uniforms, environmental gear, sensor-equipped helmets, and partial body armor. Each soldier is trained to operate a variety of land war machines, in addition to the usual training all Army combat troops receive.

Army personnel maintained their own armories and vehicle bays throughout the Death Star.

The Imperial Navy

The Imperial Navy remains the cornerstone of the Empire's power. It moves through space in massive war ships, swiftly dispensing the will of the Emperor wherever he demands. The Death Star, for all of the effort made to make it a joint forces venture, was a Naval facility. A specific branch of the Navy had been created to pilot and maintain the battle station. This branch fell under the heading of Battle Station Operations. All personnel serving in this branch, from technicians to gunners to astrogators to pilots, hail from the Navy. To the best of our knowledge, this branch remains active despite the Death Star's destruction.

Naval officers stationed on the active bridges issued orders pertaining to course corrections, headings, and a thousand other incidentals. Naval crew operated the numerous consoles and duty stations that turned the orders into actions.

The distinctive uniform of the Death Star trooper marked these multi-talented individuals as the select force of Grand Moff Tarkin. Tarkin envisioned a new type of soldier to protect his ultimate weapon. These men were trained during the construction phase of the battle station, being molded and re-built as the Death Star was being put together. Besides the normal training all combat forces undergo, the Death Star troopers received advanced special forces training to make them a step above the average soldier. They were even given the distinct privilege of receiving independent command training so that they could react and adapt to changing situa-

tions. But Tarkin demanded that this independence be tempered with devotion, fierce loyalty to the New Order, and the need to obey any command issued by a ranking officer. Tarkin's vision was obvious—the more powerful a weapon is inside, the more powerful the punch it delivers on the outside. Death Star troopers were issued uniforms made to symbolize Tarkin's doctrine of fear.

Death Star gunners were culled from the best fighting units in the galaxy, assembled to operate the gun towers and defend against large scale assault. Gunners are usually pilots-in-training or pilots who failed to qualify for flight assignment. Trained to work as a group, gunners specialize in unified fire and probability-generated spread patterns. This training was perfectly suited for the defensive requirements of the Death Star, and the gunners were taught to blanket the Death Star in a defensive net of blaster fire. The highest-ranking and best trained gunners were assigned to the superlaser.

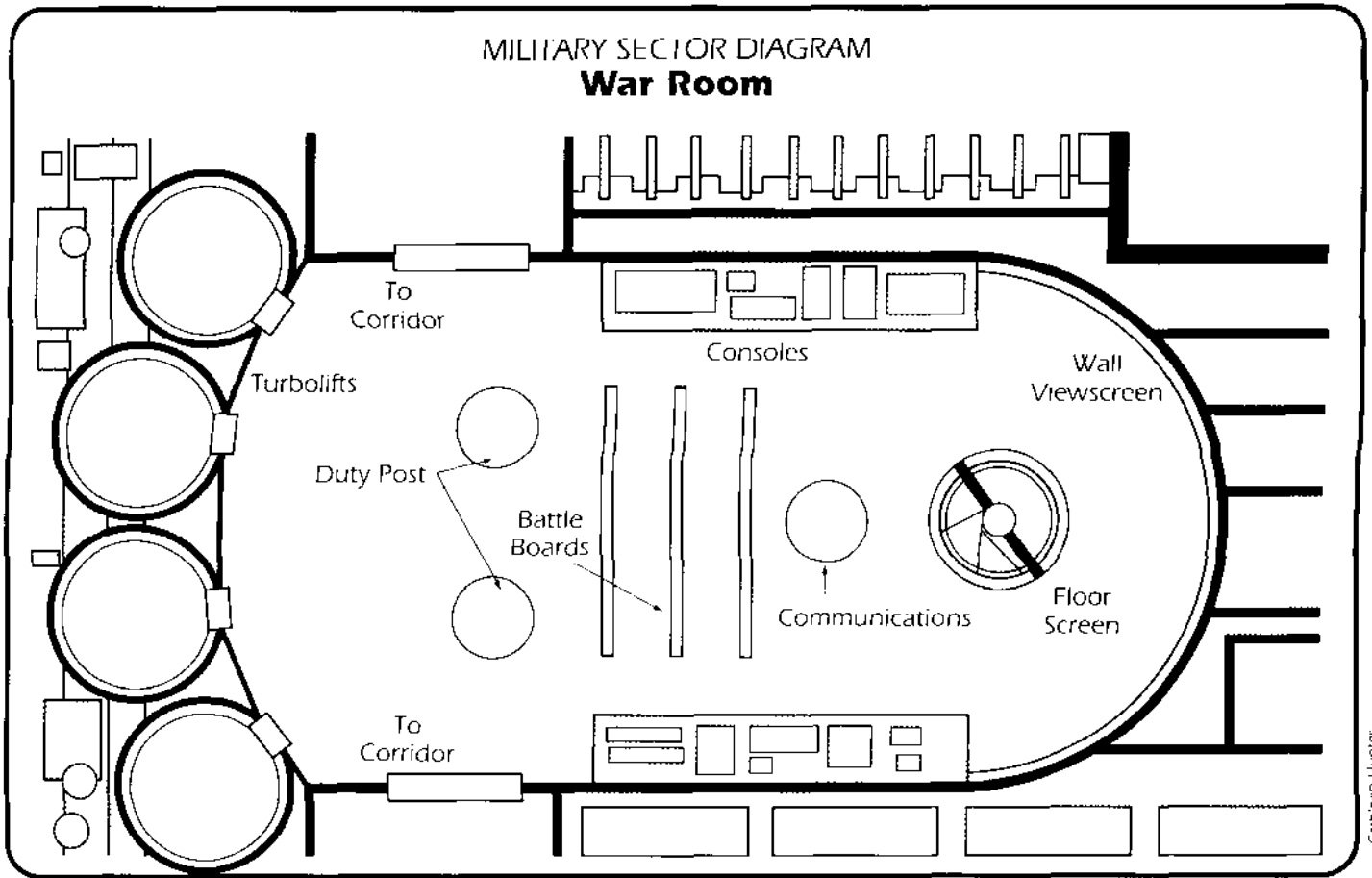
Finally, the Navy would not be what it is without the vast number of starfighter-class pilots who have come up through the ranks. Unlike the officers, who command the vast capital ships or

battle stations like the Death Star, a starfighter pilot must be a hands-on flyer. It is the starfighter pilot who crawls into a flight cockpit, takes the controls in his hands, and launches his ship into space. Lightning reflexes, superb training, and creative thought are common traits among the elite starfighter pilots. These pilots operate shuttles, patrol craft and assault ships, but the best of the bunch fly the dreaded TIE fighters.

Stormtroopers

Mysterious and highly-visible, stormtroopers are encased in protective armor and wield powerful personal weapons. They are an elite branch of shock troops which support the Army and Navy while remaining separate from both. The Emperor personally requested that a place be made for stormtroopers aboard the Death Star, and these specialized soldiers worked their way into all areas of the battle station. Their job was to assist in ground assaults and battle station security, but no one doubts that they were in place to enforce compliance with the will of the Emperor if an officer decided to ignore the policies of the New Order.





Cathleen Hunter

Armories

Each branch of the military maintained its own armory stores throughout the Death Star. Armories contained a wealth of weapons, ammunition and protective gear, ready to be dispensed at a moment's notice. Blaster pistols and rifles, grenades (including smoke, stun and destructive varieties), heavy weapons (such as mounted laser cannons), melee weapons (like force pikes) and body armor were typically stored behind locked blast doors, along with the necessary power cells. Armories were guarded at all times, and a dispensation officer was always on duty. Larger armories, connected to nearby hangar bays via lifts, held the Army's land combat vehicles, including AT-AT walkers and repulsortanks. A central armory stored replacement engines, weapons, and whole sections of vehicles. These parts could be brought into a zone's armory via the vast network of repulsor shafts.

Armories were monitored by security remotes and guarded by a squad of soldiers from the particular military branch maintaining it. All doors into armories feature locks which required a Difficult *security* roll to open. In addition, internal alarms were set off if a piece of equipment was

removed from its storage bay without entering the proper code (Moderate *security* roll to bypass). Failing to enter the proper code set off an alarm that dropped the armory's blast doors into place (Difficult *security* roll to open) and alerted two additional squads to investigate the area.

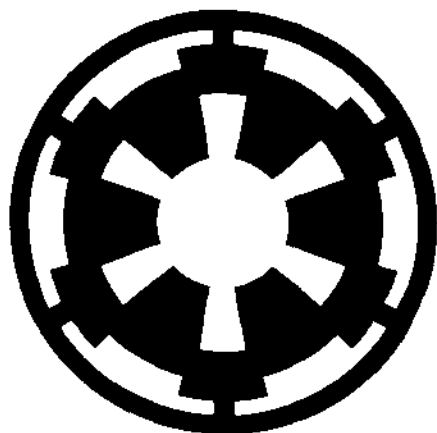
The War Room

When the Death Star entered combat, the entire station switched to Defstat 3. During these times, the tactical planning and observation stations were activated. These areas, generally called the war rooms, contained everything needed to plan and monitor a specific battle. There was one war room in each zone of the station.

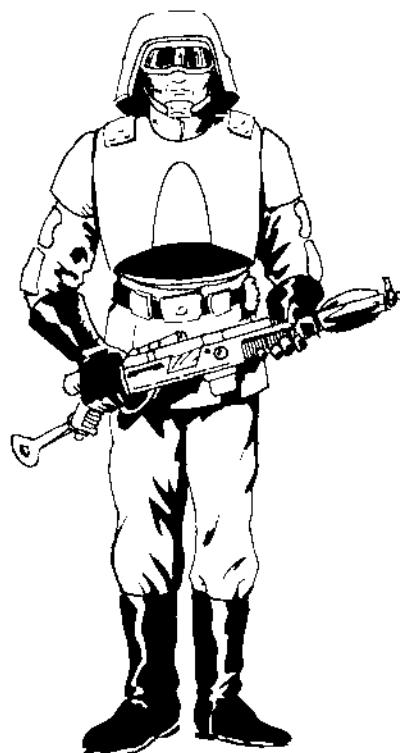
In the war rooms, large transparent battle boards tracked the activities of friendly and enemy forces as technicians and computers worked together to analyze attack patterns and develop effective counter-strategies. Communications personnel monitored all communications activity between both sides of the conflict, often breaking enemy codes with relative ease. They were also equipped to issue updated orders as the officers designed new tactics to deal with the ongoing conflict.

continued on page 66

MILITARY SECTOR DIAGRAM
Representative Death Star Army Uniforms



Officer in Field Armor



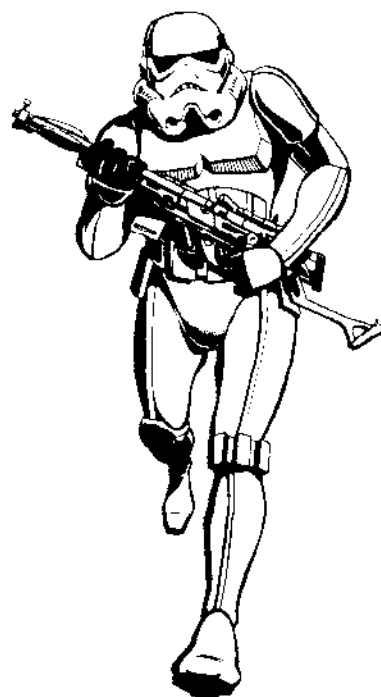
Trooper in Field Armor



Trooper



Land Assault Trooper



Stormtrooper*

* Technically a separate branch

MILITARY SECTOR DIAGRAM
Representative Death Star Navy Uniforms



Naval Officer



Death Star Trooper



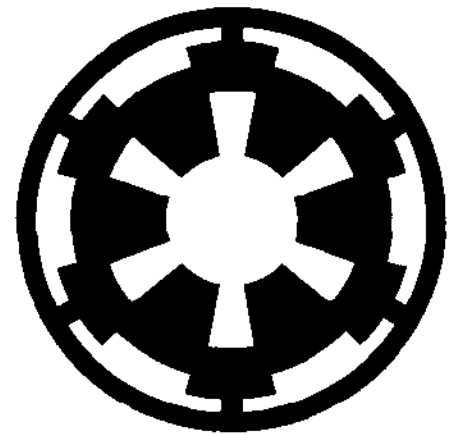
Death Star Gunner



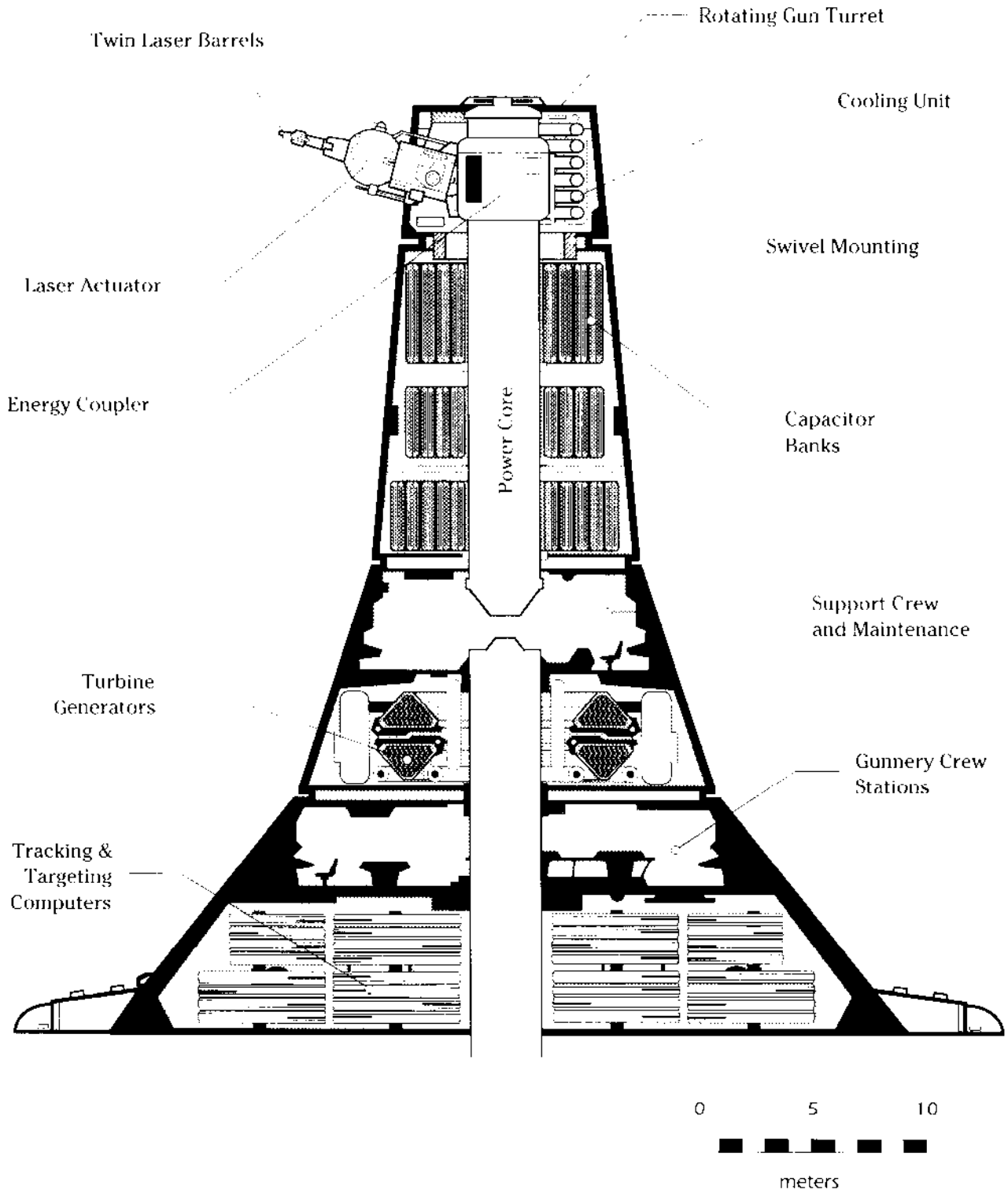
Starfighter Pilot



Naval Crew

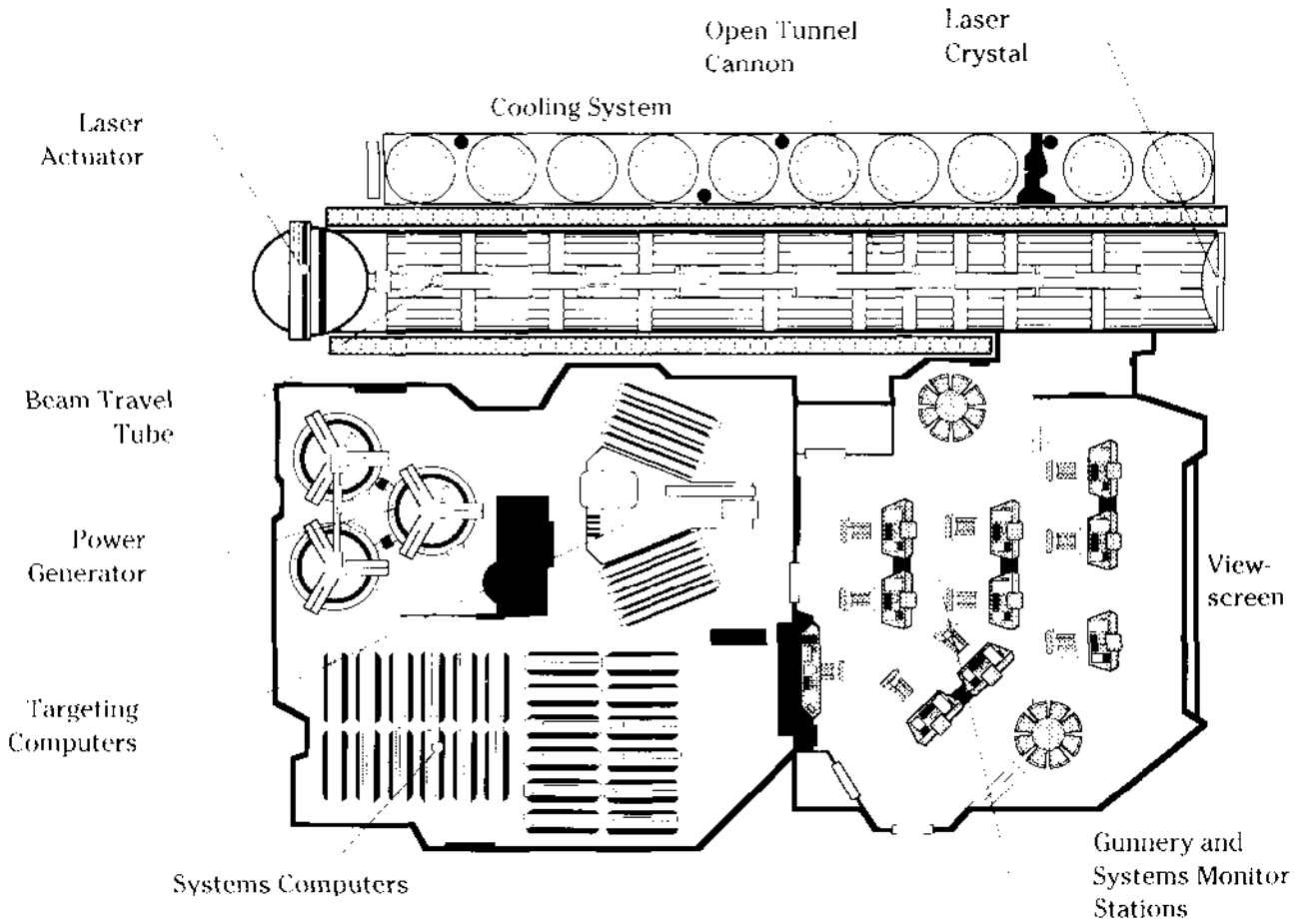


MILITARY SECTOR DIAGRAM
Turbolaser Tower

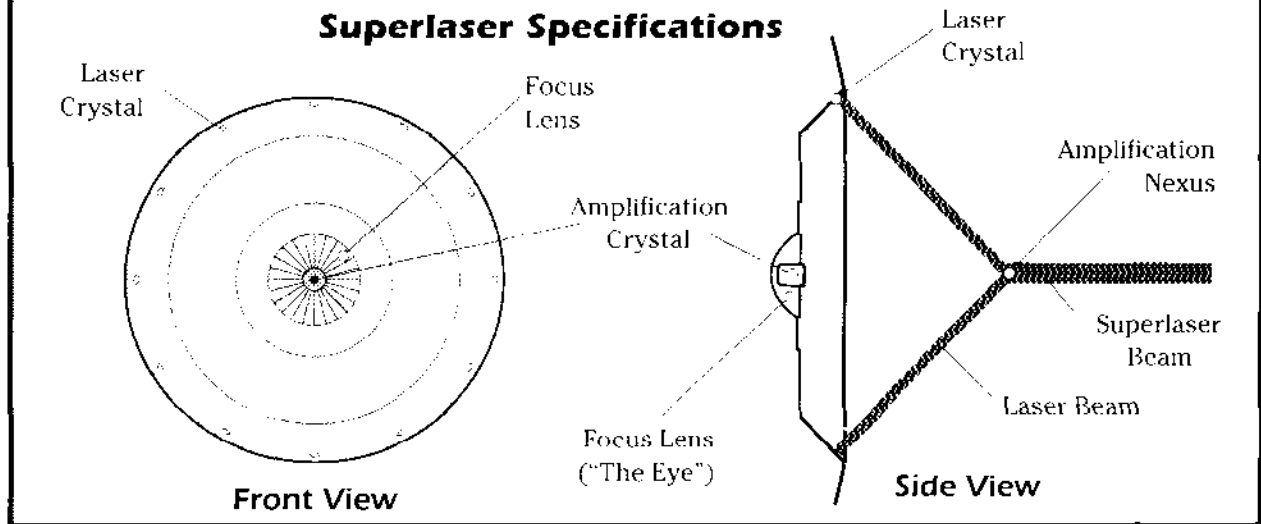


Rob Celswell

MILITARY SECTOR DIAGRAM Superlaser Firing Station



Superlaser Specifications



Reo Caswell

The main station in the war room was the massive tactical floor screen, which constantly showed the position of the Death Star and its relationship to its own support craft and enemy forces. The screen also showed the range and targeting field for the superlaser, highlighting those participants in the theater of operation that could be targeted by the massive weapon.

Two squads of Death Star troopers monitored security within each war room.

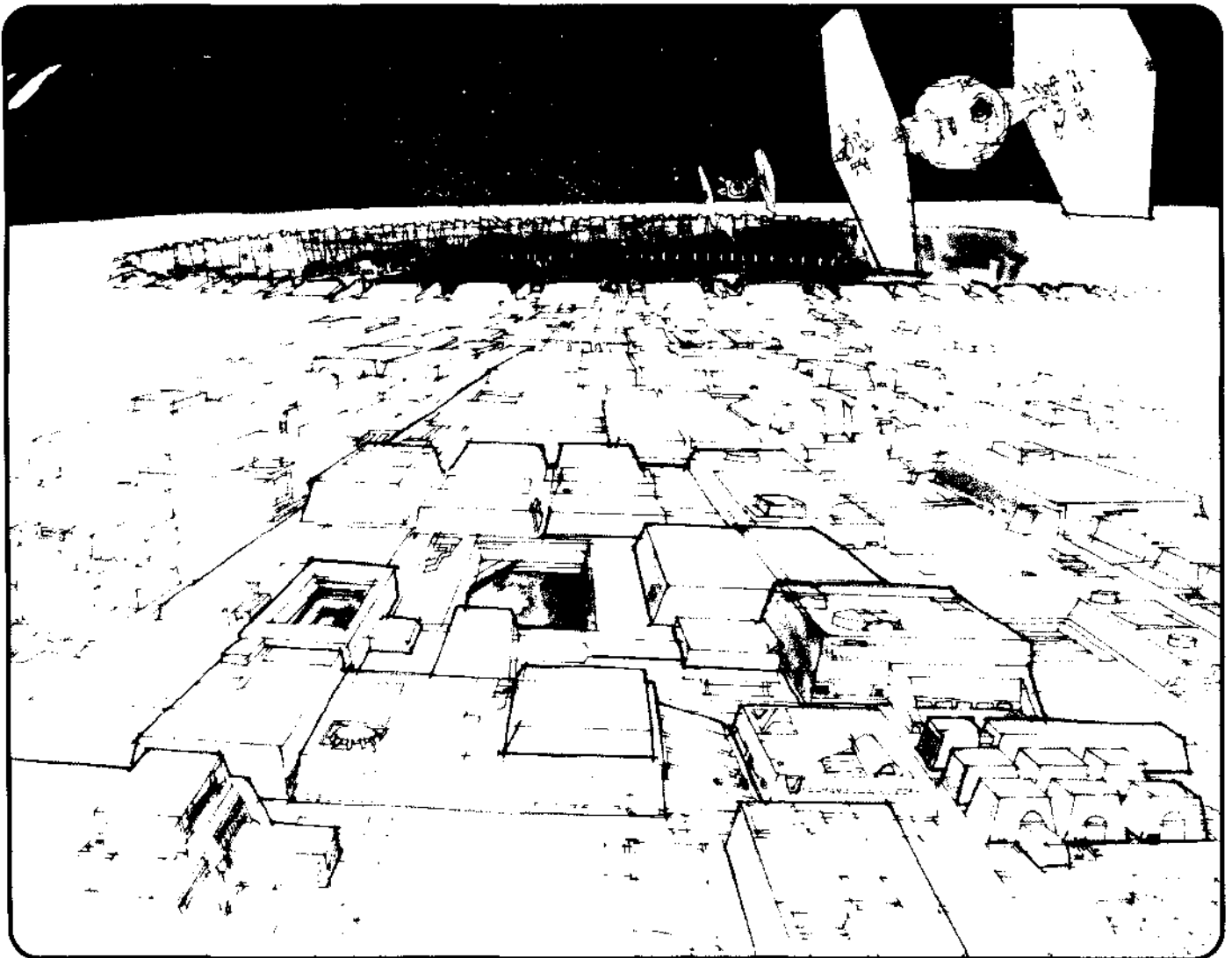
Weapons Stations

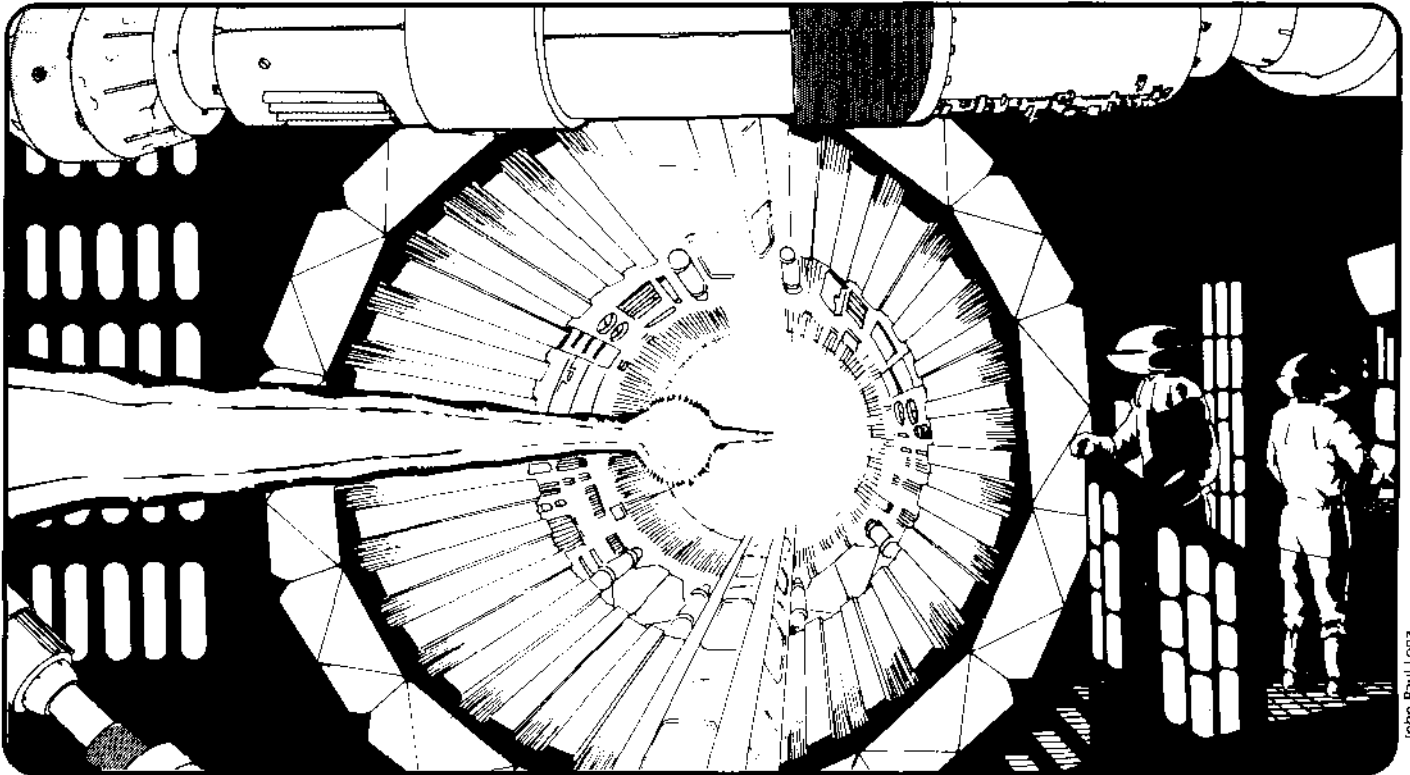
Weapons stations were any of the numerous weapons emplacements that formed the Death Star's basic defense network. Most of these took the form of turbolaser towers, but there were a number of torpedo ports and the superlaser was considered a weapon station as well.

Turbolaser Tower

A typical turbolaser tower featured four distinct sections housed within an armored hull. The top section, housing the gun turret, rotated in a full circle to provide a continuous arc of fire. Twin or quad laser barrels jutted from the turret. Swivel mounts allowed them to cover the vertical field of fire. Safety features built into the targeting computer programs didn't allow the laser to fire when any portion of the battle station was within its sights (this feature was used to particular advantage in the Battle of Yavin; the Alliance's pilots flew courses that wouldn't allow the towers to fire without risk of hitting the space station). Turbolasers are most effective against lightly-armored and shielded starfighters. Some towers were fitted with heavy cannons instead, making them useful against capital ships.

The second section of a typical tower contained row upon row of capacitor banks. These





John Paul Lona

units stored energy that the laser actuator converted into charged beams of intense light. Without this storage capability, turbolasers would not be able to maintain rapid fire for long.

The third section housed the support crew and maintenance stations, as well as the massive turbine generators that powered the tower.

The final section of the tower contained the tracking and targeting computers, and the gunnery crew stations. With the help of specialized helmets, gunners provided limited targeting for their guns. However, once enemy targets began fast-moving attack patterns, only the computer could keep track of the multiple targets and devise fire patterns best able to fend off the attack.

A squad of army troopers guarded each turbolaser tower.

Superlaser Stations

The Death Star's superlaser was a triumph of combat engineering. Eight individual laser stations produced beams of super-charged energy which converged at a central nexus (called the amplification nexus) in front of the massive focus lens. There were also four back-up laser stations

in case one of the main stations malfunctioned. The lens, built around an amplification crystal, combined and amplified the eight separate beams into a single superlaser beam. This beam was regulated in power, providing enough power to smash capital ships or provide ground support, or enough power to shatter a planet. It is the main weapon around which the rest of the Death Star had been constructed, and all other systems in some way operated to maintain it.

Two squads of Death Star troopers guard each of the superlaser stations.

Superlaser

Fire Arc: Forward

Crew: 168, skeleton 48/+10

Scale: Death Star

Skill: Capital ship gunnery: superlaser

Body: 12D (capital scale)

Space Range: 1-20/40/100

Damage: 12D*

* The Death Star's power systems can generate 2D of damage per hour. The Death Star's superlaser can only fire at maximum power.

Chapter Eight

Security Sector

Security handled the massive job of protecting high-ranking officers and visiting officials, patrolling and guarding vital or off-limits areas aboard the battle station, maintaining the detention cell blocks, and policing the corridors and sectors of the Death Star.

Security officers throughout the Empire are called wardens, and they are among the only officers to carry a personal weapon at all times. Security personnel wear similar uniforms, but the detention guard does not regularly wear the body armor that security guards patrol in.

The main purpose behind security remains to maintain the peace. All communities suffer some level of tension and personal violence. A battle station is a community comprised of hundreds of neighborhoods. The survival of the community depends upon its members getting along and working together smoothly. At those times when an argument or discussion gets out of hand, security is there to put down the disturbance.

Security personnel were also assigned to ranking officers in order to assure their protection and continued well being. Grand Moff Tarkin, for example, was constantly surrounded by no less than a dozen security agents at all times. Visiting officials often brought their own security detail, but Death Star security personnel were assigned to them as well.

Security sector personnel were assigned to one of several security departments. Personnel were seldom transferred, although those assigned to extremely sensitive locations were under constant surveillance and observation.

Enforcement

Enforcement included those security guards on permanent patrol duty and those held on alert to answer calls from anywhere aboard the battle station. Whenever order must be restored, enforcement was there to do the job. Typical patrols consisted of two security guards, assigned to a specific sprawl. In times of emergency, security agents were supposed to be ordered to

sprawls outside their patrol territory, but at no time during the short history of this station did this occur.

Protection

Protection handled the security of officers and visiting officials, as well as the protection of vital sections of the battle station. Instead of patrolling a section of the Death Star, protection personnel maintained contact with a single target that was made their responsibility. Protection could call upon enforcement for backup, but its agents were prepared to deal with any situation immediately and without direction from superiors. Typical protection squads consisted of six security guards.

Surveillance

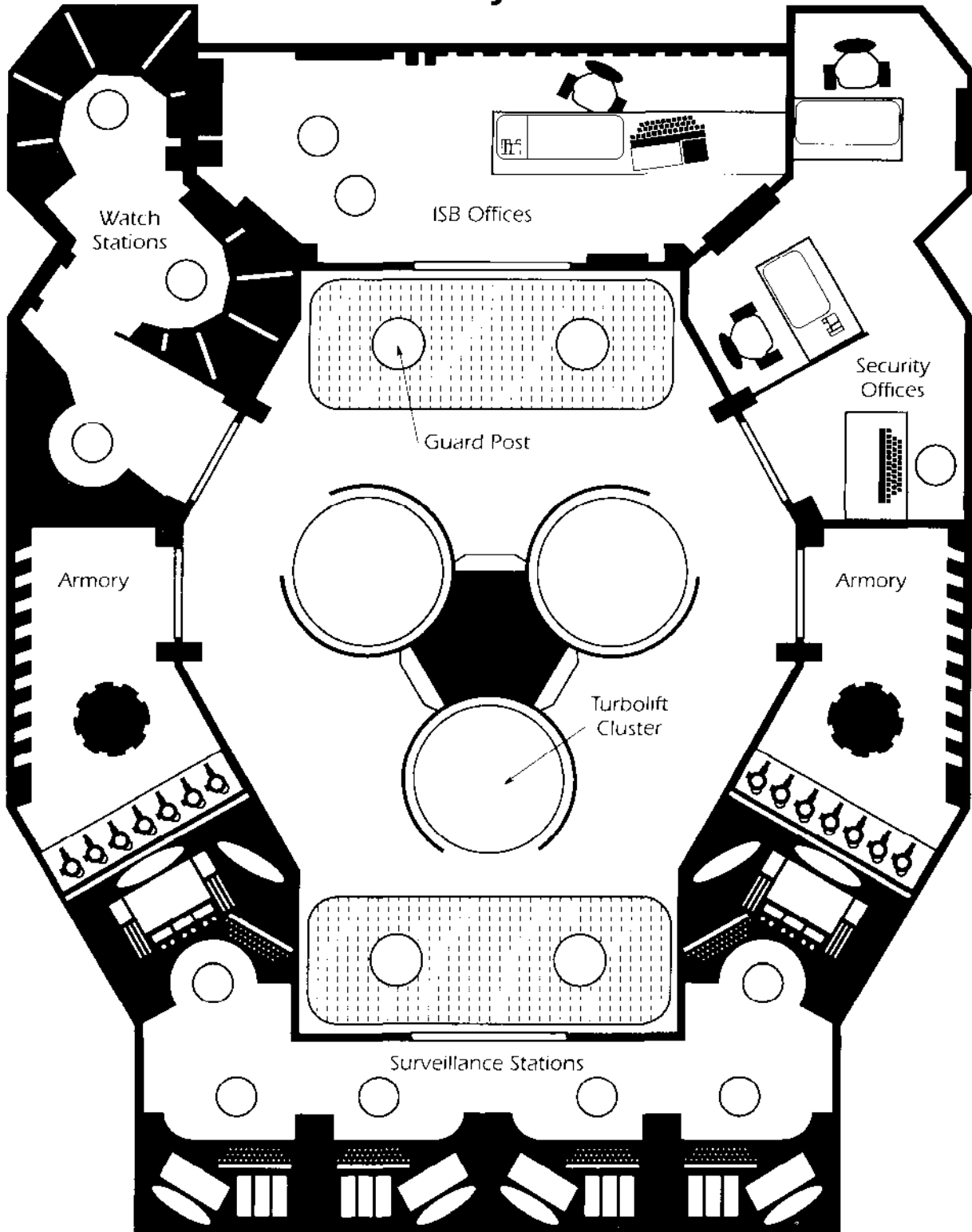
Surveillance worked with enforcement and protection to create a complete umbrella of security aboard the battle station. Surveillance used hidden cameras and sensors positioned throughout the Death Star, as well as mobile surveillance remotes, to constantly watch over a craft much too large to adequately cover with manpower. Surveillance stations remained on alert throughout all duty shifts. The observers not only relied upon sensor warnings, but randomly monitored visual images coming in from cameras and remotes. If need be, an observer could order a surveillance Droid to any section of the station in order to perform an on-the-spot investigation.

Detention

Detention was the branch of security that maintained the detention blocks and cared for those individuals held over for some infraction. Typical "guests" crammed into the rows and rows of small cells located throughout each detention block included political prisoners, criminals, and even Imperial personnel who disobeyed orders.

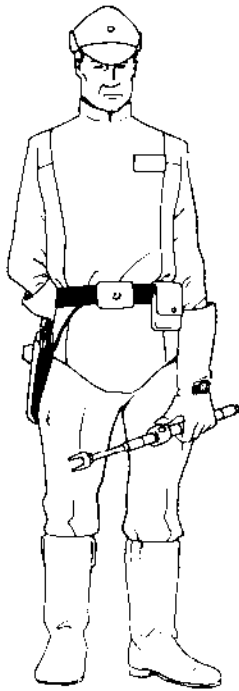
Detention wardens and guards were trained in the handling of prisoners and the maintenance of their cells. They were assisted by monitors at the

SECURITY SECTOR DIAGRAM
Security Sector

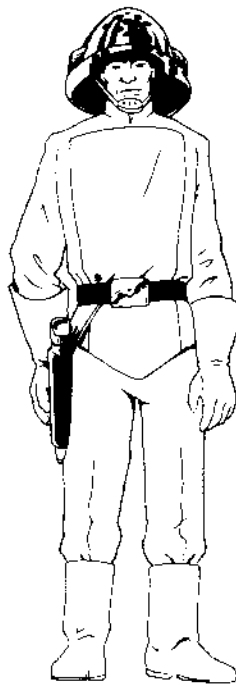


John Paul Lorne

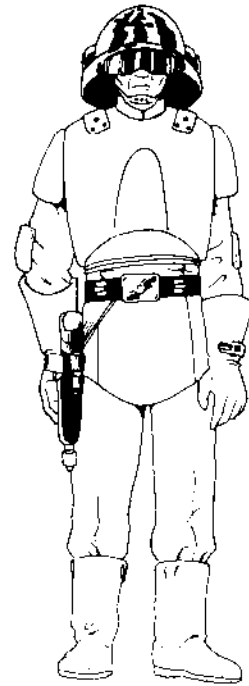
SECURITY SECTOR DIAGRAM
Representative Death Star Security Uniforms



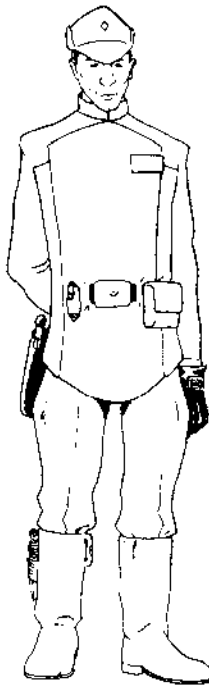
Warden



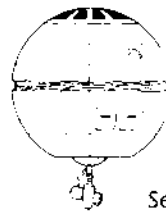
Detention Guard



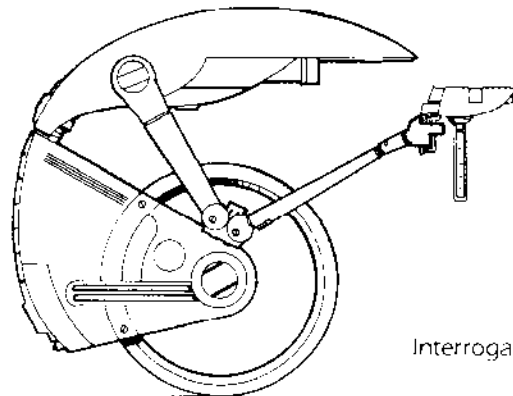
Security Guard



ISB Agent



Security Remote



Interrogator Droids





John Paul Lona

guard stations which constantly viewed the cells with cameras and sensors. The cells themselves were virtually escape proof, featuring magnetic locks (Very Difficult *security* roll to disarm), triple-thick doors and walls, and only the minimum of comforts.

A typical detention block was protected by a warden and 24 detention guards, and was constantly monitored by sector security through numerous auditory and visual monitors. Because of the sensitive nature of detention blocks, personnel could trigger an alert that zone security would act on immediately. Any disruption of the monitors in a detention block would also trigger an alert in zone security.

Interrogation

A special department within security, interrogation handled the debriefing and questioning of detainees. It also employed several techniques for use with uncooperative prisoners. Interrogators are trained in psychology and behavioral sciences, as well as the use of pain and drugs to get the information they need. They rarely encounter a subject that can defy their probes for long. Among the tools available to interrogation were a number of specialized Droids such as the IT-0 and IT-1 interrogation Droids. The sight of these Droids entering a cell was often enough to cause a prisoner to reveal everything and anything he knew about a given subject.

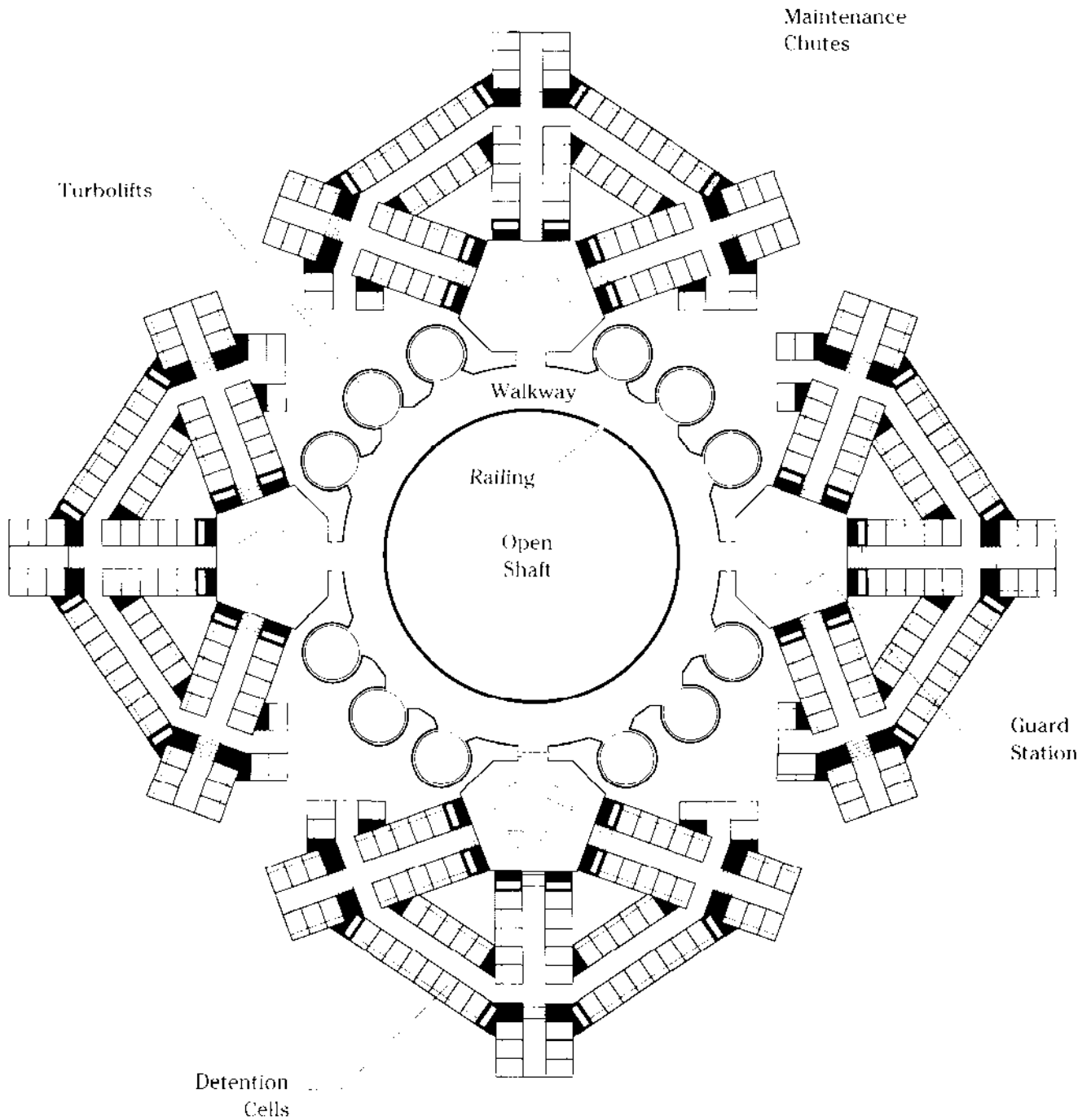
Imperial Security Bureau

The ISB serves as a fact-finding and special assignments division of the Imperial bureaucracy. As such, security was required to provide office space and reasonable assistance to the ISB agents assigned to the Death Star. Security forces throughout the Empire find these agents undesirable, and their policing and surveillance techniques are even more harsh than those employed by typical security squads.

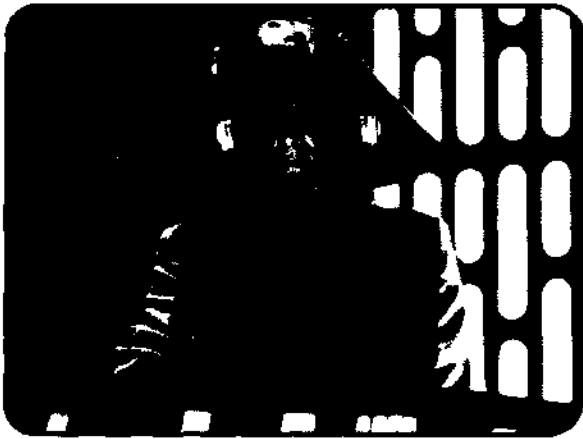
The Imperial Security Bureau features specialized agents operating in surveillance, investigations, internal affairs, interrogation, re-education and enforcement, but rarely does an agent specify what department of the ISB he represents. Better to let those concerned guess, since this makes them anxious and more likely to reveal covert activity.

ISB also leashed several undercover agents aboard the Death Star. Many slipped into the roles of common soldiers, administrative personnel and even low-level officers. In this capacity they were much closer to the "men in the field" than known ISB agents and were better able to investigate suspicious activities. It is known that at least one of Grand Moff Tarkin's personal aides was an ISB agent. ISB agents were also known to spy upon each other for both personal gain and out of "concern" for the health of the Empire.

SECURITY SECTOR DIAGRAM
Detention Block



Rob Caswell



Because of the long-standing rivalry between Imperial Intelligence (an official arm of the military) and ISB (a division of COMPNOR, which most of the military considers a waste of time and resources), ISB agents had a particularly difficult time performing their duties. While Imperial officials didn't deliberately obstruct the investigations of ISB agents, they did nothing to help these agents either. More than one agent who got too nosy was reassigned or simply disappeared (it is widely believed that Imperial Intelligence's Assassination Bureau decided to "set a few examples".)

Using Security in the Roleplaying Game

Security remains one of the Imperial service branches most familiar to Rebel characters. If they aren't trying to break out of a detention block, they are eluding security guards set on their trail by a hidden alarm or an uncooperative official. And what group of Rebel agents hasn't been on the run from an ISB agent at least once in its adventurous career?



John Paul Long

Game statistics for security personnel and Droids can be found at the end of this book. The maps provided here feature such noteworthy locations as a security sector, which can be infiltrated for information on anything from patrol schedules to the travel log of a visiting Imperial dignitary. A detention cell block can be used for rescue or escape missions, with the added excitement of trying to beat the interrogation Droids to the target.

Chapter Nine

Command Sector

Command sectors were found throughout the battle station. Command sectors included the many control rooms from which the Death Star was run. As a rule, command sectors were supervised by Imperial officers of no less than lieutenant rank.

Many sprawls were dedicated to command, and were under a much higher level of security than more general sprawls. Such sprawls included each zone's bridge, the numerous auxiliary bridges and the overbridge.

In addition, the Death Star included a throne room for the Emperor in its finished design, and the maintenance and management of this chamber fell to the command sector. The practice of setting aside a specific room from which the Emperor could rule began when throne rooms were built within Star Destroyers of *Imperial-class* or better. While the Emperor rarely, if ever, makes use of such facilities, his decree demanded that they be available for those rare occasions.

Command Structure

The Imperial command structure aboard the Death Star was as strict as any organization found in the Empire. The Death Star was under the command of a triumvirate headed by a Grand Moff, in this case Tarkin. The rest of the command trio was made up of General Tagge of the Imperial Army, and Admiral Motti of the Imperial Navy. Thus, both branches of the armed might of the Empire were represented, as well as the political branch of the Empire.

The Chiefs of Navy, Army and Battle Station Operations were held by officers with the rank of colonel. Below each Operations Chief were eight majors who served as chiefs of specific departments under their branch of operations. There were also four majors who were responsible for the general, service/technical, military and security sectors.

The rest of the command structure was made up of, in rank order, commanders, captains and

lieutenants. Lesser ranks were not considered part of the station's command sector, instead falling into the category of operating forces.

Two significant portions of the Death Star complement did not fall under the normal command structure but are worth noting.

The Emperor's emissary to the Death Star, Lord Darth Vader, answered to the Grand Moff as a practice of military and political courtesy. He was not, however, subject to any other authority aboard the battle station. He issued direct and unquestioned orders to everyone of the rank of colonel and below, and had been known to force the admiral and general to bow to his will on more than one occasion.

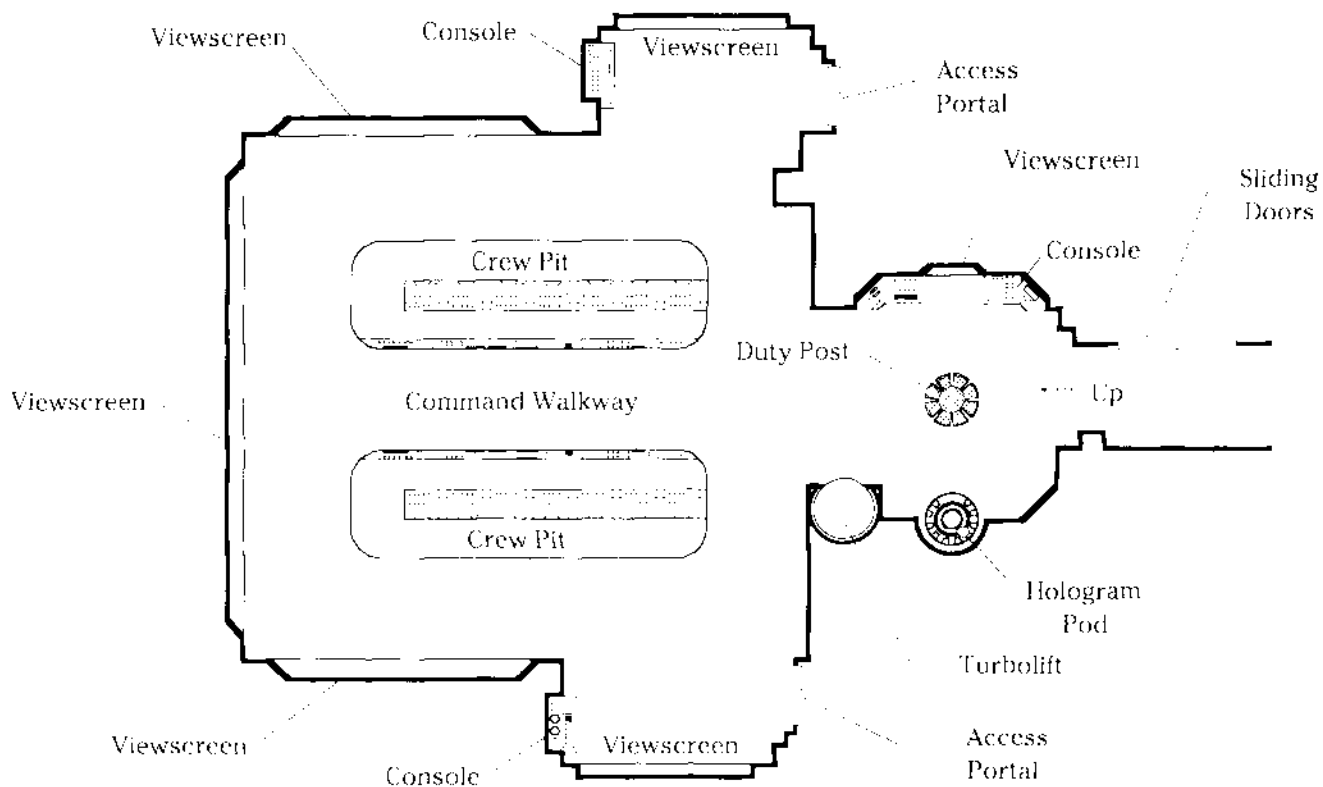
Stormtroopers did not fall under the jurisdiction of the army or navy, although both branches may call upon their services. Stormtroopers are loyal to the Emperor alone, and they have their own command structure that remains purposely mysterious and out of the normal chain of command. It is widely believed that they were directly commanded by the Emperor's emissary, but that is unconfirmed, and such a command structure may have been dependent upon the perceived loyalty of the particular emissary. They do, however, coordinate their activities with the other branches, and they never refused orders from the command triumvirate.

Command Sector Duty Posts

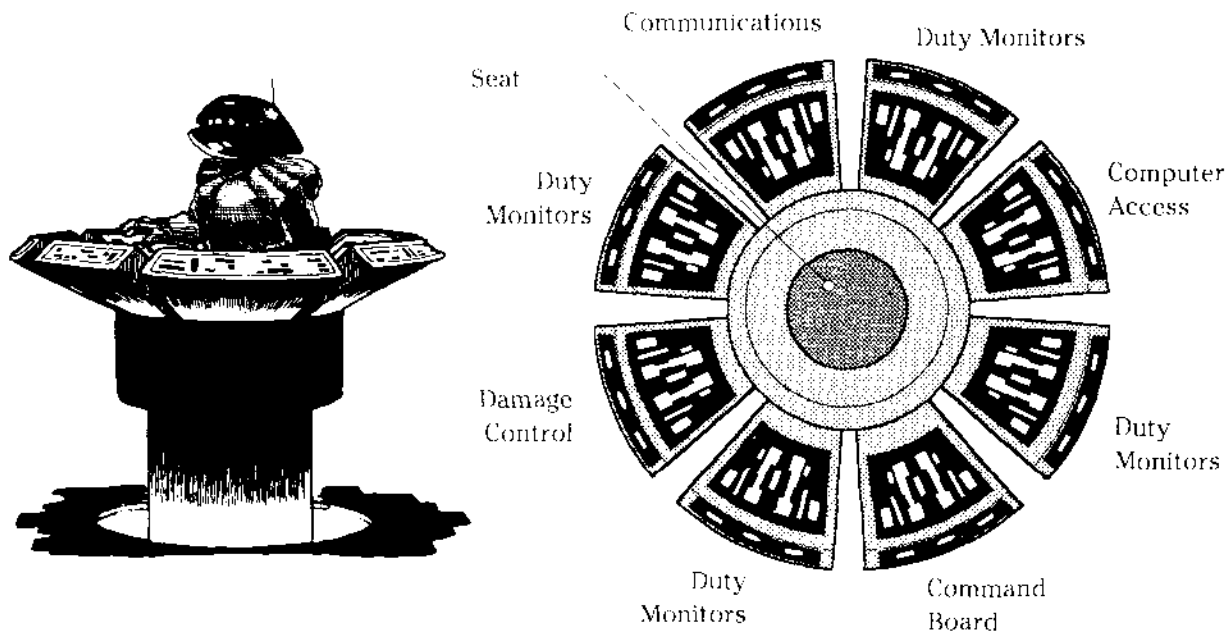
A command sector duty post was any supervision station operated by an Imperial lieutenant or higher-ranking officer. So, while a weapons system station technically fell under the jurisdiction of the military sector, it featured a command duty post as it was supervised by an Imperial officer, usually a captain. A single duty post served as a "mini-bridge" from where the commanding officer of a sector or station supervised his command and issued orders to his crew.

Each duty post console contained eight control boards. Four boards were devoted to the

COMMAND SECTOR DIAGRAM Bridge and Associated Systems



Duty Post



Art: Cavwef

particular tasks assigned to the post. The other boards handled communications, damage and diagnostics, computer access, and a direct feed to the post's controlling bridge.

A typical command sector duty post featured two to four security guards to maintain security, but through the console the commanding officer could call for additional guards, stormtroopers, or even Death Star troopers if the need arose.

Bridge, Active and Auxiliary

Each zone of the Death Star had one bridge (a total of 24, with 12 in each hemisphere), through which all of the sprawls were coordinated, as were activities involving other zones. The commanding majors and their crews controlled specific departments (such as logistics and personnel) as well as the active bridges that handle the day-to-day operations of the battle station. In practice, they only assumed their command chairs during emergencies. At most other times they delegated authority to their ranking commanders. Each bridge reported to the overbridge.

Each bridge was guarded by six security guards and two stormtroopers.

In the event that a bridge should be lost due to attack, accident, or mechanical difficulty, there were scores of auxiliary bridges ready to serve as back-up command stations. While not as large as an active bridge, an auxiliary bridge nevertheless contained all of the work stations and monitoring capabilities of their on-line counterparts. They were not built for work comfort, but for utility.

Overbridge

The command triumvirate ruled the Death Star from the interior command core, or more specifically, that portion of the core referred to as the overbridge. The overbridge was a massive command center that constantly monitored all work stations and datafiles on the battle station. All information collected by the bridges, sensor arrays, communications centers, and even space traffic control was routed through the station's central computers and displayed here on the banks of monitors and holo displays situated throughout the overbridge.

There were command stations for each member of the triumvirate, as well as stations for the operation chiefs that answered directly to them. There were also scores of lesser officers, Droids, and enlisted crew working throughout each duty shift.

The overbridge could control the entire battle station, but it was easier and more efficient to let each zone's active bridge handle its share of the work. In emergency situations, the overbridge

could cut off all lesser command centers and run the Death Star. Only the throne room's command center (located one deck directly below the throne room itself) could supersede the overbridge.

In addition to the operating officers and crew, 12 security officers and guards maintained posts within the overbridge to monitor the safety of the triumvirate. Another 16 stormtroopers were permanently assigned to the overbridge to insure that the Emperor's will was foremost on the minds of both officers and crew. In the unlikely event that the overbridge were to be damaged beyond repair, control of the Death Star was to be assumed by one of the zone bridges or the throne room.

Adjacent to the overbridge were offices for the command triumvirate and their immediate aides. A huge meeting room was also here, for use when the commanders dealt with matters too delicate for the ears and eyes of the bridge crew. Finally, a secure holo communications booth allowed for private transmissions between the Grand Moff or Darth Vader and the Emperor.

Throne Room

While many believe that the Imperial throne room constructed aboard the Death Star was merely a figurative gesture to appease the Emperor, it was in fact a fully functional command center. The Emperor could control, monitor, and communicate with all areas of the battle station from his throne, effectively wielding the ultimate weapon as his own will dictates. The throne responded only to the Emperor's commands, however, using technologies tuned to his particular physical and mental patterns. The throne could not have been wielded by anyone but the Emperor.

The throne room was built high within an exterior tower, providing a spectacular view of space beyond. This tower was heavily shielded, more so than any other portion of the battle station, and the hull around it had been doubly reinforced to protect against incoming artillery. It was virtually impenetrable from the outside.

Royal living quarters were below the throne room, as well as quarters for the Emperor's personal body guards and his advisors. Within the armored sphere, just below the tower, was an emergency throne room in case the tower ever suffered structural damage.

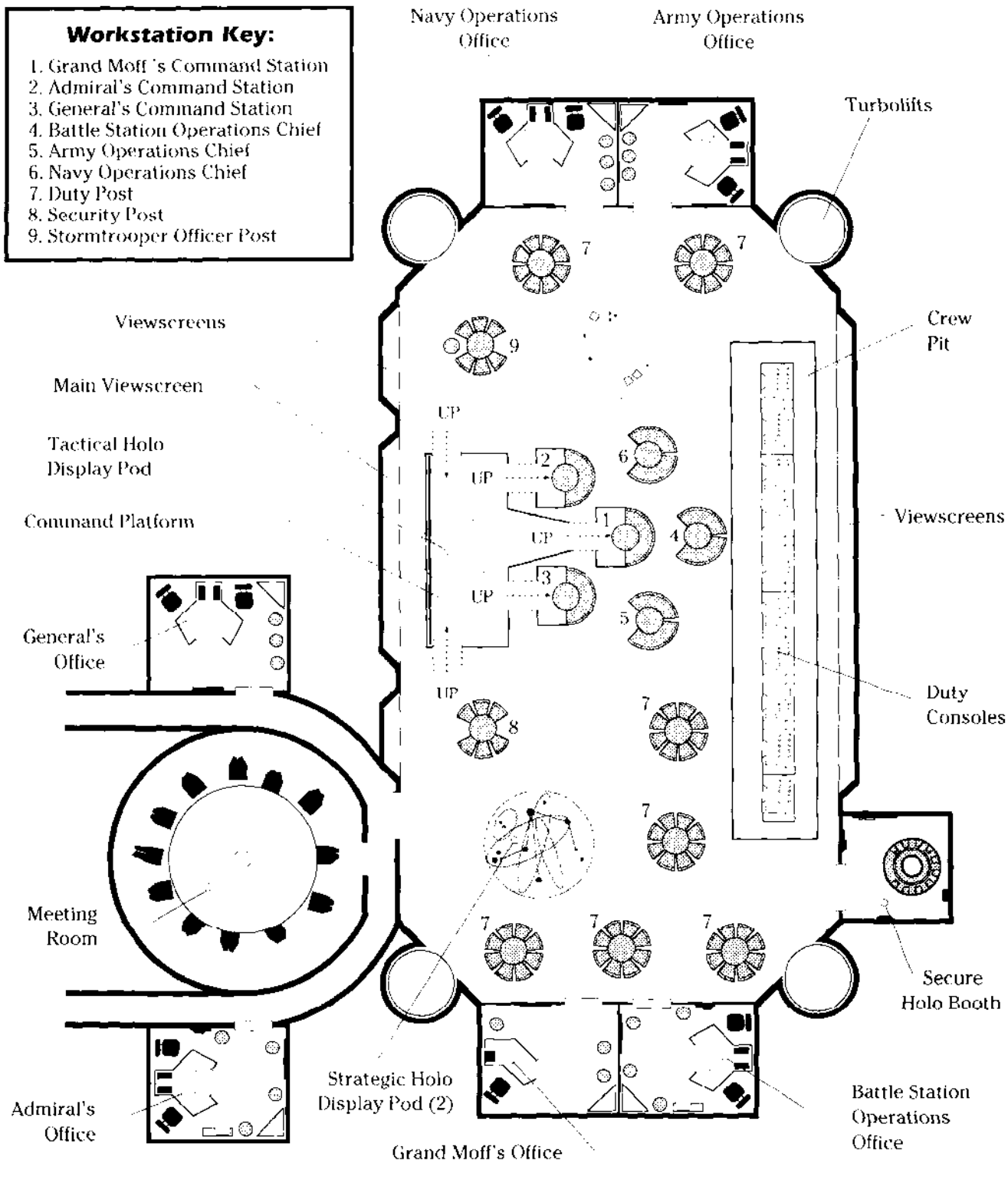
Corridors leading to the throne room and royal apartments were loaded with traps and security measures to deter any unwanted visitors. For example, anyone approaching the corridor leading to the restricted turbolift had to punch in an identifying code (Very Difficult *seca-*

continued on page 81

**COMMAND SECTOR DIAGRAM
Overbridge**

Workstation Key:

1. Grand Moff's Command Station
2. Admiral's Command Station
3. General's Command Station
4. Battle Station Operations Chief
5. Army Operations Chief
6. Navy Operations Chief
7. Duty Post
8. Security Post
9. Stormtrooper Officer Post



Rob Caswell

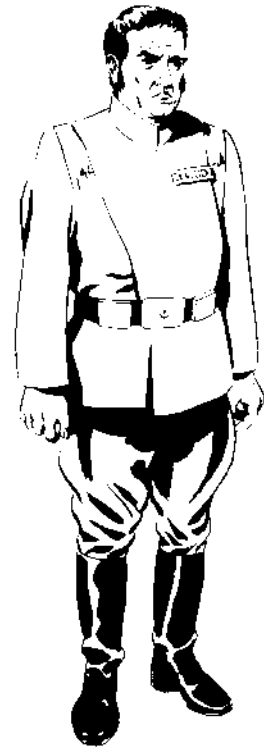
COMMAND SECTOR DIAGRAM
Death Star Command Recognition Chart



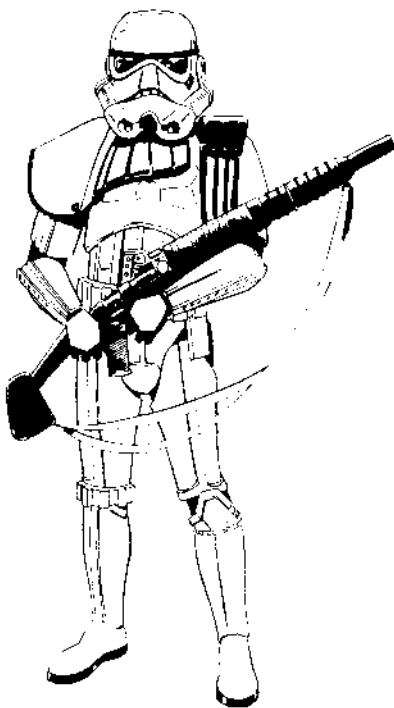
Grand Moff



Admiral



General



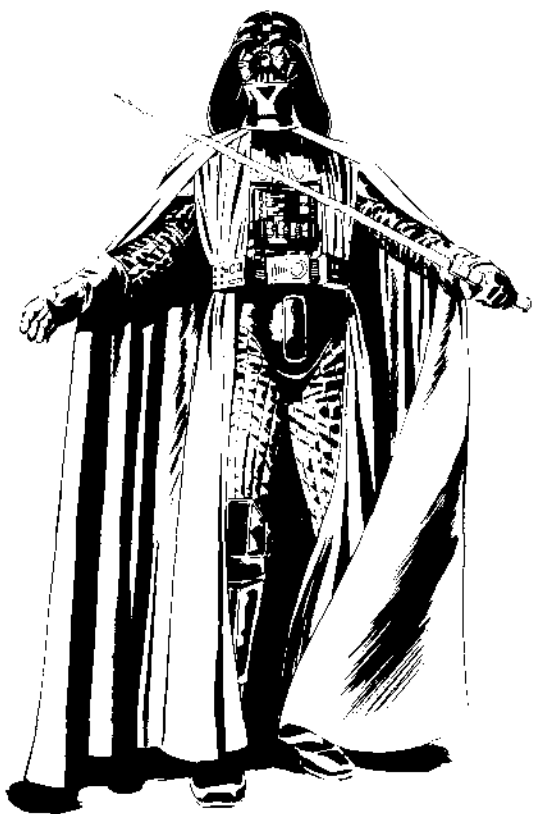
Stormtrooper Colonel



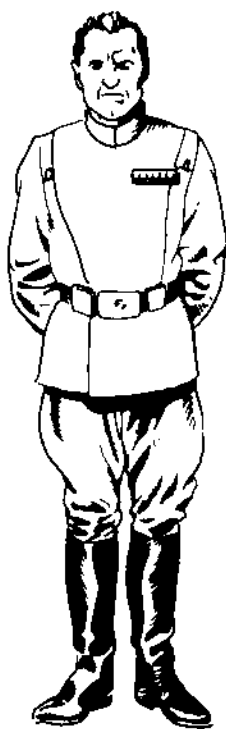
Major, Department Chief



Commander



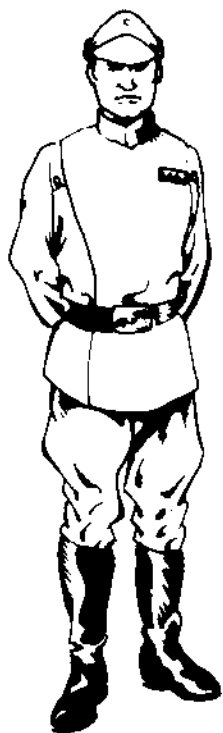
Imperial Emissary*



Colonel, Operations Chief



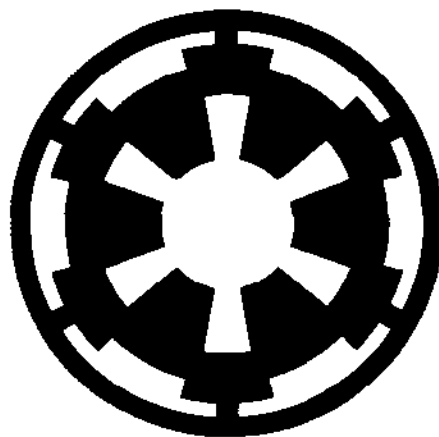
Imperial Advisor*



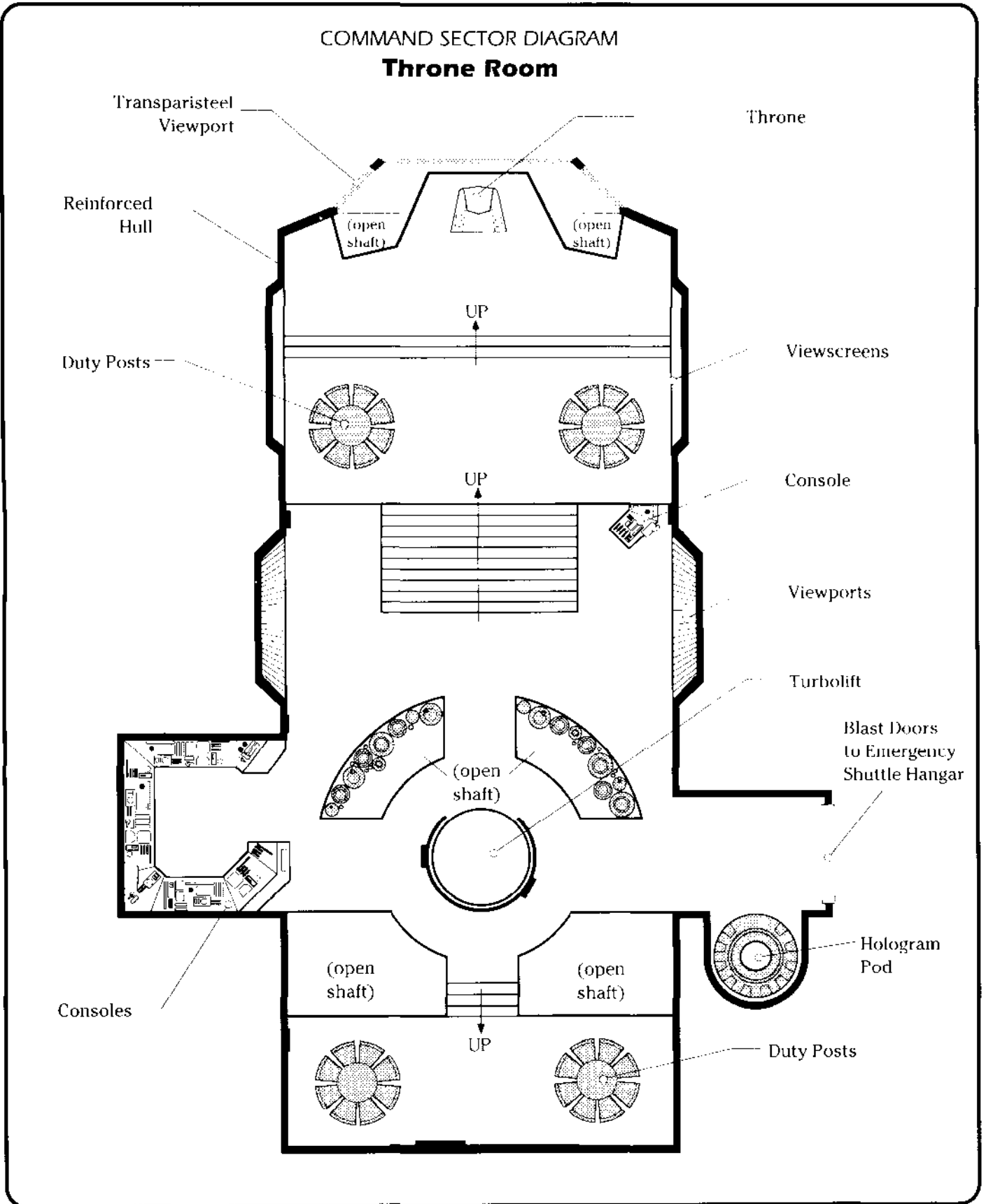
Captain



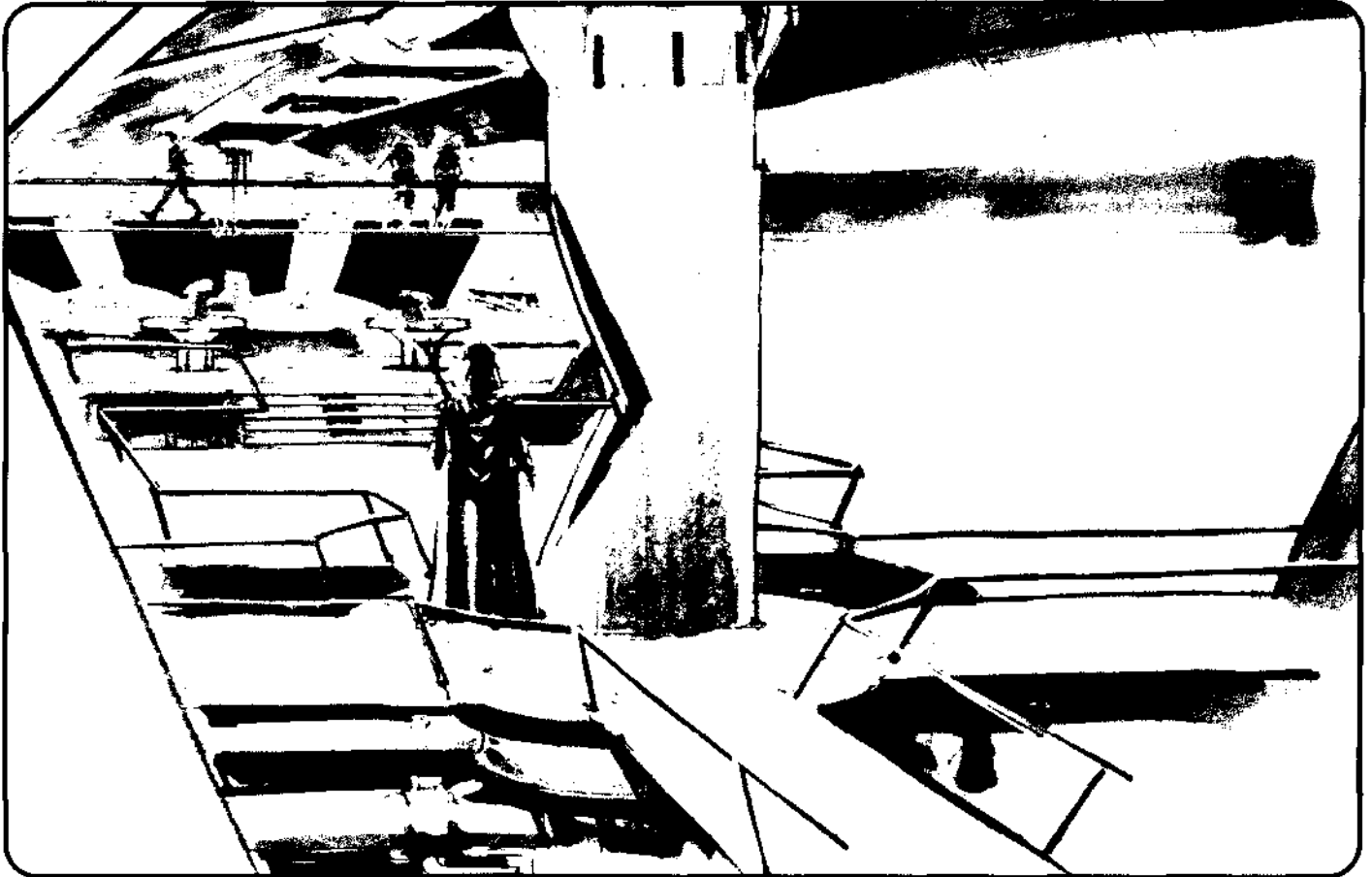
Lieutenant



*Usually aboard at Emperor's request



Rob Caswell



uity roll to fake the code) before entering the trap-filled passageway. Those who failed to identify themselves properly were subjected to a maze of laser bolts (five Difficult *dodge* rolls to reach lift, damage 5D for each bolt that hits) and a repulsor shield (two Difficult *Strength* rolls to push through).

If the throne room and royal apartment were unoccupied, four squads of stormtroopers guarded it in the Emperor's absence. If the Emperor was present, the stormtroopers were replaced by four squads of the Imperial Royal Guard.

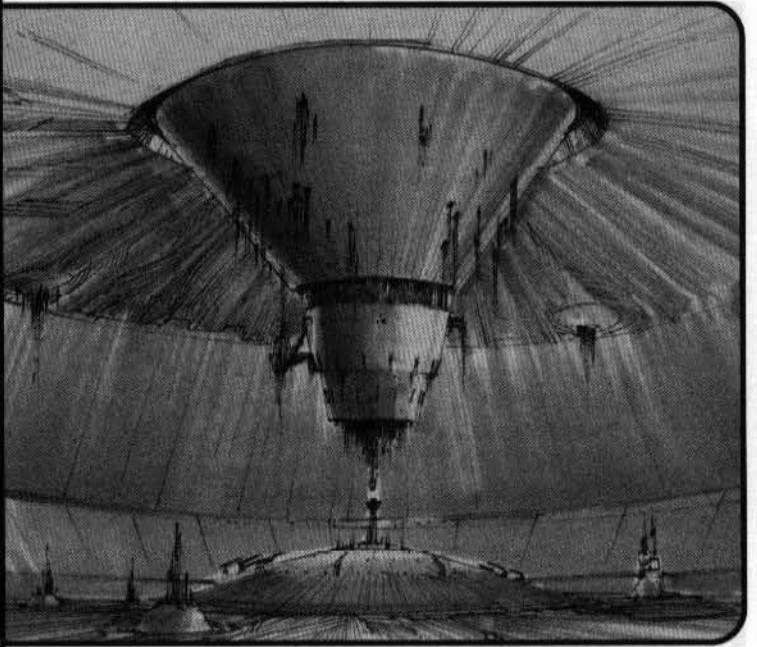
Using the Command Sector in the Roleplaying Game

Many roleplaying game scenarios can be designed using the Death Star command sector as a basis. The throne room, overbridge, bridge and duty post maps provide excellent settings that

can be turned into any command sector aboard any Imperial capital ship, space station, planetary outpost, garrison, or even somewhere within an Imperial city.

The officers, from politically-motivated Grand Moffs to power-hungry captains, make excellent villains. Use the templates as a basis for your own command sector foes, and the troop statistics provide additional opponents to hamper and threaten characters.

Typical command sector scenarios include breaking onto a bridge to take over a ship or gain access to a restricted part of a vessel, being brought before an Imperial officer on charges of treachery or rebellion, or even pretending to serve as a member of the crew in order to gain valuable information. You can use duty posts as entries into restricted command computers, testing those Rebels with a flare for computer programming or security.





APPENDICES

**"Evacuate? In our moment of triumph?
I think you overestimate their chances!"**

Appendix One

Design Flaws

This appendix was attached to the original datafiles for study by Alliance officers, soldiers and diplomats. It sums up the lessons learned from the encounter with the first Death Star and the subsequent victory over Yavin.

Through everything we have examined and studied, one detail must not be overlooked. No matter how powerful or impenetrable the Death Star appeared, there were flaws in its design. These flaws were exploited at the Battle of Yavin. In other words, there are chinks in the dragon's armor, waiting for arrows to pierce the tender skin between the scales.

Overconfidence

Imperial overconfidence remains the Rebellion's biggest advantage in the galactic civil war, and nowhere was this overconfidence personified better than in the Death Star battle station. Tarkin and his officers believed that its sheer size and destructive potential made it invincible. They believed that no one would dare launch a serious attack against it, if such an attack could actually pose a threat to the station. The Empire, they reasoned, is the ultimate power in the galaxy, and the Death Star is its ultimate tool of control and fear.

From their first day in the Academy, Imperial officers, pilots, and troopers are taught that they are part of an invincible machine, the best the galaxy has to offer. Indoctrination training drives home the point: an Imperial soldier is better trained, better equipped and better supported than the pirates, smugglers and criminal rebels endangering the space lanes. It is the Imperial soldier's job to use his superior advantages to keep order and restore peace to the Empire.

While this type of training is well and good, it does not teach the Imperials to be cautious or respect their foes. It makes them lazy, as they see each mission as a routine, humdrum chore that must be accomplished before the first meal of the

day. Without a healthy dose of respect, you will not expect your foe to do anything out of the ordinary or courageous. You will not be watching for changes in attitude or tactics, and you will be caught off guard when they occur.

The Death Star was overconfidence personified. Officers and crew could not help feeling almost godlike in the belly of such a beast. They had the power to destroy entire worlds at their fingertips! While they gave a nodding acceptance to capital ships and provided the Death Star with defenses against such bothersome craft, they practically ignored starfighters. What could gnats do to harm a dragon, after all? Yes, gun towers were in place to provide token protection, but a concerted effort by a wing of starfighters could easily breach the half-hearted defense.

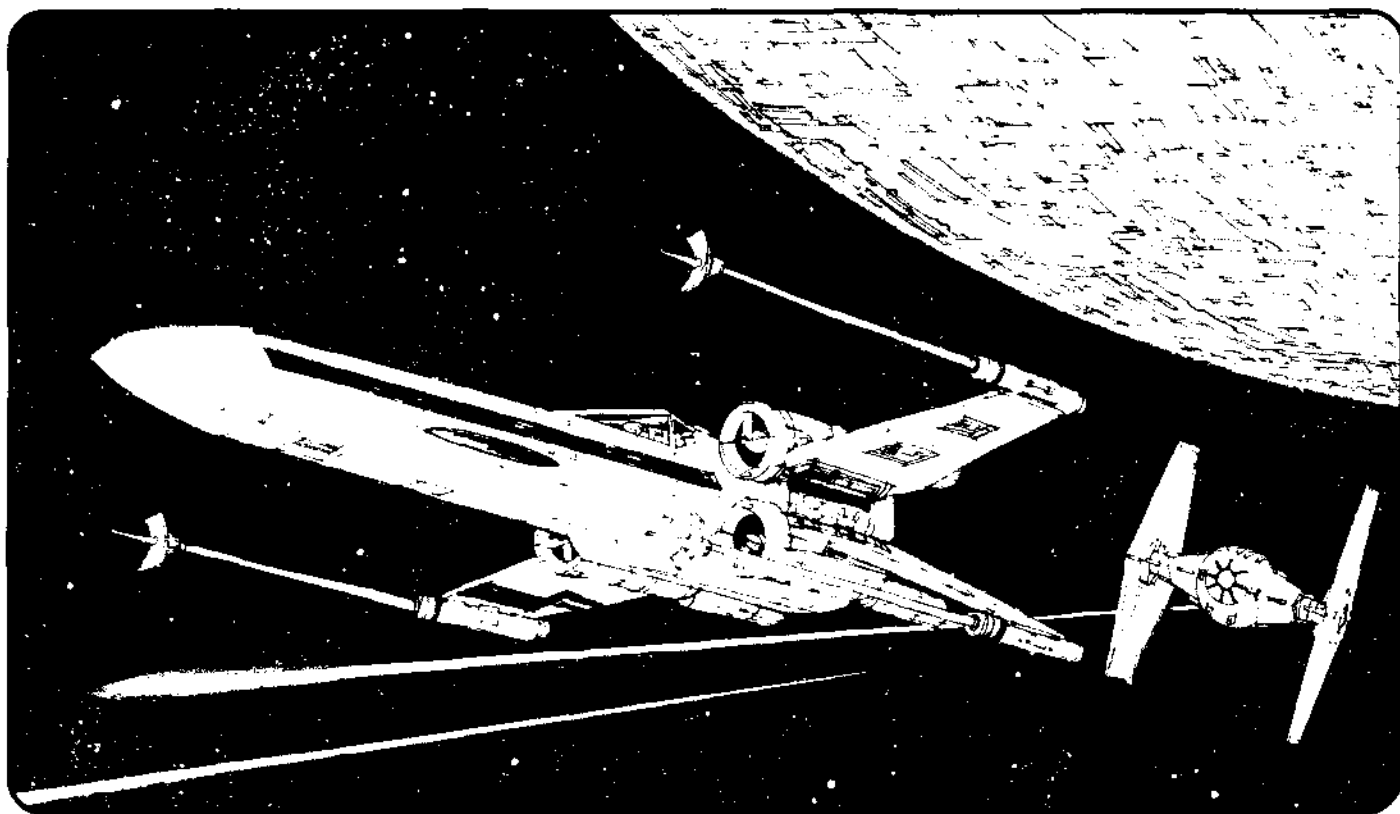
Even when a possible danger was discovered once the Alliance attack plan had been analyzed, Grand Moff Tarkin chose to ignore the threat. Only Darth Vader realized the threat from the Rebel attack, and then employed only his hand-picked squadron of starfighters. Even he fell victim to the overconfidence that pervades the Empire and ordered that the gun towers cease their defense of the battle station. That supreme act of overconfidence stands as a beacon to the Alliance, for it exemplifies why we will eventually win this war and restore freedom to the galaxy.

The Force

"May the Force be with you."

— Alliance rallying cry

A second weakness in the Imperial machine is the philosophy that technology is superior to the Force. Once the cornerstone of the Republic, the Force has been reduced to a fairy tale in the New Order. This is strange indeed, since the New Order's most powerful representative on the Death Star, Darth Vader, is a powerful user of the Force's dark side. Rumors have been circulating recently that the Emperor himself has privately demonstrated such abilities, but still the typical



Imperial has been taught to ignore any evidence that the Force is more than a simple religion of a less sophisticated era.

Perhaps the destruction of the Jedi Knights helped the Emperor legitimize his efforts to eliminate believers. Palpatine wants the galactic community to believe that if there was any power in the Force then the Jedi Knights would have not been so easily destroyed.

The Alliance, on the other hand, has embraced the old religion and made it a rallying cry. To us, the Force is both a religion and a beacon of freedom and hope. With the emergence of Luke Skywalker, who brings to the Alliance new proof of the power of the Force, the old religion's number of believers has risen to levels equivalent to the days when the Jedi were the guardians of the galaxy.

Because the Empire publicly dismisses such notions as the Force, it leaves itself open to the unexpected.

Small Craft

As mentioned earlier, the Death Star was designed without regard to starfighter-scale opponents. It was believed that the massive armor and sheer size of the battle station would be enough to dissuade starfighter attacks. If foes still managed to work up the nerve to attack, it was reasoned that no starfighter packs enough energy to do more than raise a welt on the Death

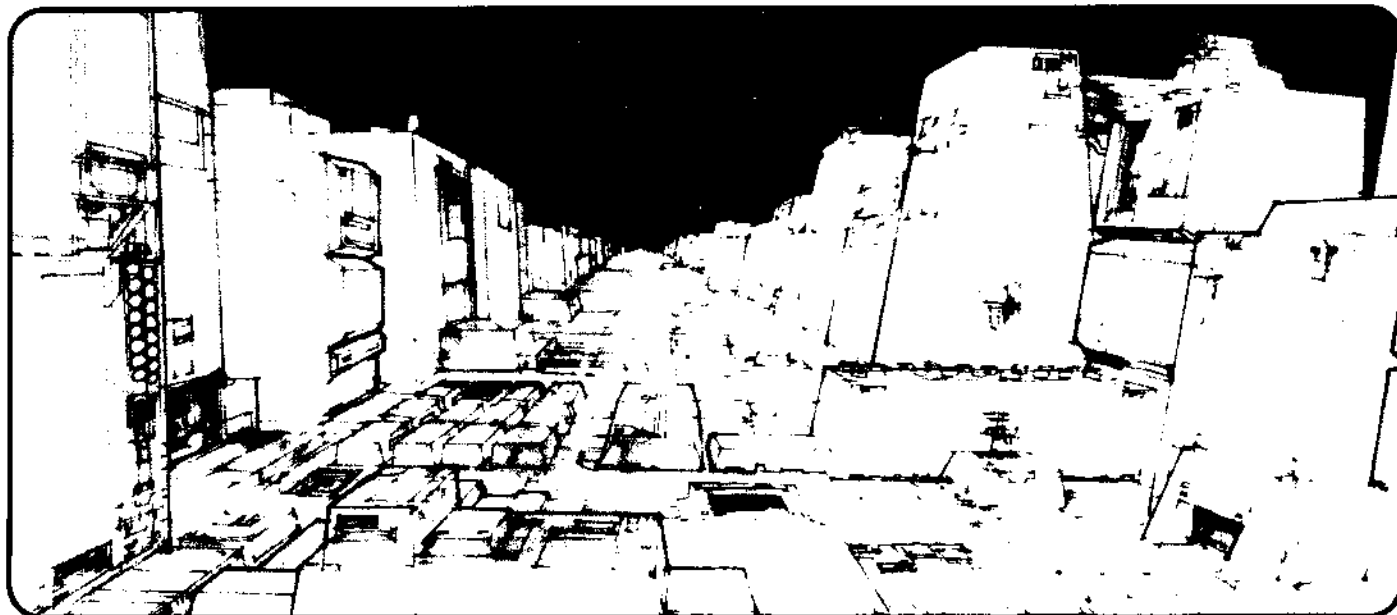
Star's thick skin. As an afterthought, anti-starfighter turbolaser towers were installed across the Death Star's surface, but these were not placed to create an impenetrable screen of blaster fire. They were positioned almost randomly, leaving great holes in any defense they could provide. In the Battle of Yavin, the Zone Commanders frantically employed the capital ship batteries in an attempt to eliminate the Rebel starfighters, but these weapons proved almost useless against the quick, tiny ships.

Indeed, the greatest danger to small craft comes from the TIE fighter wings carried within the battle station. However, even Imperial pilots need time to muster before they can engage enemy craft in dogfights, and every Alliance pilot knows the advantages X-wings have over TIEs.

For this reason, starfighters can close on the battle station to deliver proton torpedoes or blaster fire to any given target. True, a starfighter's arsenal contains nothing that even comes close to denting the Death Star, but it does give the Alliance a chance to exploit the next, and fatal, flaw in the system.

Interconnected Subsystems

Imperial engineers pride themselves on building redundant engine and electrical subsystems in their capital ships and space stations. If one system is knocked out or fails, another immedi-



ately takes its place. If a ship's weapons need more power, it can be easily routed from the engines or life support, for example. In the Death Star this technique was taken a step further. Not only are all station subsystems interconnected, they are all connected to the main reactor system in order to provide maximum power to all subsystems at all times.

The technical readouts stolen from the Empire and analyzed by the technicians at the Alliance's base on Yavin's fourth moon revealed a startling discovery. Small thermal exhaust ports scattered over the Death Star's surface opened upon shafts leading directly to the main reactor. These ports were ray shielded, but proton torpedoes would easily cut through the shields. A precise hit on the shaft would send a destructive shell of energy riding back down through the radioactive exhaust, finally reaching the main reactor. The resulting explosion would start a chain reaction and destroy the entire battle station as subsystem after subsystem encountered energy backlash and exploded in support of the main reactor. If not for the interconnections, the destruction of the main reactor would cripple the Death Star, but not destroy it.

We saw at the Battle of Yavin how overconfidence, a lack of believe in the Force, a disregard for starfighters and the audacity to ignore attack analysis reports combined to destroy the Empire's ultimate weapon.

Future Death Stars

The debris of the first Death Star has not yet cooled over Yavin, and already rumors of a second battle station come from all corners of the galaxy. Can the Empire find the resources and

manpower to launch another Death Star project? The answer, unfortunately, is yes.

If another Death Star appears, we can be sure that the designers will have learned from their first mistake. They may not be able to deal with overconfidence and a lack of faith, but they can address such things as anti-starfighter defenses and exhaust port shielding. The method and tactics used against the first Death Star would more than likely prove useless against any successor. How then is the Alliance to prepare for the eventual return of the Death Star?

The first order of the day is diligence. The Alliance must watch for any signs hinting at a large-scale construction project anywhere in the galaxy. The best defense against the Death Star is a strong offense. The only hope is to eliminate a new station before it is completed. From examining the journals, we know that the battle station is weakest during its construction phase. Its best defense comes in the form of a planet-bound shield generator which projects a defensive screen around the orbiting construction site. Other defenses include conventional space support — usually in the form of Star Destroyers. But currently the Star Destroyer fleet is occupied with hunting down the new main Rebel base and rooting out other Alliance staging points. There remains precious little firepower to defend such a huge undertaking.

We must locate any and all construction sites and hit these battle stations before their own weapons and defenses can come on line. Failing this, all we can do is wait for weaknesses to suggest themselves in the new Death Star models.

Remember, no matter how thick the scales, there will always be a chink in the armor.

Appendix Two

Death Star Templates

Grand Moff Tarkin

Type: Imperial Grand Moff

DEXTERITY 3D

Blaster 5D, dodge 6D+2, melee combat 4D+2, melee parry 5D+2

KNOWLEDGE 4D

Alien species 7D, bureaucracy 9D, cultures 7D, intimidation 7D+1, languages 6D+1, planetary systems 6D, tactics: fleets 9D, tactics: sieges 10D, value 5D

MECHANICAL 3D+2

Astrogation 5D, battle station piloting 5D, beast riding 5D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D+1, repulsorlift operation 3D+1, space transports 4D+1, starship gunnery 4D, starship shields 4D+1

PERCEPTION 3D+1

Bargain 6D+2, command 10D+2, con 6D+2, gambling 5D+1, search 5D

STRENGTH 2D

Brawling 4D+1, stamina 5D, swimming 5D

TECHNICAL 2D

Computer programming/repair 3D, first aid 3D, repulsorlift repair 3D, security 5D

Force Points: 4

Dark Side Points: 5

Character Points: 22

Move: 10

Equipment: Datapad, blaster pistol (4D), comlink, rank code cylinders

Capsule: Tarkin is a skeletal, gaunt man with sharp features and hollow eyes. He proudly wears the first Grand Moff rank badge in recognition of his work for the Empire.

Tarkin was a governor in the Outer Rim Territories when he proposed a plan for squashing the increasingly violent rebellion. His plan was embodied in the Death Star battle station, a symbol for the New Order that inspired fear and promoted compliance with the Emperor's will.

Tarkin can be charming one moment, and coldly ruthless the next. He is a man comfortable with his role and authority, and he enjoys generating fear in those he considers beneath him.

Admiral Motti

Type: Imperial Admiral

DEXTERITY 3D+2

Blaster 5D, blaster artillery 5D, dodge 5D

KNOWLEDGE 3D+1

Bureaucracy 5D-2, planetary systems 5D+1, tactics: fleets 5D+2, tactics: sieges 7D

MECHANICAL 3D

Astrogation 5D, capital ship piloting 4D+2

PERCEPTION 2D+2

Bargain 3D+2, command 5D+1

STRENGTH 2D+1

Brawling 4D, stamina 4D+1

TECHNICAL 3D

Computer programming/repair 4D, security 4D+1

Character Points: 7

Move: 10

Equipment: Datapad, blaster pistol (4D), comlink, rank code cylinder

Capsule: Motti is an expressive man, rather young to hold the rank he does. He knows that he has risen quickly, and it shows in his smug expressions and somewhat neater and more pressed than regulations require dress uniforms.

Motti is one of the many upstart Imperial officers who excels in his devotion to the New Order and little else. His career, like the reports of his many successes, is overrated. His belief in technological strength made him a natural choice for the Death Star project, and he was promoted over many senior officers so that he could take the post as head of Navy Operations on the battle station. His disregard for intangibles such as spirit and faith is perhaps his greatest flaw.

Motti is smug and sure in his position and activities, and he takes great pains to let everyone around him know it.

General Tagge

Type: Imperial General

DEXTERITY 2D

Blaster 3D+2, brawling parry 3D, dodge 4D, grenade 4D

KNOWLEDGE 3D+1

Bureaucracy 4D+1, business 8D, business: Tagge Industries 10D+2, military history 7D, survival 4D+2, tactics: capital ships 7D, tactics: fleets 8D, tactics: sieges 7D+2, tactics: starfighters 6D-2

MECHANICAL 3D+2

Beast riding 4D+1, repulsorlift operation 5D+1

PERCEPTION 3D

Command 4D+2, search 5D

STRENGTH 3D

Brawling 4D+2, lifting 4D

TECHNICAL 3D

Computer programming/repair 5D, demolition 5D+1, security 4D

Character Points: 12

Move: 10

Equipment: Datapad, blaster pistol (4D), comlink, command rank code cylinder

Capsule: Tagge is an intense, no-nonsense type with a slight paunch. It does nothing to dispel the man's look of power.

Tagge moved up through the Imperial chain of command despite his steadfast refusal to play political games with his competitors. Perhaps it was this trait that inspired the Emperor to assign Tagge to the Death Star Project. Even if the Emperor was behind the general, Tagge's opinion that the Senate was a necessary evil for controlling the Empire lost him favor in Tarkin's eyes. For this reason, many of his warnings about the battle station's defenses were ignored.

Tagge is a stable and reasonable officer, unlike many of his Imperial colleagues. His tactical and calculating mind never lets him take action without careful planning. He can be overly cautious, but when he chooses a course of action it is usually the right one.

Bevel Lemelisk

Type: Imperial Engineer

DEXTERITY 2D+1

Dodge 4D+1

KNOWLEDGE 4D

Languages 5D, planetary systems 5D, value 8D

MECHANICAL 2D+2

Astrogation 4D+2

PERCEPTION 2D+2

Bargain 3D+2, command 4D+2, con 4D+2, gambling 4D

STRENGTH 2D+1

Climbing/jumping 3D+1, lifting 3D+1

TECHNICAL 4D

Battle station engineering (A) 13D, battle station repair 12D+2, capital ship engineering (A) 12D, capital ship repair 8D+2, capital ship weapon engineering (A) 13D, capital ship weapon repair 11D+1, computer programming/repair 8D, droid programming 6D+2, droid repair 6D, integrated ship systems 10D, repulsorlift repair 7D

Character Points: 4

Move: 10

Equipment: Datapad, comlink, tool kit, portable computer

Capsule: Bevel is a short, white-haired, jolly individual. His eyes reveal a darker, crueller nature that he gives free reign to in his work.

Bevel restrained his darker nature throughout his life in the Old Republic. It wasn't until he was selected to work with Walex Blissex to develop war ships during the Clone Wars that he was able to first vent his violent dreams. These dreams took physical shape as Star Destroyers and other weapons of war. When the Empire retained his services, he was allowed to design whatever his warped imagination could conceive. Now that the Emperor and Tarkin have placed the challenge of an ultimate weapon before him, Bevel has never been happier.

Bevel reveals a different man to the outside world. This man is jolly and robust, always quick with a smile or a joke or a compliment. But his eyes never smile at these times. They only smile when he is hard at work bringing his dark dreams to the surface as superlasers and planet buster bombs.

Ars Dangor

Type: Imperial Advisor

DEXTERITY 3D

Blaster 5D, dodge 6D, melee combat 5D+1

KNOWLEDGE 4D

Alien species 6D, bureaucracy 9D, cultures 7D, languages 6D, planetary systems 5D, scholar: galactic history 7D, streetwise 6D, survival 5D+2

MECHANICAL 2D+1

Beast riding 4D+1, repulsorlift operation 3D+1

PERCEPTION 3D

Bargain 6D, command 8D, con 6D, gambling 6D, hide 7D, search 5D, sneak 6D+1

STRENGTH 3D

Stamina 5D

TECHNICAL 2D+2

Computer programming/repair 4D+2, first aid 5D+2, security 5D+2

Force Points: 1

Dark Side Points: 3

Character Points: 11

Move: 10

Equipment: Hold-out blaster pistol (damage 3D+1), vibroblade (damage 4D+2)

Capsule: Ars Dangor is tall and thin beneath his black robes. Unlike other Imperial Advisors who parade around in almost-clownish costumes, Dangor prefers to dress like his master, the Emperor. A fire burns in his widely-spaced eyes, and a constant leer plays across his thin lips.

Ars Dangor has been an aide to Palpatine since the man's days in the Republican Senate. Now he

is one of the many advisors who surround the Emperor and dote upon his every movement. But Dangor is much more than a court buffoon. He is a powerful and dangerous man who sits at the Emperor's side. The Emperor, too important and wrapped up in thoughts beyond the veil of normal humanity, has assigned all public addresses and the day-to-day running of the Empire to Dangor. The Emperor deals with the big picture; he leaves the little pieces for Dangor to take care of.

Ars Dangor is the perfect politician for these times of civil unrest and outright war. He is a charismatic and powerful speaker, like the Palpatine of old who swayed an entire galaxy to fall down and worship him. He is also ruthless to an extreme degree, and any who fail him do not live to do so a second time. Only his admiration for the Emperor keeps his own ambitions in check. He is content to forever serve — something that not even Lord Vader can truly admit to.

Captain Kornov

Type: Imperial Captain

DEXTERITY 2D+2

Blaster 4D+1, dodge 4D, melee combat 3D-2, melee parry 3D-2

KNOWLEDGE 3D

Bureaucracy 3D+2, planetary systems 5D

MECHANICAL 3D+2

Astrogation 4D, space transports 5D+2

PERCEPTION 3D+1

Bargain 4D+1, command 5D+1

STRENGTH 2D+1

Brawling 4D, swimming 3D+2

TECHNICAL 3D

Security 4D+2, space transports repair 4D-1

Character Points: 3

Move: 10

Equipment: Rank cylinder code key, datapad, comlink, blaster pistol (4D)

Capsule: Captain Kornov is the epitome of an Imperial officer: young, strong and darkly handsome. His eyes burn with a desire to serve the Empire to the best of his abilities. He demands the same of those who serve under his command. Kornov graduated from the Academy with honors and commendations. He served a brief tour of duty as a starfighter pilot before he was pulled from the line and sent to command school. He learned his lessons well. After commanding a strike cruiser that was involved in one of the first Rebel attacks on an Imperial installation (an attack that was summarily crushed before it could even begin), Kornov found himself assigned to Admiral Motti and the Death Star Project.

Kornov is an idealistic young man who is proud of the uniform he wears and truly believes that the Rebellion against the Empire is a crimi-

nal and shameless act of unwarranted aggression. He inspires loyalty and hard work in his men, and he reflects the same to his commanders.

Major Calders, Warden

Type: Security Warden

DEXTERITY 3D

Blaster 4D, brawling parry 4D, dodge 4D

KNOWLEDGE 2D+1

Bureaucracy 3D+1, intimidation 5D, languages 3D+1, streetwise 4D-1

MECHANICAL 2D+2

Repulsorlift operation 4D+2

PERCEPTION 2D+2

Bargain 4D+2, command 4D+2, hide 3D+2, search 4D+2, sneak 3D-1

STRENGTH 3D

Brawling 4D-1, climbing/jumping 3D-2, stamina 4D

TECHNICAL 2D+1

Computer programming/repair 3D+1, demolitions 3D-1, security 4D+1

Character Points: 2

Move: 10

Equipment: Comlink, blaster pistol (4D), stun truncheon (4D+1 stun damage), interrogator kit on belt

Capsule: Major Calders is a thick-muscled bull of a man who appears to be busting out of his uniform. His mustache contains a hint of gray. Calders began his career as a security guard at the political detention wards of Odik II. This highly-secret facility housed many of the dissidents from the Old Republic who refused to accept the Emperor's New Order. His work was so exemplary that Calders quickly moved up through the ranks. It wasn't long before he was the warden for the entire facility.

Because of his work at the secret detention wards, Calders was a natural for assignment to the prison planet where the Death Star was being constructed. He was given the prestigious duty of overseeing the prisoner labor pool and forging them into a tireless machine. He exceeded even his own high expectations and drank in the praise of Grand Moff Tarkin and General Tagge willingly. Now he controls a wing of detention blocks on the completed battle station. His men are trained and understand the way he likes to run things. All he needs now is the first contingent of prisoners to fill the currently-empty cells.

Calders is restrained aggression in Human form. His physical strength has become his personality. He is polite to his "guests" for as long as his orders demand such treatment, but he can barely hide his glee when orders come through for interrogation — or worse.

Dezix of ISB**Type:** Imperial Security Bureau Agent**DEXTERITY 3D**

Blaster 6D, blaster artillery 4D, brawling parry 4D, dodge 5D, grenade 3D+2, melee combat 5D, melee parry 4D+1, vehicle blasters 4D

KNOWLEDGE 3D

Alien species 4D+2, bureaucracy 5D, cultures 3D+2, intimidation 6D+2, languages 4D, planetary systems 4D, streetwise 5D, survival 4D

MECHANICAL 3D

Astrogation 3D+1, beast riding 4D, repulsorlift operation 4D+2, space transports 4D, starship gunnery 3D+2, starship shields 3D+2

PERCEPTION 3D

Bargain 5D+1, command 5D+2, con 4D+2, gambling 3D+2, hide 5D-1, search 4D, sneak 5D

STRENGTH 3D

Brawling 4D+1, climbing/jumping 4D+1, stamina 4D+2, swimming 3D+1

TECHNICAL 3D

Computer programming/repair 3D-2, demolition 4D, security 6D

Character Points: 8**Move:** 10**Equipment:** Vibroblade (STR+1D+2), blaster pistol (4D), hold-out blaster (3D+1), thermal detonator (10D), glowrod, security tool kit, medpac, datapad, comlink, pocket computer, syntherope**Capsule:** Dezix can be so inconspicuous that those who have known him all his life would be hard pressed to give an adequate description of the man. When he wants to be noticed, however, Dezix can fix you with such a strong, cold, evil gaze that you will never forget him.

Dezix is a typical ISB agent: ruthless and cunning to a fault. An ISB agent's very presence inspires paranoia, and Dezix has honed his skills at producing even more than the normal level of anxiety. He has been trained to become a shadow on the trail of traitors and enemies to the New Order. When the time is right, he can strike with the quickness of a jeco and the fierceness of a rancor. His has the authority to deal out justice as he sees fit, even without the formality of trial or hearing.

The ISB maintains standing offices in all security sectors, and Dezix was chosen to head up the corps of agents assigned to the Death Star. Their mission, as always, is to watch for activities detrimental to the proper running of the battle station, and be on the look out for threats to the New Order. Imperial security is Dezix's sacred trust, and he will never betray that trust.

Dezix is a man of extremes. He is either so inconspicuous that he is never noticed, or so terrifying that he is regarded as a predator on the hunt. He is a man of many faces, exchanging moods and masks in the performance of his

duties.

Ensign Hocce, Med Tech**Type:** Medical Technician**DEXTERITY 2D+2**

Dodge 4D+2

KNOWLEDGE 2D+2

Alien species 4D+2, cultures 3D+2, languages 4D, survival 3D+1, value 3D+2

MECHANICAL 2D+1

Repulsorlift operation 3D+2, space transports 3D+1

PERCEPTION 3D+2

Bargain 4D+2, command 4D, gambling 4D+1

STRENGTH 2D+2

Lifting 3D+2, stamina 4D+2, swimming 4D

TECHNICAL 4D

Computer programming/repair 4D+1, droid repair 4D-1, first aid 5D, medicine (A) 4D+2

Character Points: 3**Move:** 10**Equipment:** Medical kit, medpac, medical droid restraining bolt controller**Capsule:** Hocce looks older than his years, and his shoulders bend as though he carries the weight of the Death Star itself on his rounded back.

Ensign Hocce has had a tough time of it in Imperial service. He always had a desire to help people, and when he showed a natural talent for medicine, he knew he had found his career. His world, however, is one of the Galactic Core worlds, and he was required to serve time in the Imperial military. Appalled at some of the more cruel missions he has had to witness, Hocce nevertheless excelled as a medical technician. He knows that he will never achieve a prominent rank, but he also knows Imperial Command will never let him leave the service. Doctors with his level of skill and dedication are just too hard to come by.

Now he serves aboard the Death Star battle station, and his despair threatens to consume him. The Death Star represents all he has come to despise in the Empire and the New Order, and yet he is forced to keep it in working order by treating its crew. He will never go against his sacred vow of healing, but he sometimes dreams of finding a planet far from the growing conflict where he can ply his vocation in peace.

Hocce is quiet and gentle, quick with a friendly word when treating patients. However, his eyes are filled with pain as he struggles with his conscience over the situation he has been forced into.

Death Star Crew Statistics• **Imperial Colonel.** *Dexterity 2D, blaster 3D, melee combat 3D, Knowledge 4D, bureaucracy 5D,*

languages 5D, Mechanical 3D, astrogation 4D, space transports 4D, Perception 4D, bargain 4D-1, command 5D, con 4D+1, Strength 2D, stamina 3D, Technical 3D, computer programming/repair 3D+1, security 4D. Move: 10. Character Points: Varies, typically 0-5. Rank cylinder code key, datapad, comlink, blaster pistol (4D).

• **Imperial Major.** Dexterity 2D, blaster 3D+1, melee combat 3D+1, Knowledge 4D, alien species 4D+1, bureaucracy 4D+1, planetary systems 5D, Mechanical 3D, astrogation 4D-1, space transports 3D+2, starship shields 4D, Perception 4D, bargain 4D+1, command 4D+1, Strength 2D, brawling 3D, stamina 3D, Technical 3D, computer programming/repair 3D+1, space transports repair 3D+2, security 4D. Move: 10. Character Points: Varies, typically 0-5. Rank cylinder code key, datapad, comlink, blaster pistol (4D).

• **Imperial Captain.** Dexterity 2D+2, blaster 4D+2, dodge 3D+2, grenade 3D+2, Knowledge 3D, bureaucracy 4D, Mechanical 3D+2, astrogation 4D+1, space transports 4D, Perception 3D+1, command 5D+1, Strength 2D+1, brawling 3D+1, Technical 3D, security 4D. Move: 10. Character Points: Varies, typically 0-5. Rank cylinder code key, datapad, comlink, blaster pistol (4D).

• **Imperial Lieutenant.** Dexterity 2D-2, blaster 4D+2, dodge 4D, Knowledge 3D, bureaucracy 4D, planetary systems 3D+1, Mechanical 3D+2, space transports 4D, Perception 3D+1, bargain 5D+1, command 4D+1, sneak 4D, Strength 2D+1, brawling 3D+2, stamina 3D+1, Technical 3D, space transports repair 4D+1. Move: 10. Character Points: Varies, typically 0-5. Rank cylinder code key, comlink, blaster pistol (4D).

• **Shield Operation Crew.** Dexterity 2D, blaster 3D, Knowledge 2D, Mechanical 2D, capital ship shields 4D, repulsorlift operation 3D, Perception 2D, con 3D, Strength 2D, climbing/lifting 3D, Technical 2D, computer programming/repair 3D. Move: 10. Character Points: Varies, typically 0-5. Computer tool kit, data pad, comlink, chronometer, blaster pistol (4D).

• **Sensor Operation Crew.** Dexterity 2D, melee combat 3D, melee parry 3D, Knowledge 2D, alien species 3D, Mechanical 2D, sensors 4D, Perception 2D, search 4D, Strength 2D, lifting 3D, Technical 2D, computer programming/repair 3D, security 3D. Move: 10. Character Points: Varies, typically 0-5. Computer tool kit, datapad, comlink, macrobinoculars, force pike (STR+2D).

• **Stormtrooper Colonel.** Dexterity 3D, blaster 5D, brawling parry 5D, dodge 5D, Knowledge 3D,

survival 4D, Mechanical 3D, repulsorlift operation 4D, Perception 3D, command 5D, search 4D, Strength 3D, brawling 4D, Technical 3D, security 4D. Move: 10. Character Points: Varies, typically 0-5. Stormtrooper armor* (+1D energy, +2D physical, -1D Dexterity and related skills), blaster rifle (5D).

* For complete information on stormtrooper armor, see page 157 of *Star Wars: The Roleplaying Game, Second Edition*.

• **Stormtrooper Squad Leader.** All stats are 2D except: Dexterity 3D, blaster 4D, brawling parry 4D, dodge 4D, grenade 4D+2, command 3D, brawling 3D. Move: 10. Character Points: Varies, typically 0-5. Stormtrooper armor* (-1D energy, +2D physical, -1D Dexterity and related skills), blaster pistol (4D).

* For complete information on stormtrooper armor, see page 157 of *Star Wars: The Roleplaying Game, Second Edition*.

• **Stormtrooper.** All stats are 2D except: Dexterity 3D, blaster 4D, grenade 4D+2. Move: 10. Character Points: Varies, typically 0-5. Stormtrooper armor* (+1D energy, +2D physical, -1D Dexterity and related skills), blaster rifle (5D).

* For complete information on stormtrooper armor, see page 157 of *Star Wars: The Roleplaying Game, Second Edition*.

• **Imperial Royal Guard.** Dexterity 5D, blaster 7D, blaster artillery 6D, brawling parry 6D, dodge 7D, melee combat 6D, melee combat: force pike 8D+2, melee parry 5D, Knowledge 2D+1, streetwise 3D+1, survival 6D, Mechanical 2D+2, Perception 2D-2, bargain 3D+2, command 5D+2, hide 6D+2, search 6D-2, sneak 6D-2, Strength 3D, brawling 6D, climbing/jumping 6D, lifting 5D, stamina 6D, Technical 2D+1, demolition 5D+1, first aid 3D, security 4D+1. Move: 10. Character Points: Varies, typically 1-5. Heavy blaster pistol (5D), armor (+2D physical, -1D energy, -1D Dexterity), force pike (STR+3D).

• **Bridge Pit Crew.** Dexterity 2D, blaster 2D+1, dodge 3D, Knowledge 2D, alien species 3D, bureaucracy 3D, languages 3D, planetary systems 3D, value 3D, Mechanical 2D, astrogation 3D, battle station piloting: Death Star 5D, capital ship gunnery 3D, capital ship shields 3D, Perception 2D, Strength 2D, stamina 3D, Technical 2D, capital ship repair 3D, computer programming/repair 3D, security 3D. Move: 10. Character Points: Varies, typically 0-3. Comlink, chronometer, pocket computer.

• **Army Field Officer.** Dexterity 2D, blaster 5D+2, dodge 4D+1, grenade 4D+2, vehicle blasters 5D, Knowledge 3D+1, bureaucracy 5D, survival 4D+2, Mechanical 3D, walker operation: AT-AT 5D, Per-

ception 3D, bargain 4D+1, command 4D+2, search 4D, Strength 3D, brawling 5D, stamina 4D, Technical 3D, demolition 4D, walker repair: AT-AT 4D+1. Move: 10. Character Points: Varies, typically 0-5. Field armor and helmet (-1D physical, +2 energy), heavy blaster pistol (5D), grenades (5D), helmet comlink, utility belt with supplies, survival gear pack.

• **Army Trooper.** *Dexterity 3D, blaster 4D+1, dodge 4D+1, grenade 3D+2, vehicle blasters 3D+2, Knowledge 1D+1, survival 2D+1, Mechanical 1D+1, repulsorlift operation 2D+1, Perception 2D, Strength 3D+1, brawling 4D+1, Technical 1D. Move: 10. Character Points: Varies, typically 0-5. Field armor and helmet (+1D physical, +2 energy), blaster rifle (5D), grenades (5D), helmet comlink, utility belt with supplies, survival gear pack.*

• **Army Assault Crew.** *Dexterity 2D+2, blaster 4D+2, blaster artillery 3D+2, vehicle blasters 5D+2, Knowledge 1D, survival 2D, Mechanical 3D+2, ground vehicle operation 5D+2, Perception 2D+1, search 3D+1, Strength 2D, brawling 3D, Technical 2D, ground vehicle repair 2D+1. Move: 10. Character Points: Varies, typically 0-5. Shock suit and helmet (+1D physical, +1 energy), blaster pistol (4D+2), helmet comlink, utility belt with supplies, survival gear pack.*

• **Death Star Trooper Squad Leader.** *Dexterity 3D+1, blaster 4D, blaster: blaster pistol 5D+1, dodge 4D+1, grenade 4D+1, Knowledge 2D+1, streetwise 3D+1, Mechanical 2D+2, Perception 4D, command 6D, search 4D+2, Strength 3D+2, brawling 5D+2, Technical 2D, demolition 3D. Move: 10. Character Points: Varies, typically 0-5. Blaster pistol (4D), blaster rifle (5D), grenades (5D), helmet comlink, utility belt with supplies, blast helmet (-1D physical, +1 energy).*

• **Death Star Trooper.** *Dexterity 3D+1, blaster 4D, blaster: blaster pistol 5D+1, blaster artillery 4D+2, dodge 4D+1, grenade 4D+1, vehicle blasters 4D-2, Knowledge 2D+1, streetwise 3D-1, Mechanical 2D+2, Perception 4D, command 5D, search 5D+2, Strength 3D+2, brawling 5D+2, Technical 2D. Move: 10. Blaster pistol (4D), blaster rifle (5D), grenades (5D), comlink, blast helmet (+1D physical, +1 energy).*

• **Death Star Trooper (Command Sector).** *Dexterity 3D+1, blaster 5D, blaster: blaster pistol 7D+1, blaster artillery 4D-2, dodge 6D+1, grenade 4D+1, vehicle blasters 4D-2, Knowledge 2D+1, streetwise 3D+1, Mechanical 2D+2, Perception 4D, command 5D, search 5D+2, Strength 3D+2, brawling 5D+2, Technical 2D, demolition 3D. Move: 10. Blaster pistol (4D), blaster rifle (5D), grenades (5D),*

comlink, blast helmet (+1D physical, +1 energy).

• **Death Star Gunner.** *Dexterity 2D+2, blaster 3D+2, blaster artillery 4D+2, vehicle blasters 4D+2, Knowledge 1D+1, Mechanical 3D, capital ship gunnery 5D, capital ship shields 4D, Perception 1D+1, Strength 1D+1, Technical 2D, capital starship weapon repair 4D. Targeting computer linkup helmet (+2D fire control capital scale weapons only), blaster pistol (4D), protective armor (+1D physical, -2 energy), tool kit.*

• **TIE Fighter Pilot.** *Dexterity 3D+1, blaster 4D+1, dodge 4D+1, Knowledge 2D, planetary systems 3D, Mechanical 4D, sensors 4D+2, starfighter piloting 6D, starship gunnery 5D, Perception 3D, command 4D, search 4D, Strength 3D, stamina 4D, Technical 2D, computer programming/repair 3D+1, starfighter repair 5D. Move: 10. Navigation computer linkup helmet (internal comlink, +1D to sensors), high gravity stress flight suit with life support equipment, one week emergency rations, blaster pistol (4D), survival gear.*

• **Detention Guard.** *Dexterity 2D, blaster 3D, brawling parry 2D+2, melee combat 3D, melee parry 2D+2, Knowledge 2D, alien species 3D, streetwise 3D, Mechanical 2D, Perception 2D, bargain 3D, con 3D, command 2D+2, search 3D, Strength 2D, brawling 3D, Technical 2D, security 3D. Move: 10. Character Points: Varies, typically 0-5. Blaster rifle (damage 5D), force pike (STR+2D), comlink, code key cylinder.*

• **Security Guard.** *Dexterity 2D, blaster 4D, brawling parry 4D, dodge 3D, melee combat 3D+2, melee parry 4D, Knowledge 2D, alien species 3D, bureaucracy 3D, streetwise 3D, Mechanical 2D, Perception 2D, bargain 3D+2, command 3D+2, con 3D+1, sneak 3D, search 3D+1, Strength 2D, brawling 3D+2, Technical 2D, security 3D. Move: 10. Character Points: Varies, typically 0-5. Body armor (+1D energy, +2D physical), blaster rifle (5D), force pike (STR+2D), comlink, code key cylinder.*

• **Medical Technician.** *Dexterity 2D+2, dodge 4D+2, Knowledge 1D, alien species 4D, cultures 3D, languages 3D, survival 3D+1, value 3D+2, Mechanical 1D, repulsorlift operation 3D+1, space transports 2D-1, Perception 2D+1, bargain 4D, command 3D, gambling 4D, Strength 2D, lifting 2D-2, stamina 3D, Technical 3D, first aid 5D, medicine (A) 2D+2. Move: 10. Character Points: Varies, typically 0-5. Stun truncheon (3D stun damage), medical kit, medpac, comlink.*

• **Service Technician.** *Dexterity 2D, dodge 3D, melee combat 2D+2, melee parry 2D+2, Knowledge 2D, value 4D, Mechanical 2D, Perception 2D,*

gambling 3D, search 3D, Strength 2D, climbing/jumping 3D, lifting 2D+2, Technical 2D, battle station repair 7D+2, computer programming/repair 4D, droid programming 4D, droid repair 5D, space transports repair 4D, systems diagnosis 8D. Move: 10. Character Points: Varies, typically 0-3. Stun truncheon (3D stun), tool kit, comlink.

• **Engineer.** *Dexterity 3D, blaster 4D, dodge 4D, Knowledge 3D, value 5D, Mechanical 3D, capital ship shields 3D+2, Perception 3D, con 3D+2, gambling 3D+1, search 4D, Strength 3D, brawling 3D+2, Technical 3D, battle station engineering (A) 2D, battle station repair 9D+1, capital ship engineering (A) 4D+2, capital ship repair 5D, computer programming/repair 5D, droid programming 5D, droid repair 6D+2, systems diagnosis 7D+1. Move: 10. Character Points: Varies, typically 0-3. Blaster pistol (4D), tool kit, comlink, protective suit.*

• **Maintenance Droid.** *Dexterity 2D, Knowledge 1D, value 4D, Mechanical 2D, Perception 2D, search 3D, Strength 3D, Technical 2D, battle station repair 5D, capital ship repair 3D, systems diagnosis 5D. Move: 7. Heavy grasper (+2D to lifting), fine manipulator, laser cutter (4D), diagnostic scanners (+1D to all repair skills), retractable tool appendages.*

• **System Operator Droid.** *Dexterity 1D, Knowledge 2D, planetary systems 5D, value 5D, Mechanical 2D, astrogation 5D, battle station piloting 5D, capital ship piloting 5D, space transports 5D, Perception 3D, Strength 1D, Technical 2D, computer programming/repair 3D. Move: 3. Fine manipulators, starship interface jacks, retractable tool appendages.*

• **Labor Droid.** *Dexterity 2D, Knowledge 1D, Mechanical 1D, Perception 1D, Strength 8D, lifting 10D, Technical 1D. Move: 7. Heavy graspers (+2D to lifting), magnetic digits, visual spectrum scanners.*

• **Servant Droid.** *Dexterity 2D, Knowledge 2D, bureaucracy 3D, cultures 4D, languages 3D, scholar: culinary arts 5D, scholar: home economics 4D, Mechanical 1D, repulsorlift operation 2D, Perception 2D, Strength 2D, Technical 1D. Move: 9. Visual spectrum scanners, vocabulator speech/sound system, humanoid appendage configuration.*

• **Surveillance Remote Droid.** *Dexterity 2D, blaster 2D+1, dodge 4D, Knowledge 1D, Mechanical 1D, Perception 2D, search 6D, sneak 4D, Strength 1D+1, Technical 2D. Move: 9. Repulsorlift engine, visual range holocam with simultaneous transmitter, holo receiver unit, spotlight, light blaster (damage 2D).*

• **IT-O Interrogation Droid.** *Dexterity 1D, dodge 3D, melee combat 3D, melee parry 3D, interrogation devices 4D+1, Knowledge 3D, intimidation: interrogation 4D+1, Mechanical 2D, Perception 4D, search 5D, Strength 3D, Technical 2D, first aid 4D, security 4D. Move: 3. Laser scalpel (3D), hypodermic injectors (4D stun damage), power shears (5D damage), grasping claw (+1D to lifting).*

• **Probe Droid.** *Dexterity 3D, blaster 4D, Knowledge 2D-2, planetary systems 4D, Mechanical 3D, sensors 6D, Perception 3D, search 4D, search: tracking 7D+1, Strength 4D, Technical 2D+1. Move: 14. Long-range sensor (+1D to search for objects between 200 meters and five kilometers away), movement sensor (+2D to search for moving objects up to 100 meters away), atmosphere sensor — can determine atmosphere class (Type I, Type II, Type III, or Type IV) within one half hour, blaster cannon (4D+2), self-destruct mechanism, repulsor generator for movement over any terrain, several retractable manipulator arms, several retractable sensor arms for gathering samples.*

• **MSE General Purpose Droid.** *Dexterity 2D, Knowledge 1D, Mechanical 1D, Perception 1D, Strength 1D, Technical 1D. Move: 5. Electro-photorceptor, auditory sensor, holocam, treads, retractable heavy manipulator (+2D to lifting), retractable fine manipulator (+1D to lifting), plus programmed skill matrix*.
* For more information, see page 102 of the *Dark Force Rising Sourcebook*.*

• **Medical Droid.** *Dexterity 2D, Knowledge 2D, alien species 4D, Mechanical 2D, Perception 2D, Strength 2D, lifting 3D, Technical 3D, first aid 6D, medicine (A) 8D. Move: 7. Medical diagnostic computer, analytical computer, various surgical attachments, internal store of medicine and hypodermic delivery system.*

• **Dianoga.** *Dexterity 2D, Perception 3D+1, Strength 6D. Special abilities: Can change color to match surroundings (+4D to sneak); tentacles (target must make opposed Strength roll to escape and not be dragged along). Move: 3.*

Carried Craft Statistics

• **Assault Shuttle.** *Capital, capital ship gunnery 3D+2, capital ship piloting 5D. Maneuverability 2D, space 8, hull 3D+2, shields 4D+2. Weapons: 4 laser cannons (fire control 3D, damage 2D), tractor beam projector (fire control 4D, damage 5D+2), concussion missiles (fire control 2D-1, damage 4D).*

- **Skipray Blastboat.** Capital, *capital ship gunnery 5D, starfighter piloting 4D, starship gunnery 5D+1, starship shields 4D+1*. Maneuverability 1D+2 (2D+2 in atmosphere), space 8, atmosphere 415, hull 2D+1, shields 2D. Weapons: 3 medium ion cannons (fire-linked, fire control 3D, damage 4D), proton torpedo launcher (fire control 2D, damage 9D), 2 laser cannons (fire-linked, fire control 1D, damage 5D), concussion missiles (fire control 1D, damage 6D).
- **Strike Cruiser.** Capital, *capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 3D+2*. Maneuverability 2D, space 6, hull 6D, shields 2D+2. Weapons: 20 turbolasers (fire control 2D, damage 5D), 10 turbolaser batteries (fire control 1D, damage 7D), 10 tractor beam projectors (fire control 2D, damage 4D), 10 ion cannon (fire control 4D, damage 4D).
- **Drop-Ship.** Starfighter, *space transports 4D, starship gunnery 3D+1, starship shields 3D*. Maneuverability 0, space 10 (during drop); 2 (on return flight), atmosphere 415 (during drop); 225 (on return flight), hull 4D, shields 1D. Weapons: 1 light laser cannon (fire control 1D, damage 1D).
- **Cargo Barge.** Capital, *capital ship gunnery 3D, capital ship piloting 3D*. Maneuverability 0D, space 2, atmosphere 225, hull 2D. Weapons: 2 twin laser cannons (fire control 1D, damage 2D).
- **TIE Fighter.** Starfighter, *starfighter piloting 6D, starship gunnery 5D*. Maneuverability 2D, space 10, atmosphere 415, hull 2D. Weapons: 2 laser cannons (fire-linked, fire control 2D, damage 5D).
- **TIE Bomber.** Starfighter, *starfighter piloting 4D+2, starship gunnery 6D-1*. Maneuverability 0D, space 6, atmosphere 330, hull 4D-1. Weapons: 2 laser cannons (fire-linked, fire control 2D, damage 3D), concussion missiles (fire control 3D, damage 9D).
- **TIE Interceptor (Prototype).** Starfighter, *starfighter piloting 5D, starship gunnery 4D+2*. Maneuverability 3D, space 11, atmosphere 435, hull 2D+2. Weapons: 4 laser cannons (fire-linked, fire control 2D+2, damage 6D).
- **AT-AT Walker.** Walker, maneuverability 0D, move 21; 60 KMH, body strength 6D. Weapons: two heavy laser cannons (fire-linked, fire control 2D, 50-500/1.5KM/3KM, damage 6D), two medium blasters (fire-linked, fire control 2D, 50-200/500/1KM, damage 3D).
- **AT-ST Walker.** Walker, maneuverability 1D, move 30; 90 KMH, body strength 3D. Weapons: twin blaster cannon (fire control 1D, 50-200/1KM/2KM, damage 4D), twin light blaster cannon (fire control 1D, 50-300/500/1KM, damage 2D), concussion grenade launcher (fire control 1D, 10-50/100/200, damage 3D).
- **Mobile Command Base.** Speeder, maneuverability 0D, move 35; 100KMH, body strength 7D. Weapons: heavy laser cannon (fire control 2D, 50-500/1KM/2KM, damage 4D+2).
- **Juggernaut.** Walker, maneuverability 0D, move 70; 200KMH; slow to 8; 25 KMH when turning, body strength 5D. Weapons: 3 heavy laser cannon (fire control 2D, 50-500/1KM/2KM, damage 6D), medium blaster cannon (fire control 1D, 50-250/750/1.5KM, damage 4D), 2 concussion grenade launchers (fire control 1D, 50-100/250/500, damage 3D+1).
- **Repulsorlift Sled.** Speeder, maneuverability 1D+2, move 280; 800KMH, body strength 1D+2. Weapons: medium blaster cannon (fire control 2D, 50-100/250/500, damage 3D).
- **Floating Fortress.** Walker, maneuverability 0D, move 70; 200KMH, body strength 5D. Weapons: 2 heavy blaster cannons (fire control 2D, 50-500/1KM/2KM, damage 5D).
- **Repulsortank.** Speeder, maneuverability 1D+2, move 140; 400KMH, body strength 4D+2. Weapons: heavy laser cannon (fire control 2D+2, 200-1KM/3KM/5KM, damage 6D), medium blaster cannon (fire control 1D-1, 50-200/500/1KM, damage 3D+2).

ogy 5D; MEC 2D, astrogation 5D, starship piloting 5D; PER 3D; STR 1D; TEC 2D, computer programming 3D.

Equipment: fine manipulators, starship interface jacks, retractable tool appendages.

• **Labor Droid:** DEX 2D, speed code 2D; KNO 1D; MEC 1D; PER 1D; STR 8D, lifting 10D; TEC 1D.

Equipment: heavy graspers, magnetic digits, visual spectrum scanners.

• **Servant Droid:** DEX 2D, speed code 2D; KNO 2D, bureaucracy 3D, cultures 4D, languages 3D, culinary arts 5D, home economics 4D; MEC 1D, repulsorlift operation 2D; PER 2D; STR 2D; TEC 1D.

Equipment: visual spectrum scanners, vocabulator speech/sound system, humanoid appendage configuration.

• **Surveillance Remote Droid:** DEX 2D, speed code 4D, blaster 2D+1, dodge 4D; KNO 1D; MEC 1D; PER 2D, hide/sneak 4D, search 6D; STR 1D+1; TEC 2D.

Equipment: repulsorlift engine, visual range holocam with simultaneous transmitter, holo receiver unit, spotlight, light blaster (damage 2D).

• **Interrogator Droid:** DEX 1D, speed code 1D, dodge 3D, melee 3D, interrogation devices 4D+1; KNO 3D, alien races 4D, humanoid biology 5D, interrogation techniques 4D+1; MEC 2D; PER 4D, search 5D; STR 3D; TEC 2D, medicine 4D, security 4D.

Equipment: repulsorlift engine, laser scalpel (damage 2D), power shears (damage 4D+2), hypodermic injectors (stun damage 3D).

• **Probe Droid:** DEX 3D, speed code 4D, blaster 4D, dodge 4D; KNO 2D+2, planetary systems 4D; MEC 3D; PER 3D, hide/sneak 4D, search 4D; STR 4D; TEC 2D-1.

Equipment: multi-purpose appendages, investigation and analysis computer, sensor array, wide-range sensors and recording devices, blaster (damage 4D+2).

• **MSE General Purpose Droid:** DEX 2D, speed code 4D; KNO 1D, technology 2D; MEC 1D; PER 2D, search 4D; STR 1D; TEC 1D, security 3D.

Equipment: electro-photoreceptor, auditory sensor, holocam, retractable heavy manipulator (STR+2D), retractable fine manipulator (STR+1D).

• **Medical Droid:** DEX 2D, speed code 2D; KNO 2D, alien races 4D; MEC 2D; PER 2D; STR 2D, lifting 3D; TEC 3D, medicine 6D.

Equipment: medical diagnostic computer, analytical computer, various surgical attachments, internal store of medicine and hypodermic delivery system.

• **Dianoga:** DEX 2D, speed code 4D, PER 3D+1, STR 6D

STAR WARS

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by Bill Slavicsek

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