

CLONE PIRATES





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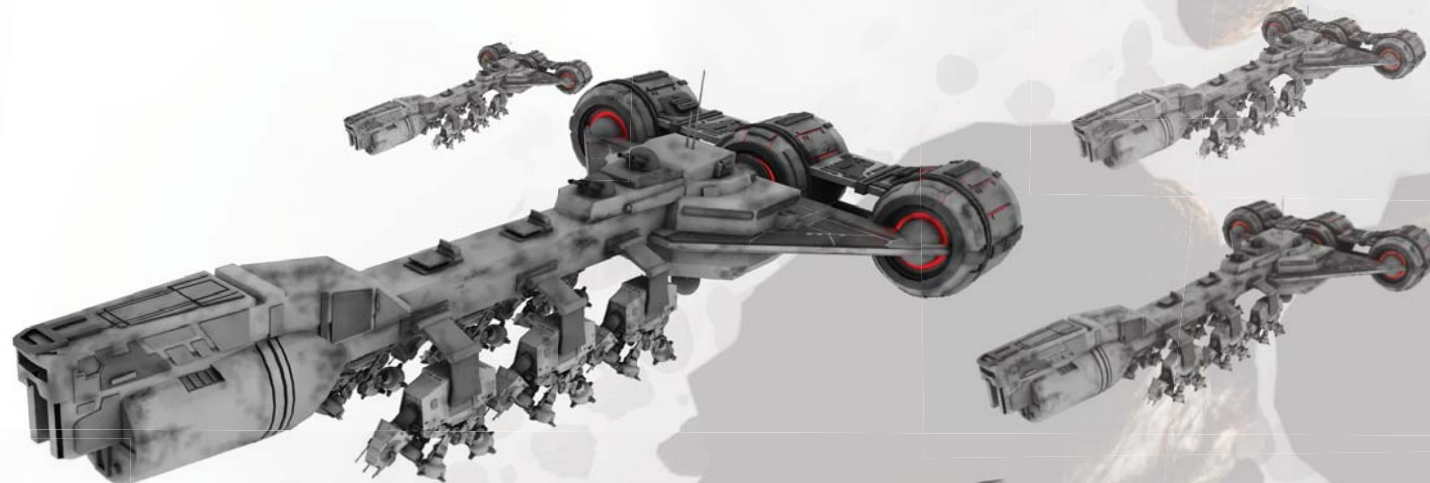
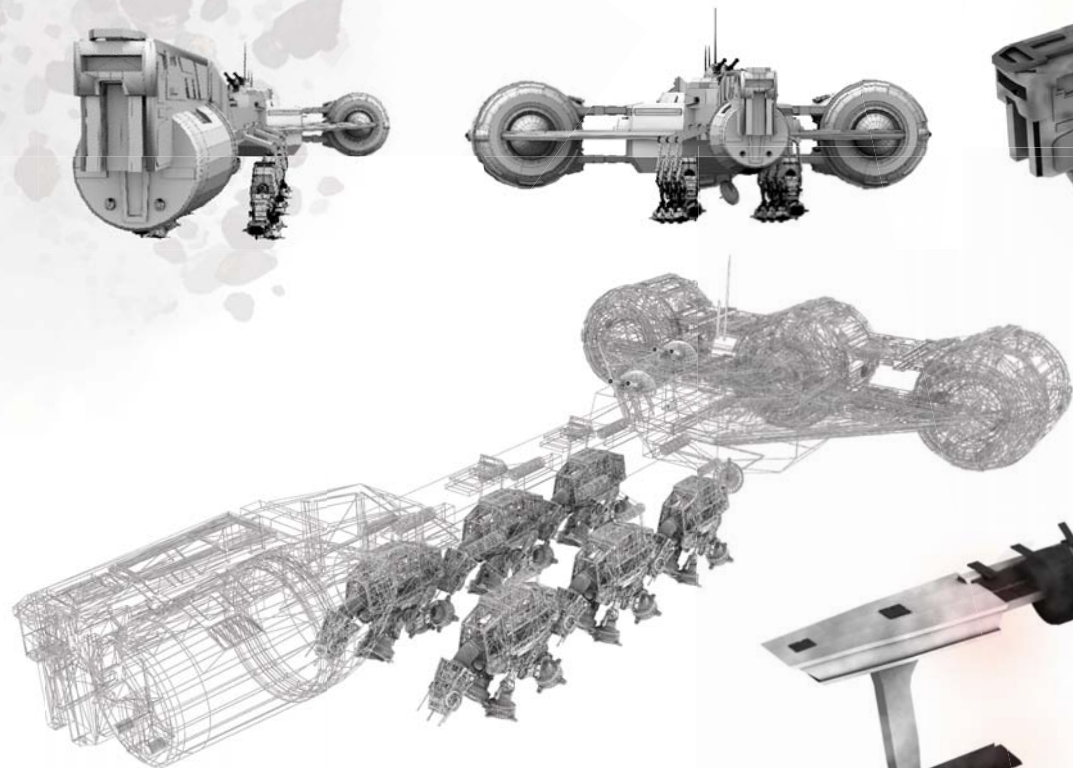
After the fall of the Galactic Empire, its vast Clone Army was left with no central leadership and no glorious vision to strive towards. The increasingly stronger Alliance pushed its scattered units ever further out of its territory, spreading them thin across the galaxy. As the Alliance formed a New Galactic Republic, the Imperial Clone Army was considered to be defeated and soon faded away from the collective memory of its citizens.

But the Clone Army was not gone. Hiding in the galaxy's outer rim, its troopers and commanders managed to regroup and reorganize. With their military background and decades of field experience, they formed an effective strike force, raiding the lesser worlds for resources. Free of the dominance of their former masters, they eventually no longer saw themselves as mere clones but rather as individuals with personalities of their own.

Decades would pass until the Clone Army, considered by all as common bandits, would once again be noticed by the New Republic. As they grew stronger, they took on harder targets, ambushing armed trade convoys and raiding strategically more important planets. The New Republic responded by increasing patrols to secure its trade routes and by investigating the nature of the attackers. However, no base of operations was discovered and no hierarchy or leader was determined. The only noted pattern was that the attackers damage their target ships just enough to disable them, board them and dispose of their crew. They are then towed away, presumably to be scavenged for parts or repaired to be used in future attacks. For such kinds of actions, the bandits earned their nickname *"The Clone Pirates"*.

UNIVERSAL CARRIER

Originally a stolen Republic cruiser ship, it was modified to perform various task such as carrying cargo, clones, or AT-AT walkers, and it can flexibly be adapted to other types of cargo. When carrying clones it allows them to attach themselves to another ship and effectively carry out assaults. When carrying AT-AT walkers, it releases just above the ground so as to execute a fast ground attack.



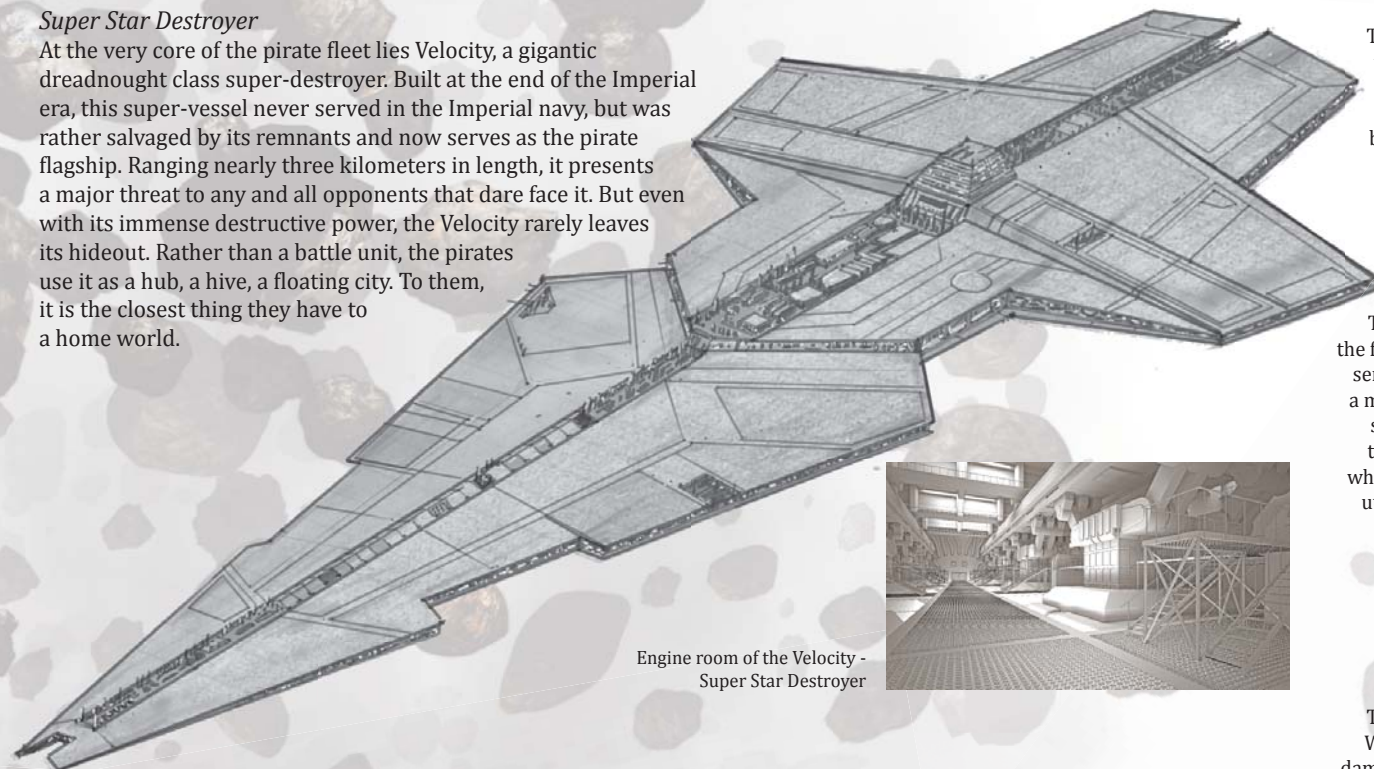
HEAVY FIRE-SUPPORT SHIP

A support ship for Pirate assaults, it is typically placed at a distance from the attacked target with nine powerful cannons that can cause much damage in little time. It is a task-based ship that is made out of debris and parts from ships which the Pirates have captured. No two such ships are the same: They are built with the same basic layout, but their parts, details and assembly are individual to each ship.

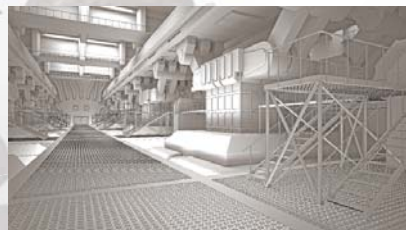
VELOCITY

Super Star Destroyer

At the very core of the pirate fleet lies Velocity, a gigantic dreadnought class super-destroyer. Built at the end of the Imperial era, this super-vessel never served in the Imperial navy, but was rather salvaged by its remnants and now serves as the pirate flagship. Ranging nearly three kilometers in length, it presents a major threat to any and all opponents that dare face it. But even with its immense destructive power, the Velocity rarely leaves its hideout. Rather than a battle unit, the pirates use it as a hub, a hive, a floating city. To them, it is the closest thing they have to a home world.



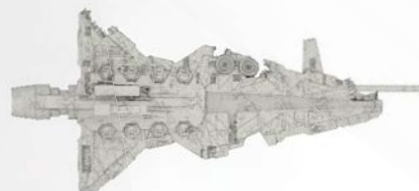
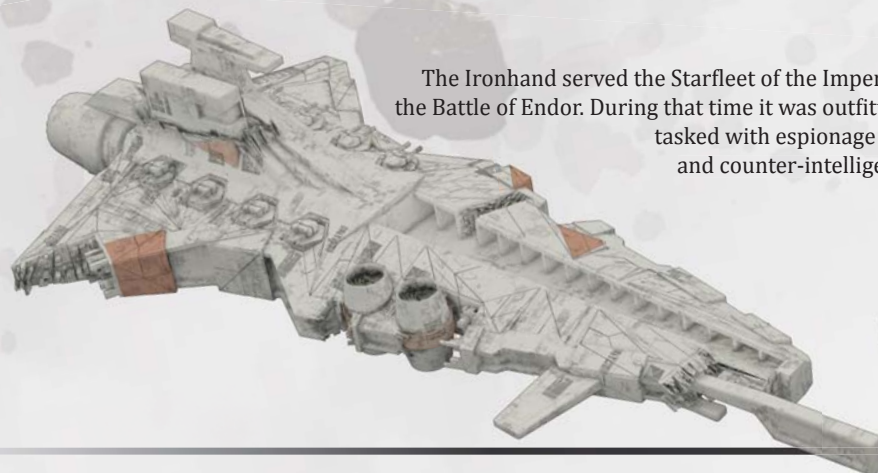
Engine room of the Velocity -
Super Star Destroyer



IRONHAND

Imperial-class Star Destroyer

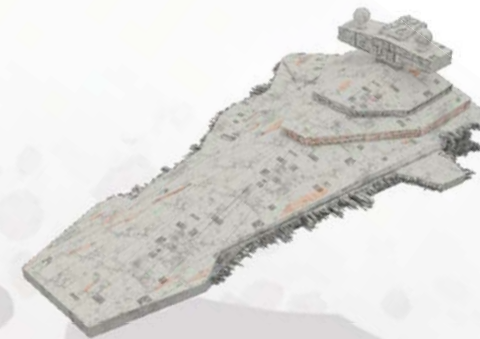
The Ironhand served the Starfleet of the Imperial Remnant for at least fifteen years after the Battle of Endor. During that time it was outfitted with a cloaking device and was mainly tasked with espionage and covert missions. False flag operations and counter-intelligence are still the name of the game for this Star Destroyer, now serving as a part of the Clone Pirates fleet.



LEGACY

Imperial-class Star Destroyer

The Legacy used to be one of two Star Destroyers that were fitted with an experimental weapons system, but after initial testing of the weapons system, the ship was sabotaged and went missing. Appropriated by the Clone Pirates fleet, it now serves as a heavy bombardment vessel capable of inflicting severe damage and can easily outmatch any ship in its class.



AGONIZER

Imperial-class Star Destroyer

The Agonizer was an Imperial-class Star Destroyer which housed the finest fightersquadron in the Imperial Army. Still in need of some serious repairs, it now serves as a first contact shock vessel. Due to a malfunction, one of its engines leaves behind a trail of thick, black smoke. Its crew is known to utilize hyperspace jumps to surprise the opponent in dangerously close distances, showing no regards whatsoever for standard operating procedures. Its crew is known to utilize hyperspace jumps to surprise the opponent in dangerously close distances, showing no regards whatsoever for standard operating procedures.



TRANQUILITY

Venator-class Star Destroyer

The Tranquility used to serve the Republic Navy during the Clone Wars. It was ambushed during an escort mission and was heavily damaged, losing its core reactors and main engines. Considered lost, it was left derelict, floating among the debris of the battle. Today it is one of the fastest ships in the entire galaxy. Its hull outfitted with an overcharged Mark VII reactor core and engines, it serves as a frigate, transporting salvaged junk and parts from one place to the other.



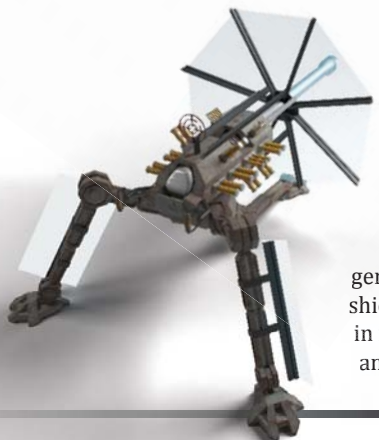
RED HARVEST

Victory-class Star Destroyer

The Red Harvest used to be a Star Destroyer in the Starfleet of the Galactic Empire. It went missing in battle, only to reemerge years later, practically intact, as a vessel of the Clone Pirates fleet. Renowned for its deadly efficiency, this victory-class destroyer takes on convoys and wreaks havoc on the galaxy's trade routes. Being an incredibly agile ship, it outmaneuvers its opponents without suffering too much damage, and lets its boarding crews take care of the rest.

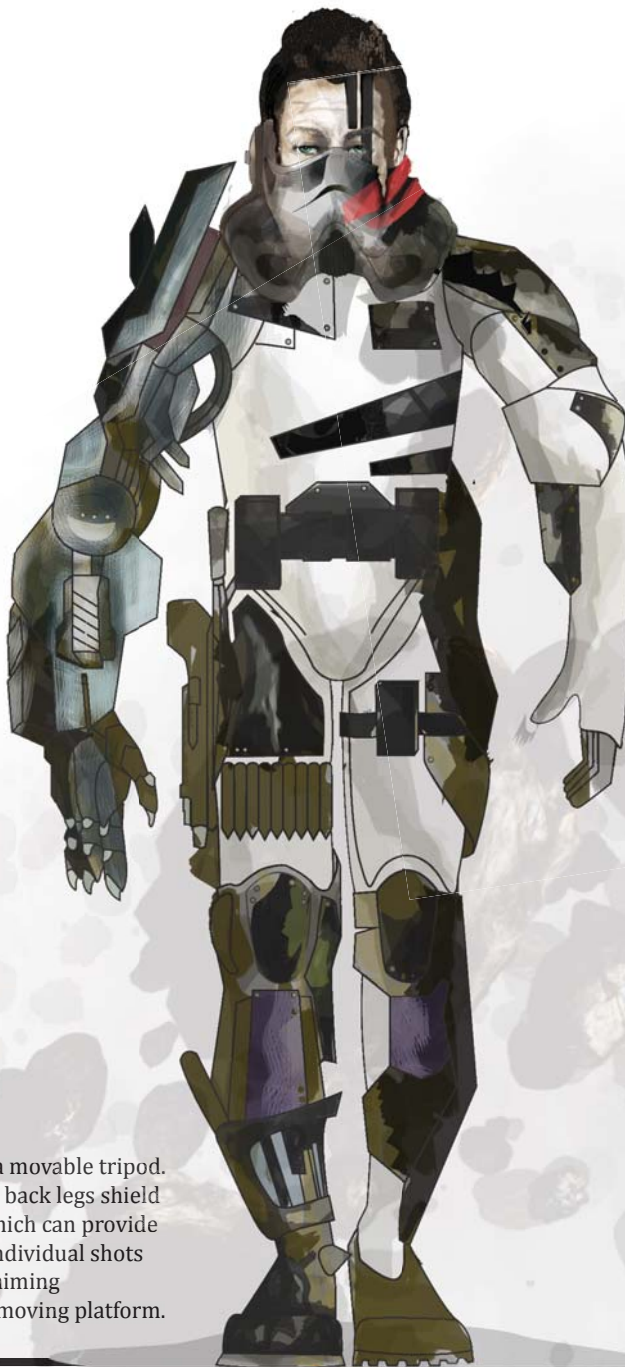






HEAVY DUTY CANNON

The Heavy duty cannon is taken from an AT-AT and placed on a movable tripod. It is added with two blaster machine guns in the front barrel and back legs shield generators. It is powered by coils attached around the main body, which can provide shielding to the front of the cannon. The main cannon fires intense individual shots in intervals of five seconds. Individual legs bend along two axes for aiming and maneuvering, but for longer transportation it is loaded on to a moving platform.

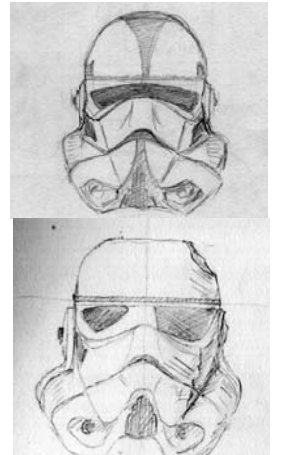
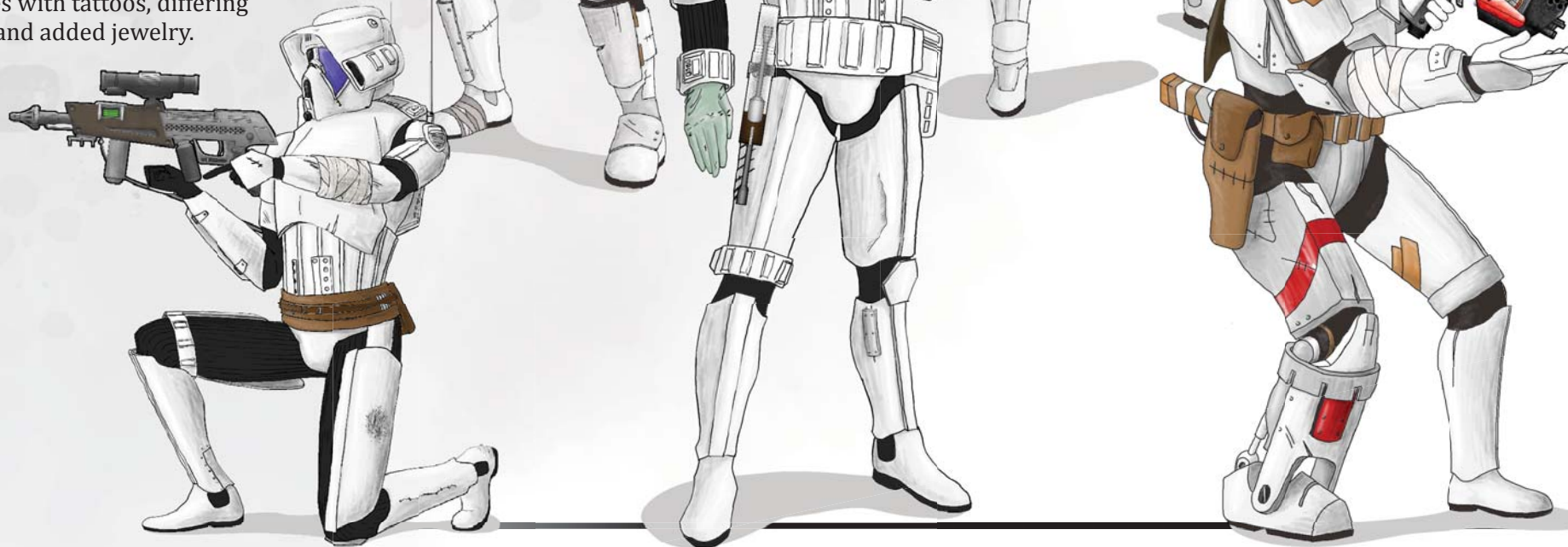


PIRATE COMMANDER

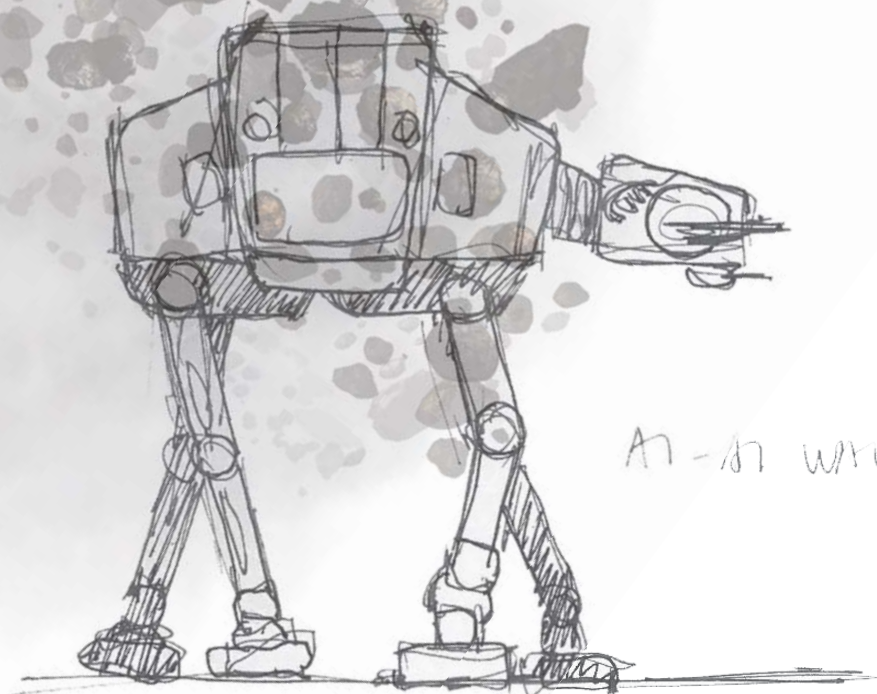
The scattered Clone Army was united by a former clone trooper of a higher rank. He is a charismatic and intelligent figure who leads his army without fear into battle. Because of him, the newly established "Clone Pirates" are a fully functional galactic force, with clearly defined battle tactics and an internal hierarchy. Wound marks from numerous battles can be seen on his body in form of bionic implants. His right arm is a fully robotic hand, allowing him to be more efficient in battle and look more dangerous.

PIRATE TROOPERS

The external look of the clone troopers expresses their internal change from obedient clones to independent personalities. Their classic white armour has become an object of self-expression, with added colours, signs and add-ons now being common. Trooper units are divided into five main task-based classes, consisting of normal soldiers, engineers, medics, heavy weapons operators and radio communicators. Since their faces are biologically identical, they further mark their individuality by modifying their bodies with tattoos, differing hairstyles and added jewelry.

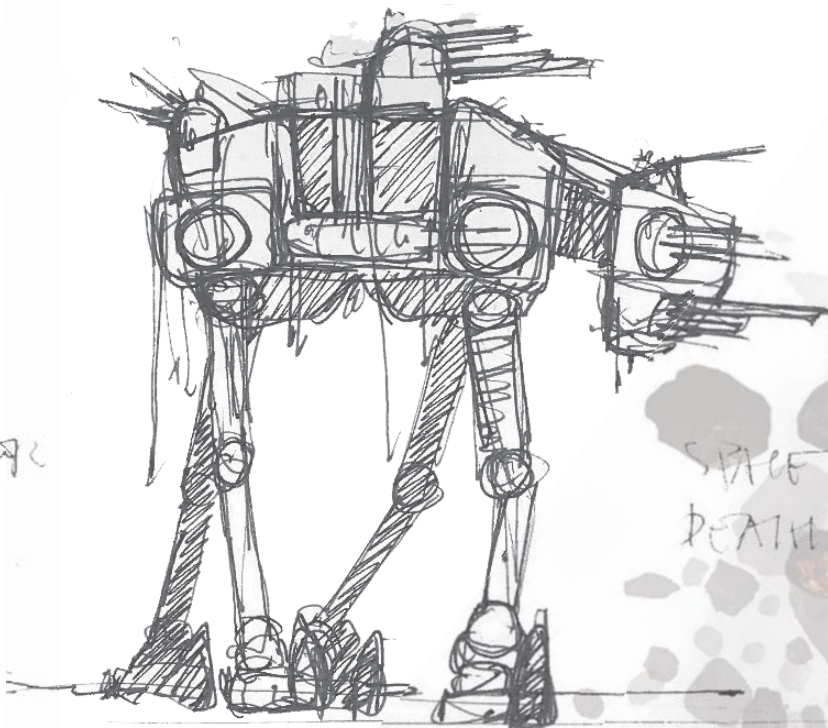


EMPIRE



AT-AT WALKER

GAUACTIC PIRATES

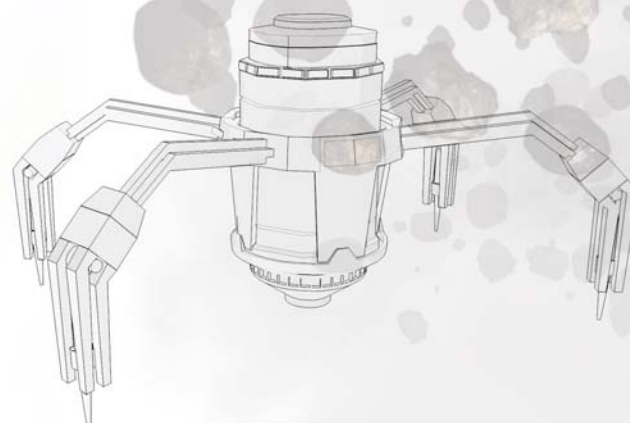


SPACE PI
DEATH OR



MINES

The Pirates use a special mine system to keep intruders out of their part of the asteroid belt. These self-constructed mines are made out of spaceship leftovers. They have a tracking device that gets triggered if a ships with the wrong transmission signal is nearby. When triggered, the mines follow the ship, attach themselves to it and then explode.



KAMINO





KAMINO

Planet Kamino was introduced into the “Star Wars” universe in Episode II: Attack of the Clones. It is a stormy water-covered planet whose intelligent inhabitants are highly skilled in genetics. They were the ones who produced the clone army that was commissioned by the Old Republic and eventually came to serve its succeeding Empire. This vision of Episode VII explores further aspects of Kamino that were previously unknown and speculates on the historical causes that might have led to its high particularly sea levels.

Kamino is a medium-sized planet with a magmatic core, which rotates around itself and the Kamino system’s sun. Originally, more than half of the planet was covered with deep seas and other parts were covered in ice, but there was enough of solid ground for the Kaminoans to live on. The planet had two moons which controlled the rising and lowering of the seas.

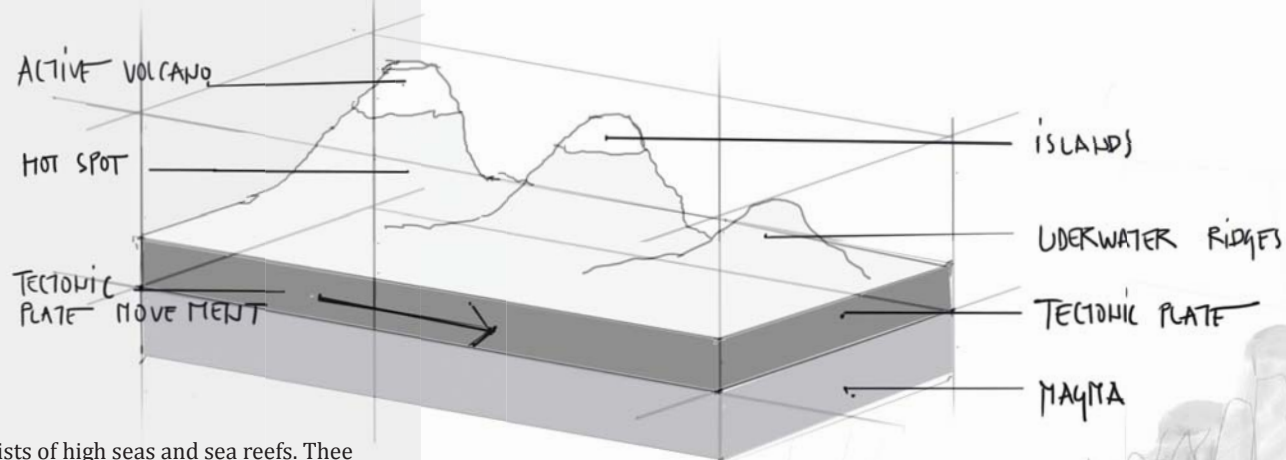
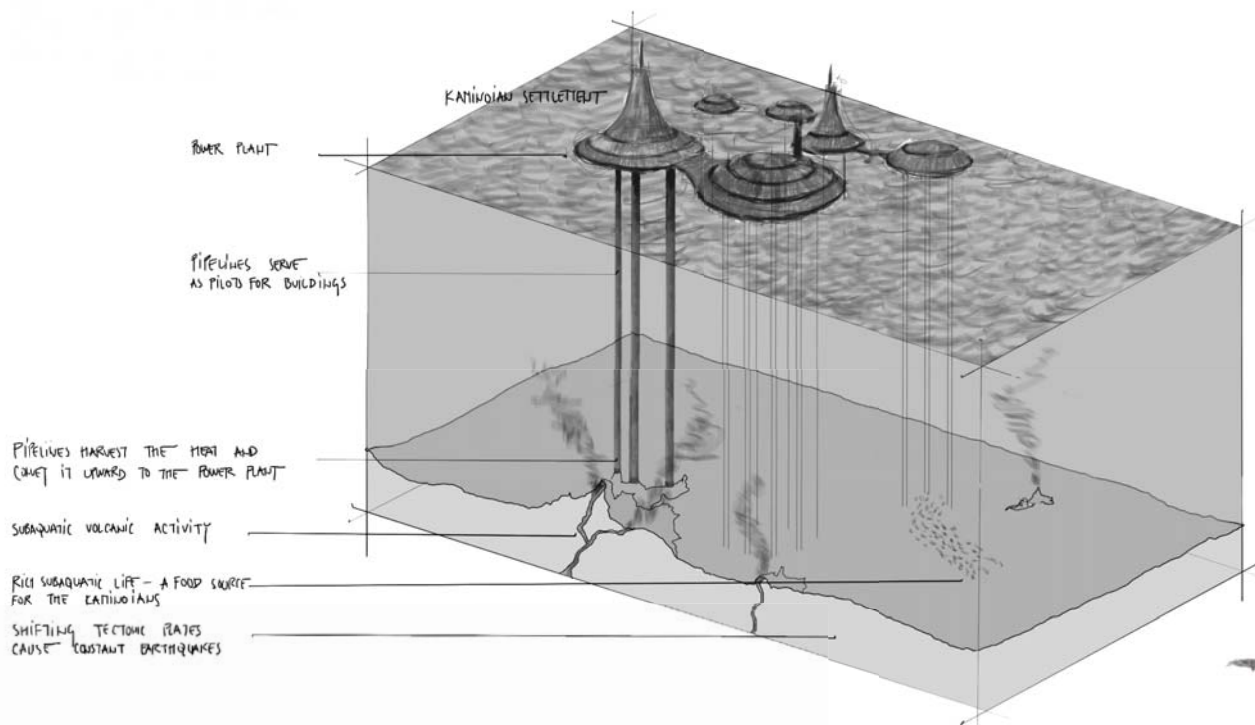
A big cataclysm occurred when a huge asteroid clashed with Kamino’s icy moon and its debris gravitated to the planet and sank deep into its seas. The sea levels rose quickly and substantially to cover nearly the entire planet, starting the age of The Eternal Tide.

The loss of one of its moons left the remaining moon out of balance with the planet and is a constant cause of storms. As Kaminoans realized that the flood is inevitable they started to genetically modify their bodies to adapt themselves to subaquatic life. The severity of the event lead them to lose track of their former history, and their calendar since then is counting the years “After The Tide”.



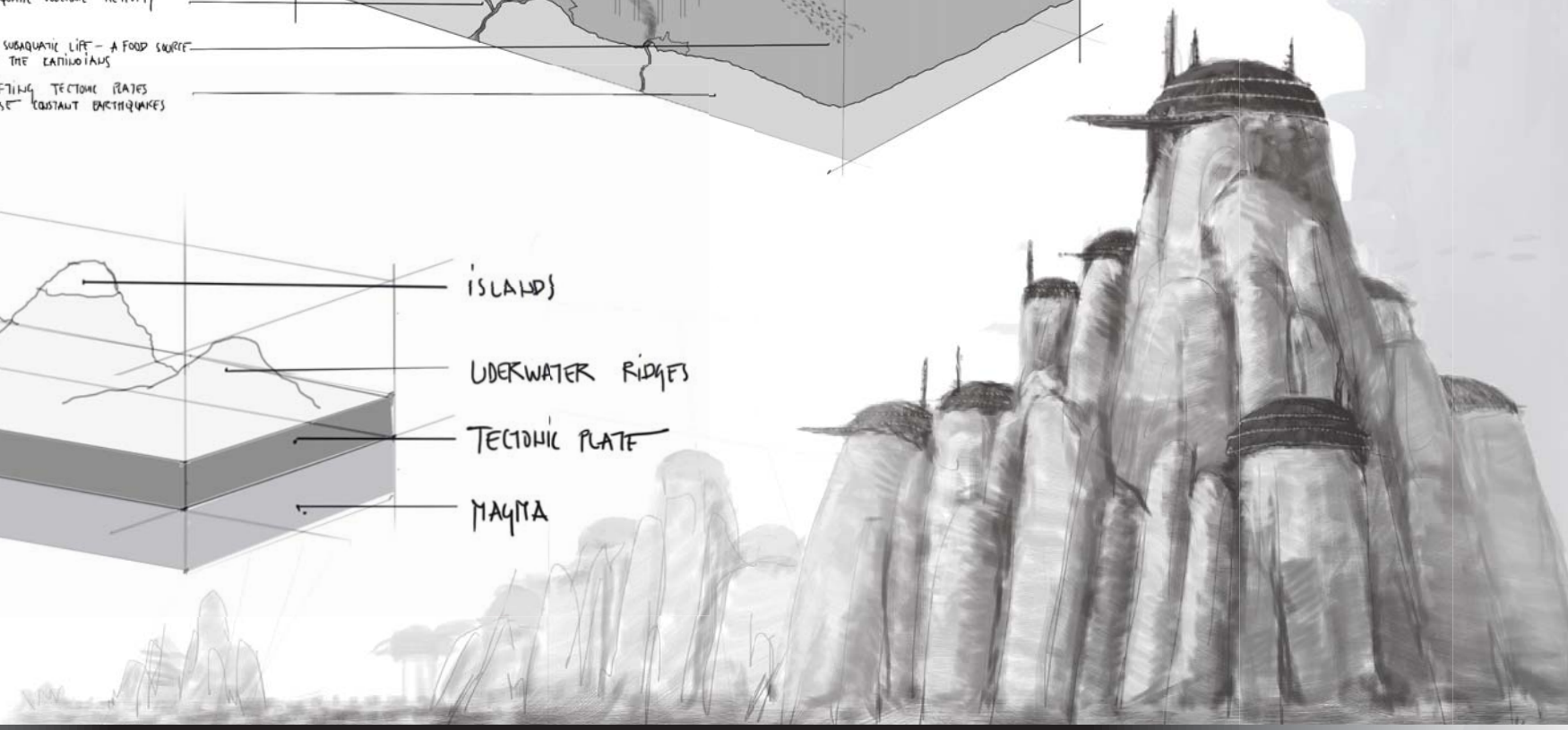
ATMOSPHERE AND CLIMATE

Kamino's atmosphere is thick, humid and filled with static electricity. The typical climate on the planet consists of nearly constant rain and powerful storms, with strong winds, rain, dark clouds, thunder and lightning. The vast majority of the planet is one big ocean, with the exception of occasional sharp mountain peaks that extend from beneath the sea level. Therefore, the water cycle keeps on going and there is always rainfall on some parts of the planet.



SURFACE

The surface of the planet consists of high seas and sea reefs. These reefs are sharp underwater mountains that extend a little above the sea surface. They are tall and tight, some broken into rugged rock formations. The seabed is undulated as a result of strong volcanic activity and remaining craters from the devastation caused by the crashed moon.



BUBBLE PLANT

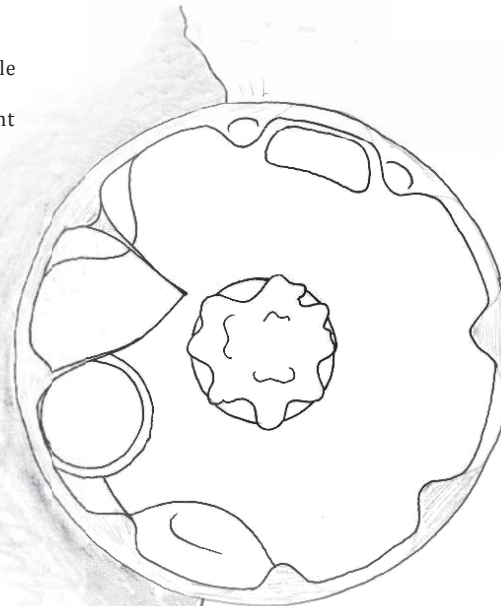
The bubble plant is one of the most common underwater plants in the Kamino seas. It consists of a hard shell made of self-secreted calcium carbonate, and a soft spongy interior which produce a bubble of breathable air. It is a host for several underwater life forms that rely on it for oxygen and hydrogen and relocate from bubble to bubble. Kaminoan genetic engineers succeeded to produce particularly large bubble plants and adapt them for use as underwater housing units.

Left: View of a Kaminoan settlement with housing units attached to an underwater cliff

Right: Plan view of a single Kaminoan housing unit based on the Bubble Plant for producing a capsule of breathable air.



Interior of Kaminoan housing unit

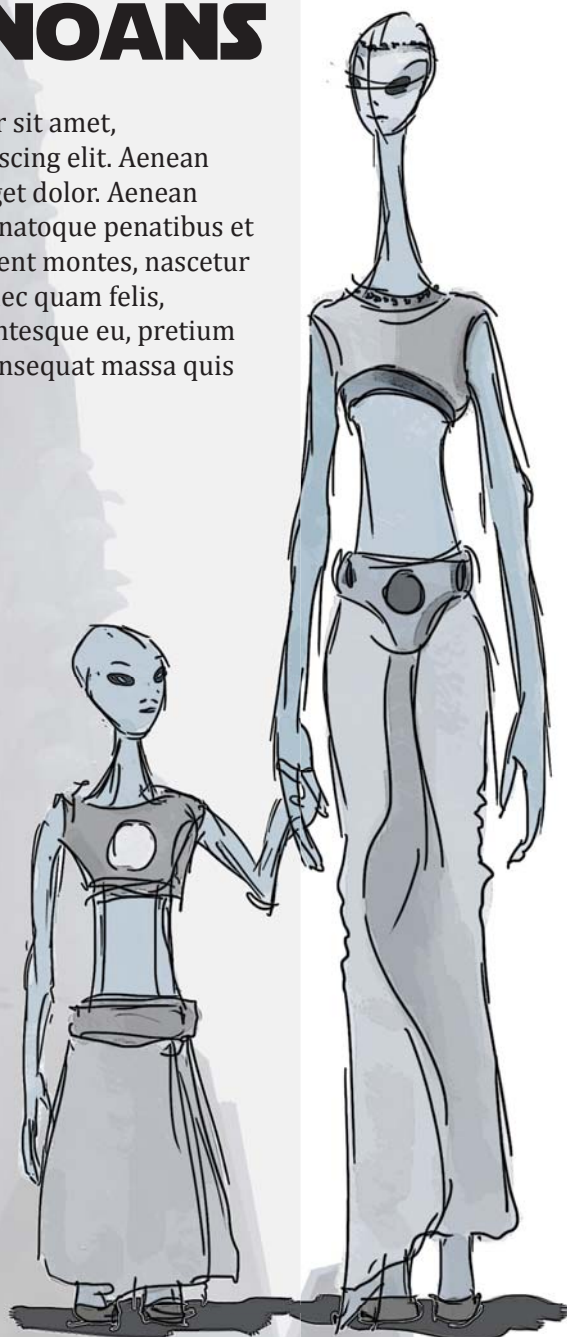


- ① pantry
- ② dining
- ③ open space
- ④ bubble plant
- ⑤ entrance tunnel
- ⑥ natural sponge bed



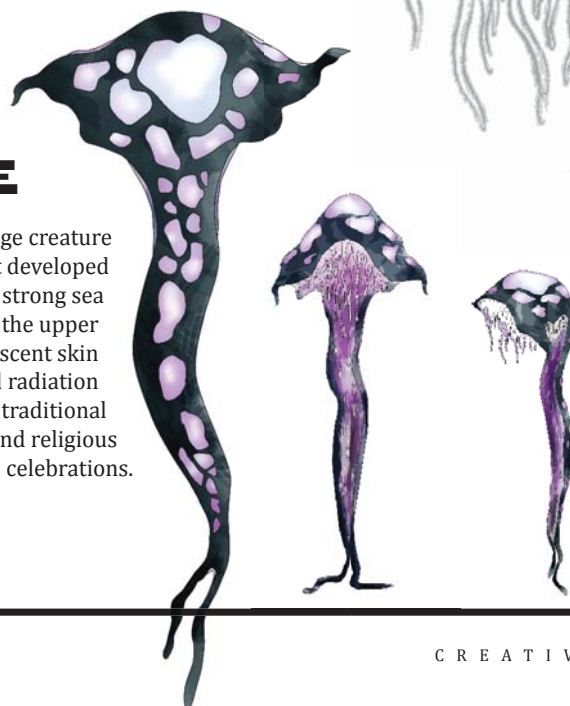
KAMINOANS

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SEA SNAKE

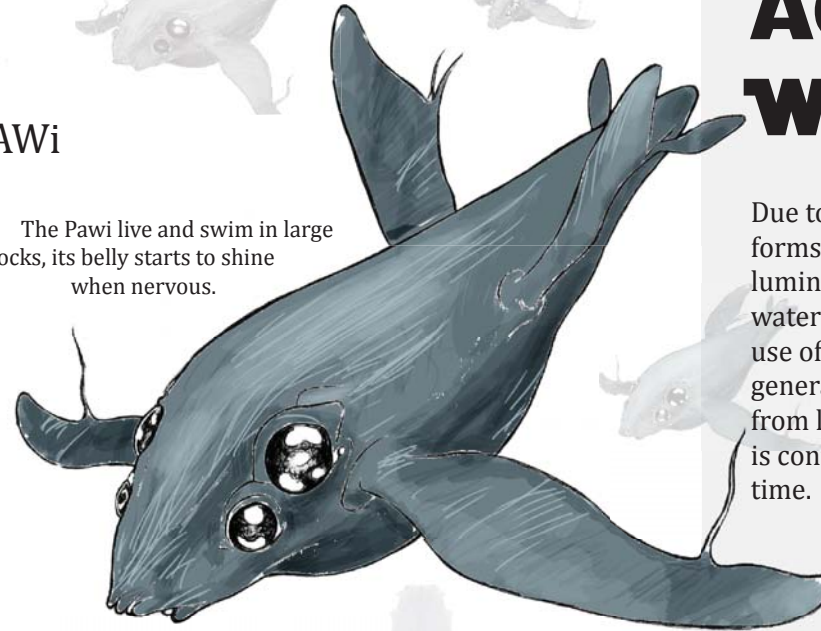
Adhesive Luminous sea snake - A large creature that glues itself onto surfaces, it developed its sticky tentacles to withstand the strong sea currents. The spots on the upper side of its body are luminescent skin bubbles that produce electrical radiation and light. Kaminoans use it as a traditional source of lighting in major and religious celebrations.



AQUATIC WILDLIFE

PAWi

The Pawi live and swim in large flocks, its belly starts to shine when nervous.



Due to the deep dark waters, animal forms have adapted by developing luminescent body parts. Like all dark water creatures, they hunt with the use of light. This light is not self-generated but is rather harvested from lightning storms and its energy is contained for slow release over time.

HUGGER

The Ice-Water Hugger is an adorable-looking creature that produces a white radiant mucus from its large belly. It is carnivorous and consumes its prey by hugging it until it is digested enough to be absorbed by osmosis.

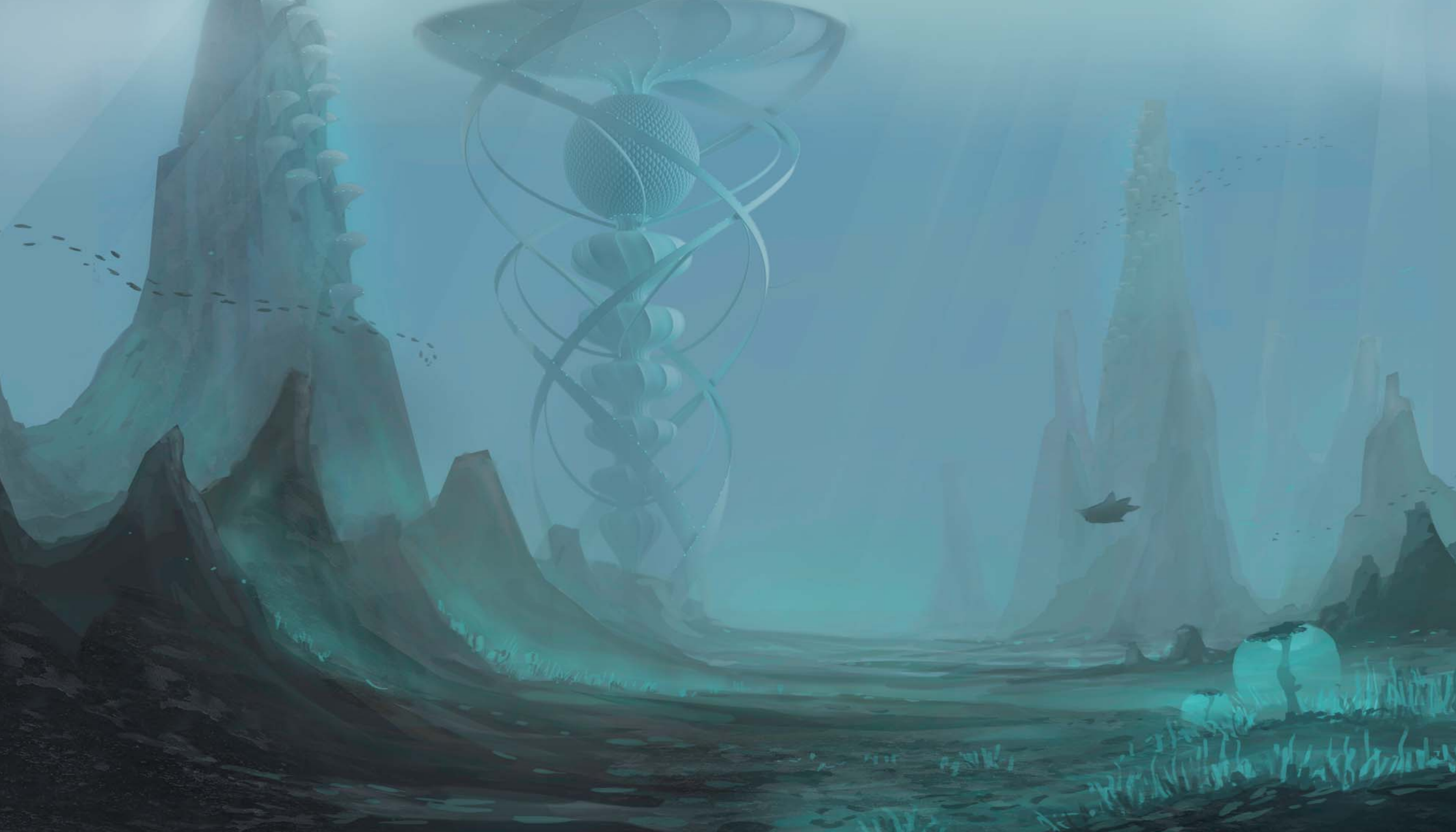
Due to its low level of intelligence, it might sometimes try to hug a vehicle instead of other animals.



SEIKK

This sea hunter is the fastest known creature swimming in the Kamino seas. It has a powerful jaw for tearing tissue apart and strong front limbs with sharp long claws. Its back limbs are short and it swims with its strong tail, which forms the major part of his body.





① THE DOME

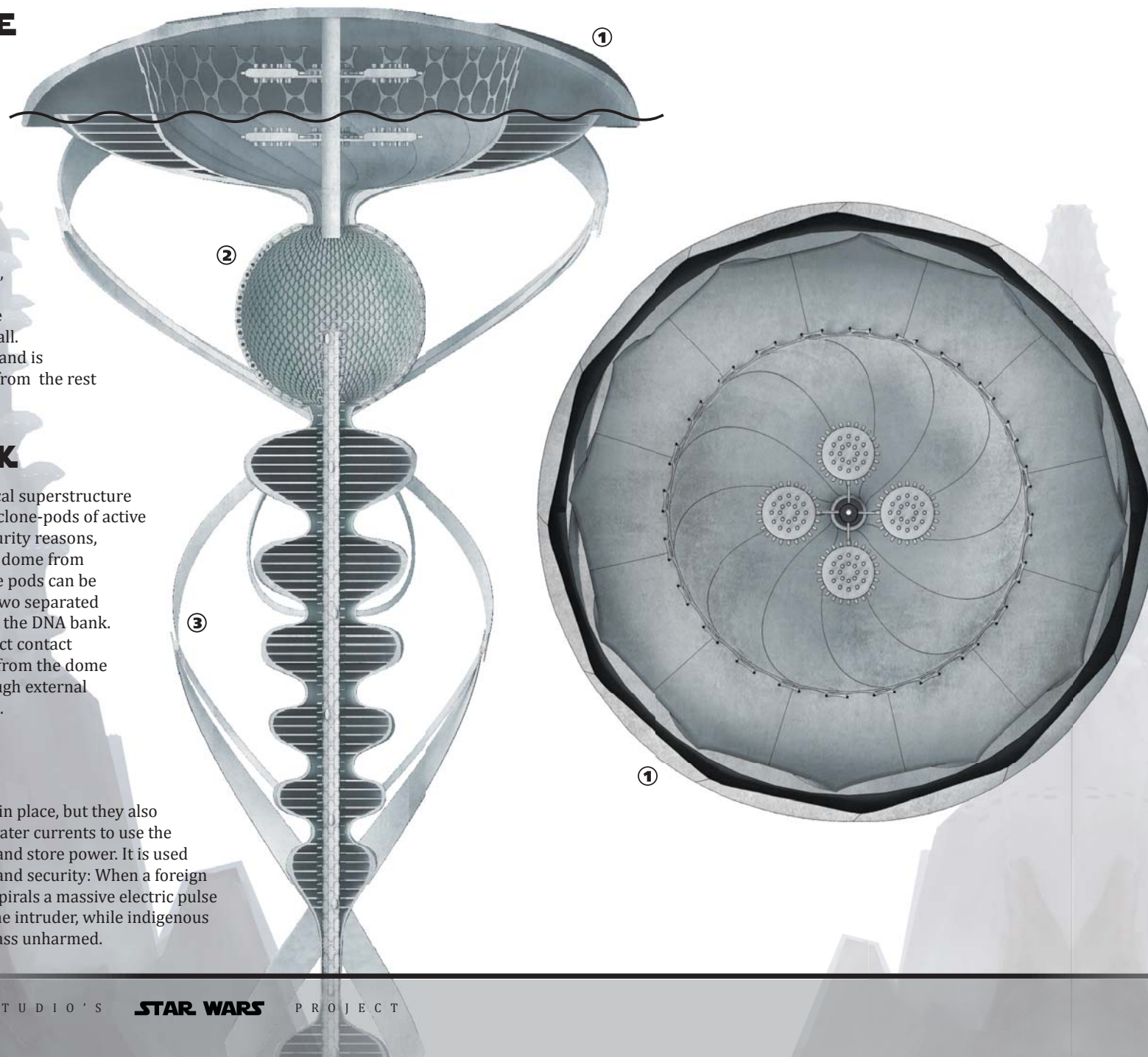
The Dome houses the administration, logistics and distribution centers and is made out of an impenetrable monolithic outer shell and has a hydrodynamic relief. Access to the building is on its outer edge beneath the sea level, and leads to the loading platform that encircles the sorting and distribution hall. The dome floats on water and is structurally independent from the rest of the building.

② DNA BANK

The DNA Bank is a spherical superstructure made to house individual clone-pods of active research projects. For security reasons, it physically separates the dome from the laboratories. The clone pods can be moved between them by two separated loading mechanism inside the DNA bank. The personnel has no direct contact with it, and their passage from the dome to the lower levels is through external elevators along the spirals.

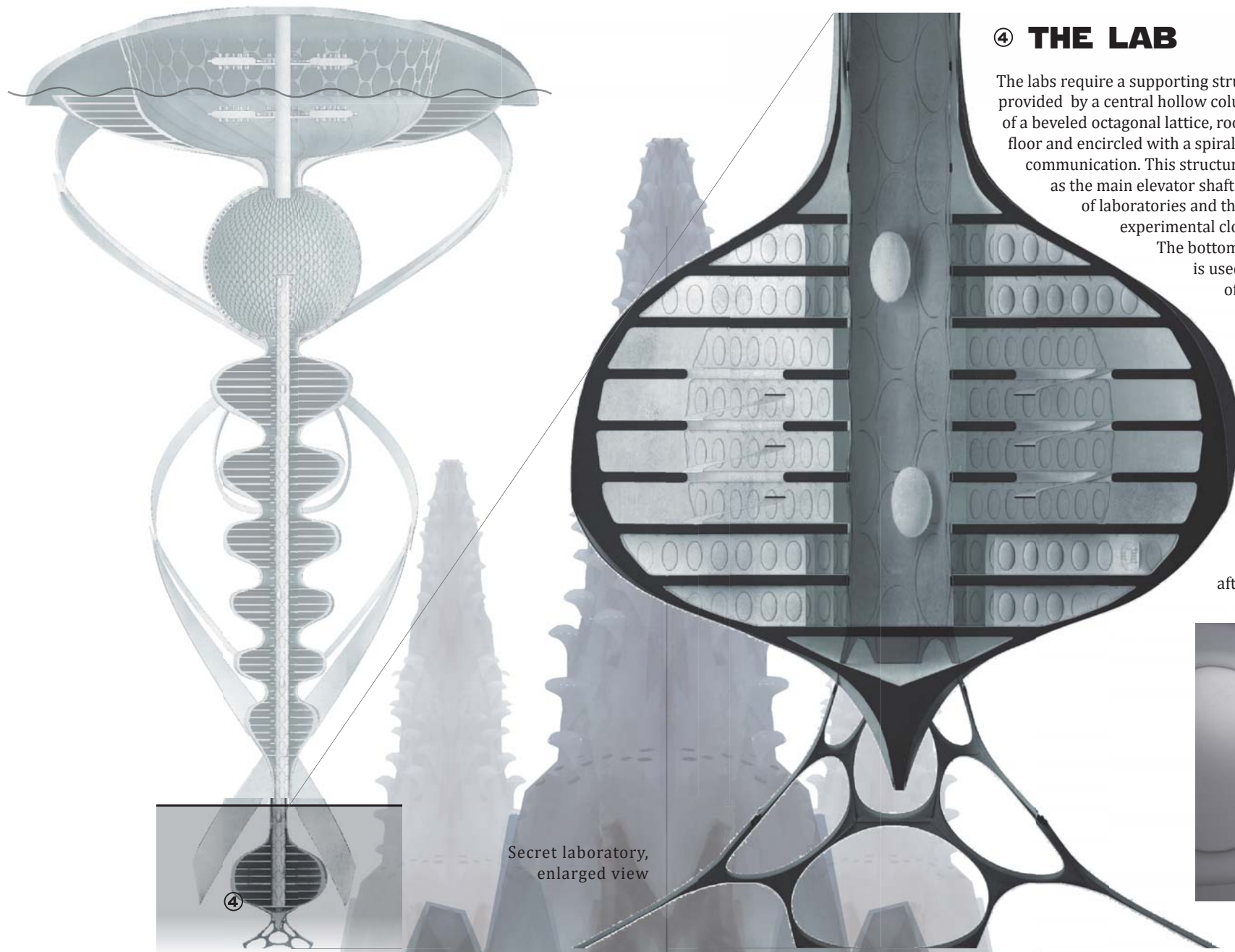
③ SPIRALS

The spirals hold the dome in place, but they also bend under the forces of water currents to use the kinetic energy to produce and store power. It is used for powering the building and security: When a foreign object comes close to the spirals a massive electric pulse is discharged destroying the intruder, while indigenous life forms are allowed to pass unharmed.



GENETIC RESEARCH FACILITY

The genetic research facility is mostly built underwater and consists of four main parts: a top dome logistic hub located above the water line; a spherical DNA clone bank; a column of individual laboratories; and power generating spirals that encompass it underwater. The whole building is 1300m high, the main dome has a circumference of 700m and it has 54 usable floors.



Secret laboratory,
enlarged view

④ THE LAB

The labs require a supporting structure, which is provided by a central hollow column made out of a beveled octagonal lattice, rooted in the ocean floor and encircled with a spiral ramp for vertical communication. This structure also serves as the main elevator shaft between the 38 floors of laboratories and the spherical individual experimental clone pod superstructure. The bottom underground section is used for the 9 floors of secret laboratories and storage.



KAMINOAN SCIENTIST

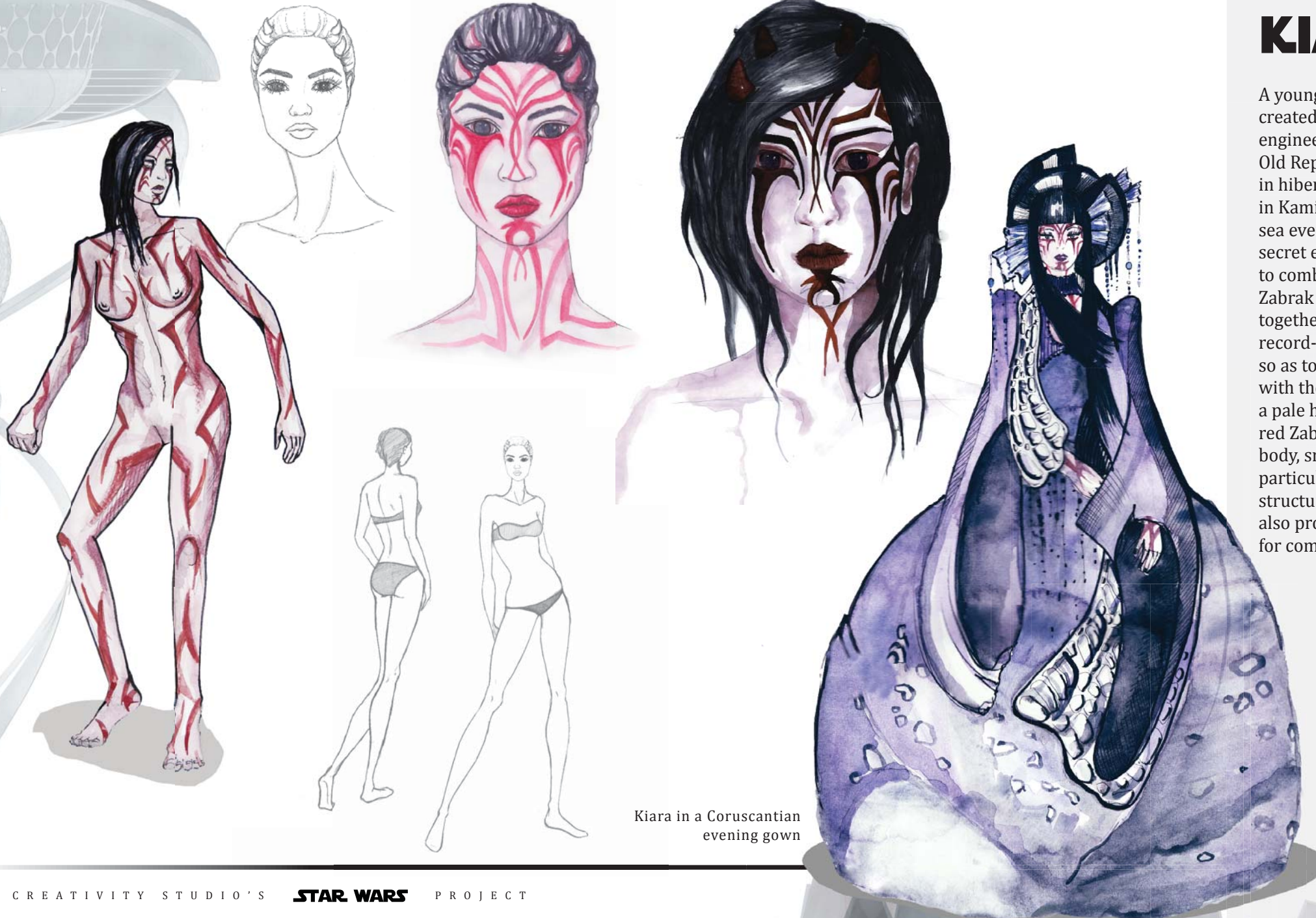
The Kaminoans are highly intelligent humanoid. Using genetic engineering, Kaminoans modified themselves to be able to live underwater after their planet was afflicted by The Eternal Tide.



Laboratory interior

KIARA

A young female clone originally created by Kaminoan genetic engineers in the later years of the Old Republic. She has been kept in hibernation in a hidden laboratory in Kamino under the bottom of the sea ever since. Developed as a top secret experiment, she was designed to combine the best of Human and Zabrak (as was Darth Maul) genetics, together with an artificially produced, record-high midichlorian count so as to make her particularly strong with the force. Accordingly, she has a pale human-like skin with purplish-red Zabrak-like patterns all over her body, small horns on her head and particularly wide irises. Her body structure is seemingly fragile yet is also pronouncedly muscular and made for combat.



Kiara in a Coruscant evening gown

HURLA





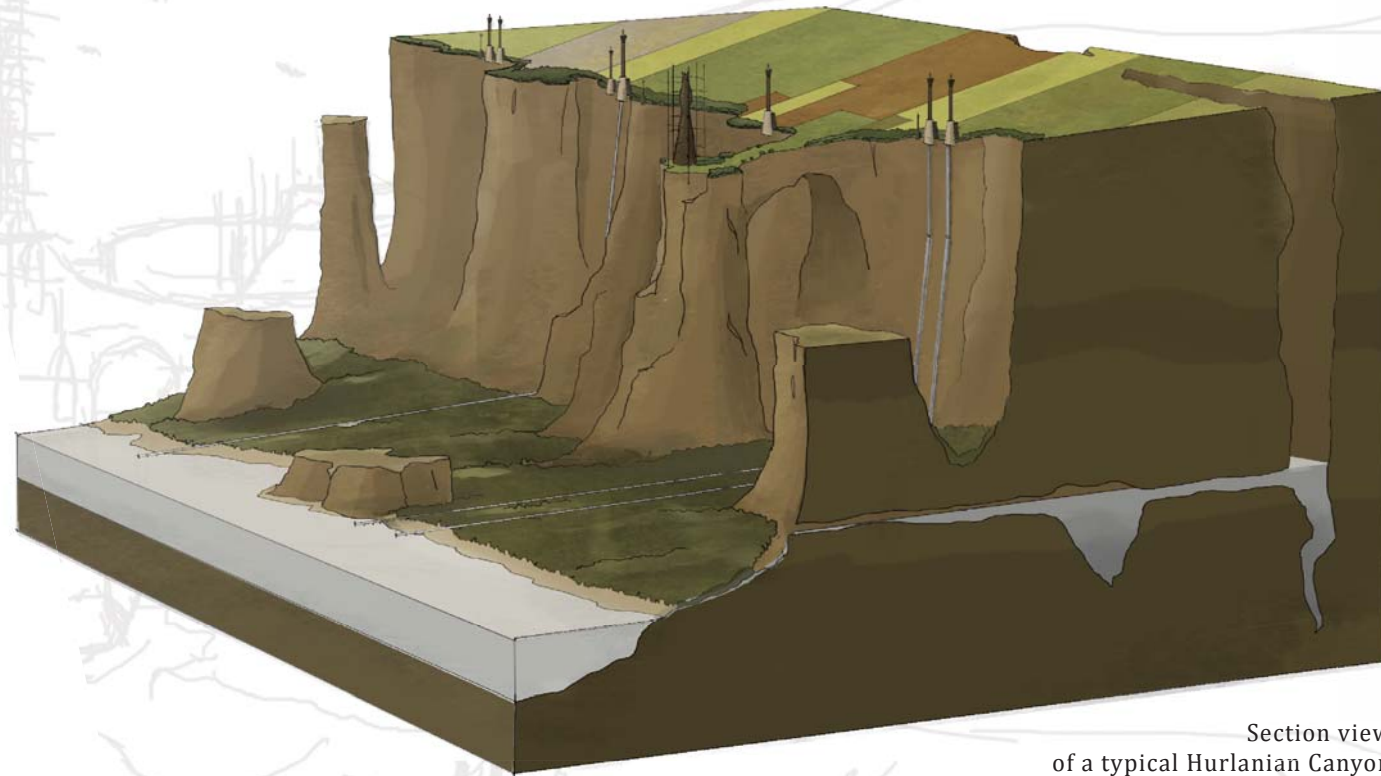
HURLA

Hurla is a large moon in a solar system consisting of only one planet - a huge gas giant. The gas giant planet is orbiting a very hot star, and there are three moons that are orbiting it. Hurla is the only astronomical object in that solar system on which life has evolved. It is almost completely flat, interspersed with a network of canyons that criss-crosses its entire surface. The majority of Hurla's surface does not have natural vegetation on it and has very little fauna due to its high temperatures.

Large bodies of water exist under the surface, concentrated in various locations from which it emerges into the canyons through occasional sources along their edges. These canyons were originally formed by a long erosion process caused by tides. When the water reached deeply enough into the canyons, a microclimate appeared in them and allowed life to flourish. Accordingly, the network of canyons is the only place on Hurla where a rich vegetation and animal life has developed. The only season on Hurla is extreme summer with high temperatures, and there is no precipitation. Evaporated water returns back to the surface during cold nights in the form of dew. There is no ice on the planet.

Hurla is inhabited by humanoids that are adapted to the high levels of temperature. Their political structure is based on a Council of Elders who govern their respective city-states with the common good in mind. When it comes to making decisions that affect their entire civilization, they function together as one.

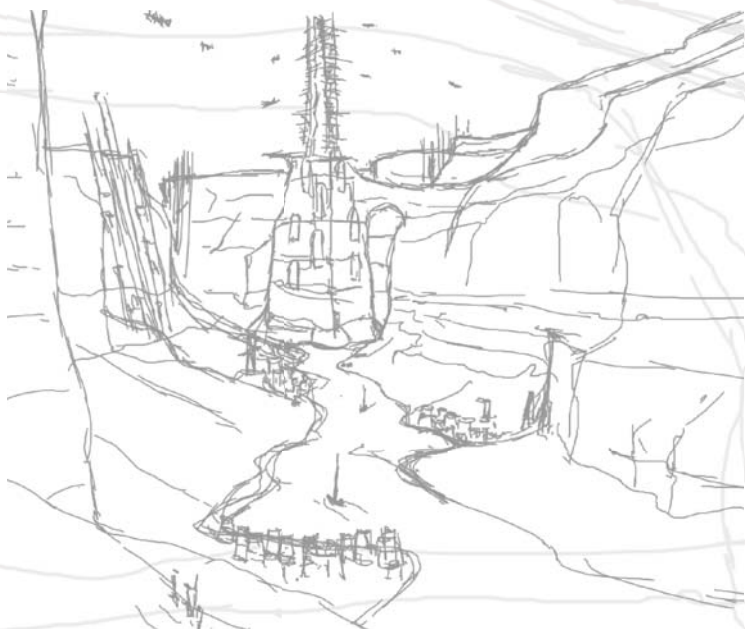
Plan view
of a Hurlanian Canyon
and its nearby fieds



Section view
of a typical Hurlanian Canyon



Hurlanian village



ARCHITECTURE

Buildings are mostly made of stone, clay and iron, which they have in abundance. Houses are supported by very few slick iron pillars that form the load-bearing structure. On many occasions such pillars contain molded markings of key events in Hurlanian history. The interiors are simple, yet adorned with numerous ornaments. The use of wood is reserved for religious purposes and for expressing value.



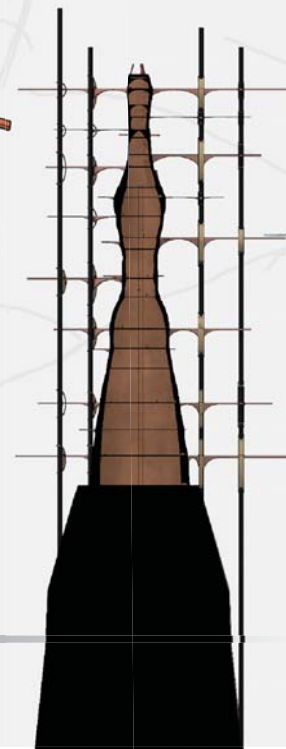
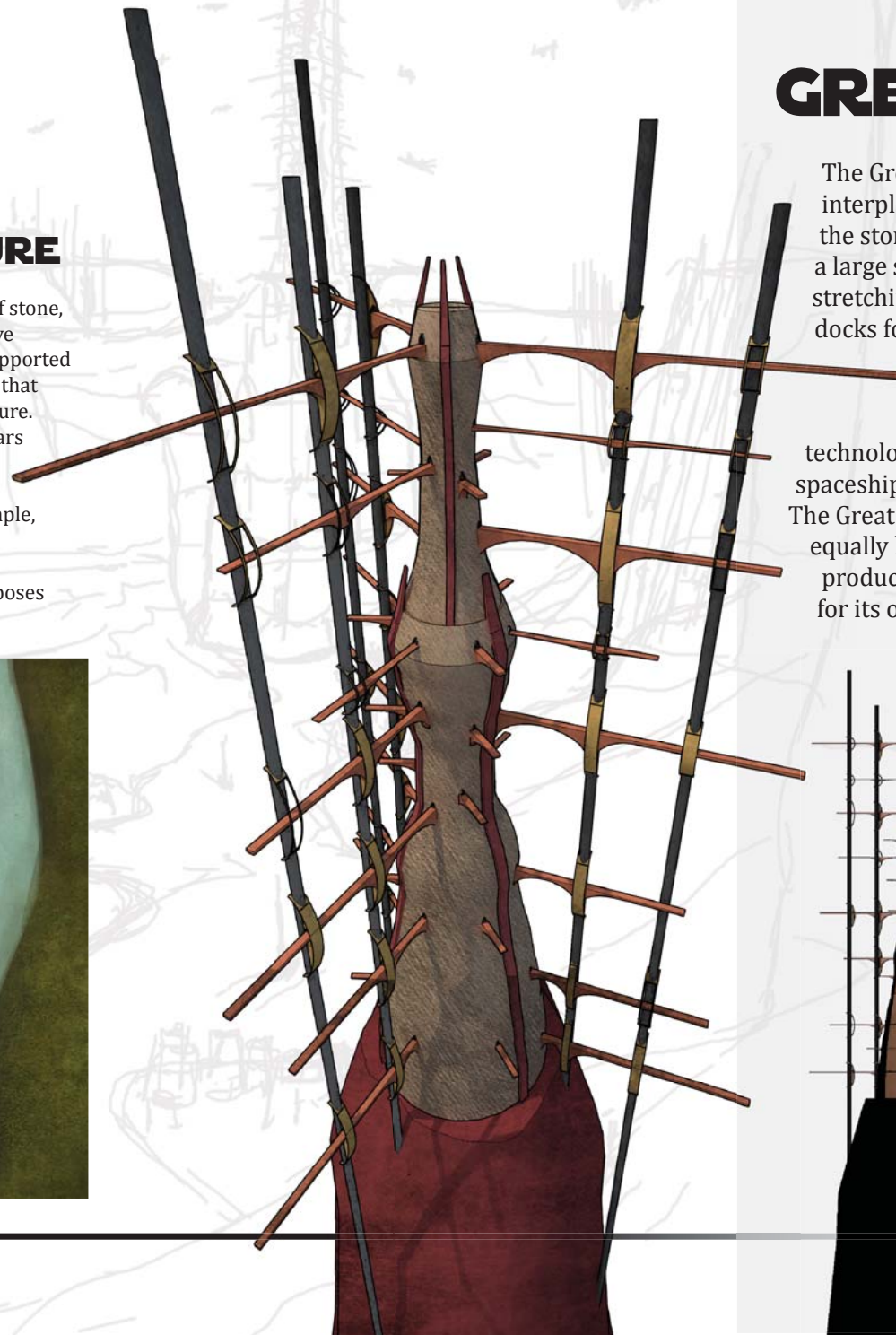
GREAT HALL

The Great Hall is used for interplanetary relations and for the storage and export of crops. It is a large structure almost 2 km high, stretching into the sky with its many docks for spaceships to connect

to. The docks do not provide landing surfaces but rely on anti-gravity

technology to keep the docking spaceships in their positions.

The Great Hall is supplemented by six equally high energy towers, which produce all the energy needed for its operation.

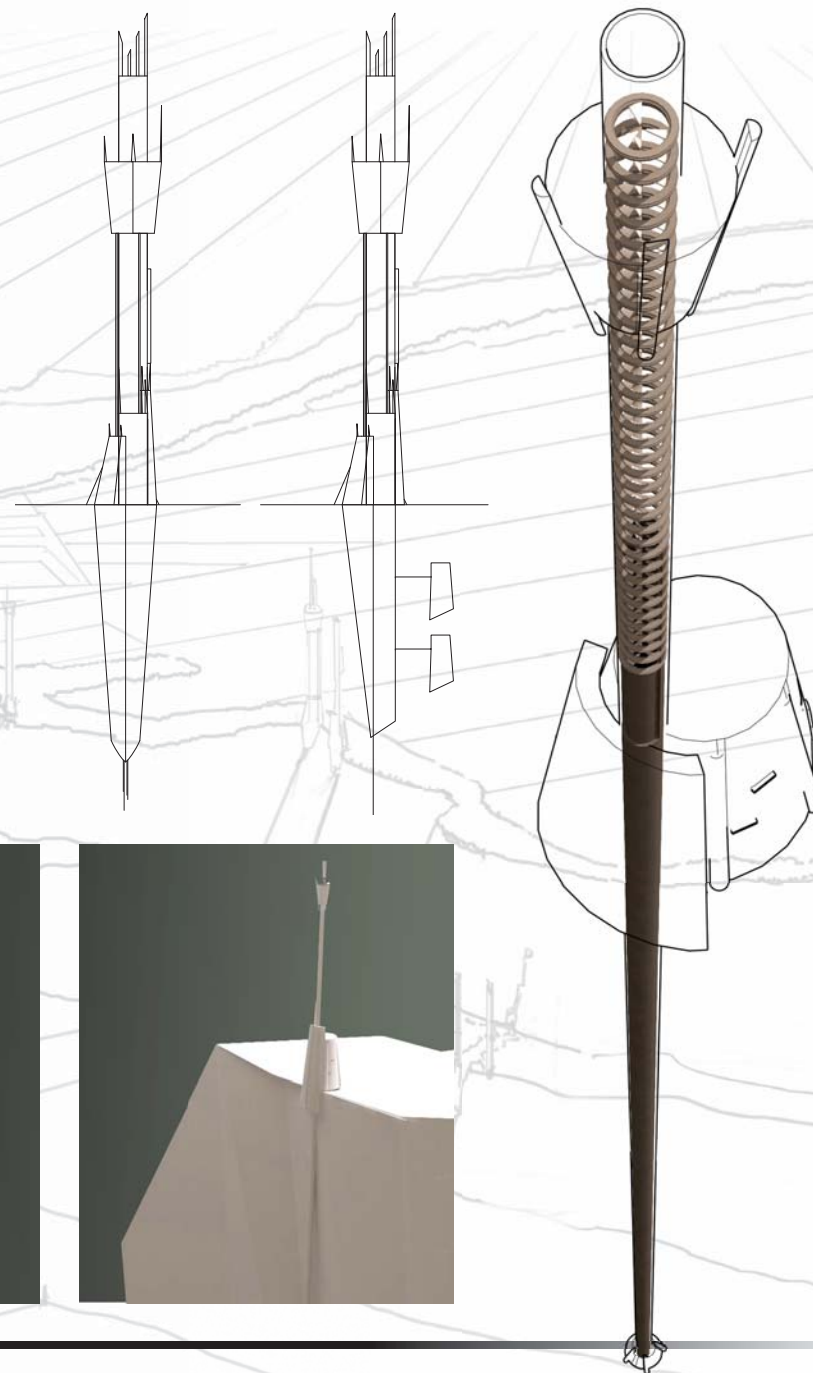
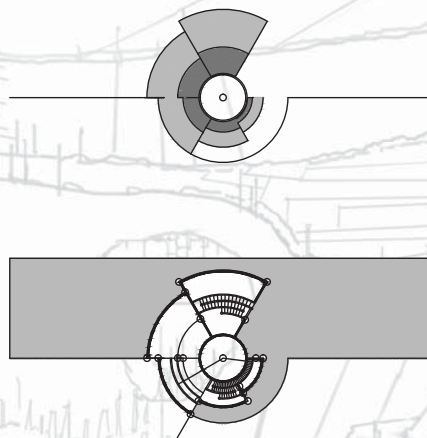
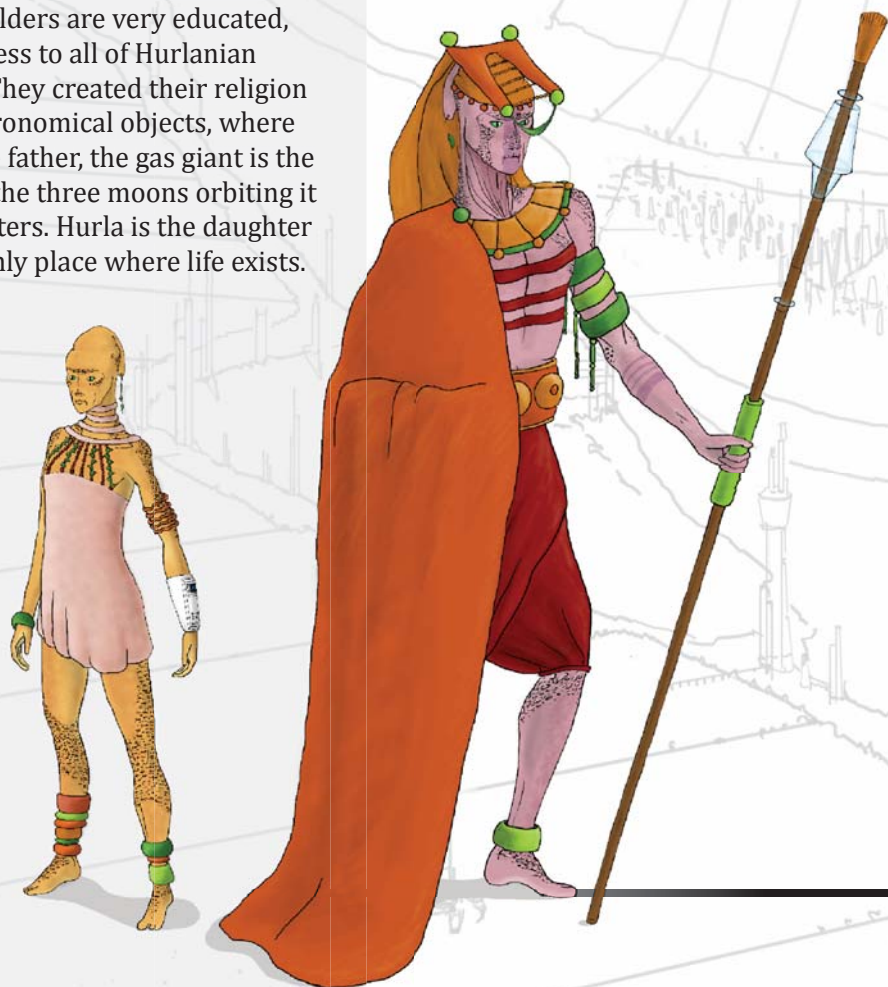


RELIGION

The religion of the people of Hurla derives from their connection with nature and the extended historical age of high temperatures. They have many deities and they carry talismans as a means of protection and blessing. They have a high respect for nature, water, and for their elders, who possess ancient knowledge into the ways of nature. The elders are very educated, and have access to all of Hurlanian knowledge. They created their religion based on astronomical objects, where the sun is the father, the gas giant is the mother, and the three moons orbiting it are its daughters. Hurla is the daughter of life - the only place where life exists.

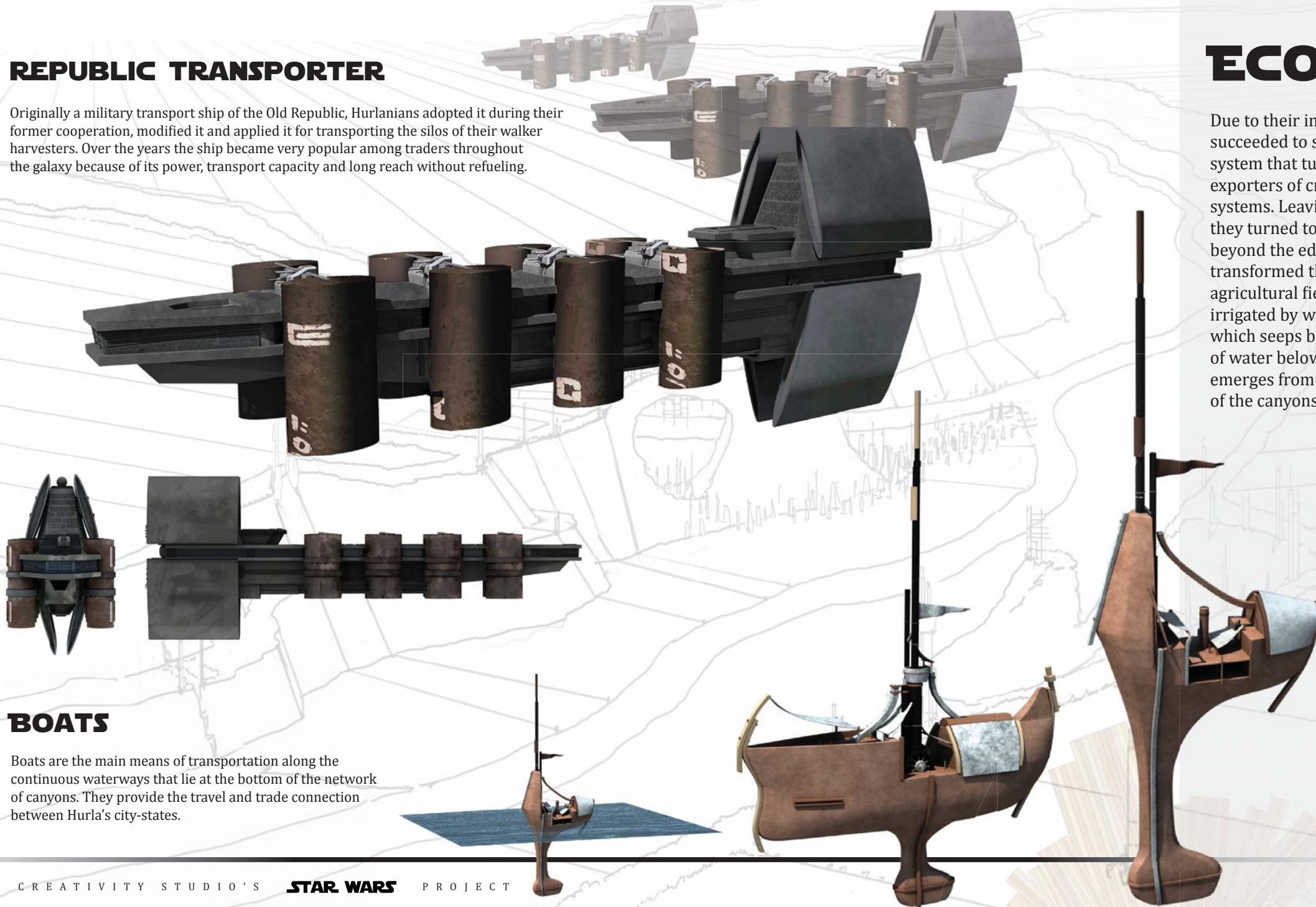
ENERGY TOWER

Energy production towers are spread along the edges of the canyons, extending from their 2km deep bottom and up to the flatlands above and even further up. This energy production system consists of vertical tube structures that rely on temperature differences in order to draw in air from the cooler bottom and channel it upwards. The induced airflow operates multiple turbines that are placed all along the vertical shafts to produce energy. These towers are painted in black in order to increase their temperature and intensify their airflow even more.



REPUBLIC TRANSPORTER

Originally a military transport ship of the Old Republic, Hurlanians adopted it during their former cooperation, modified it and applied it for transporting the silos of their walker harvesters. Over the years the ship became very popular among traders throughout the galaxy because of its power, transport capacity and long reach without refueling.



BOATS

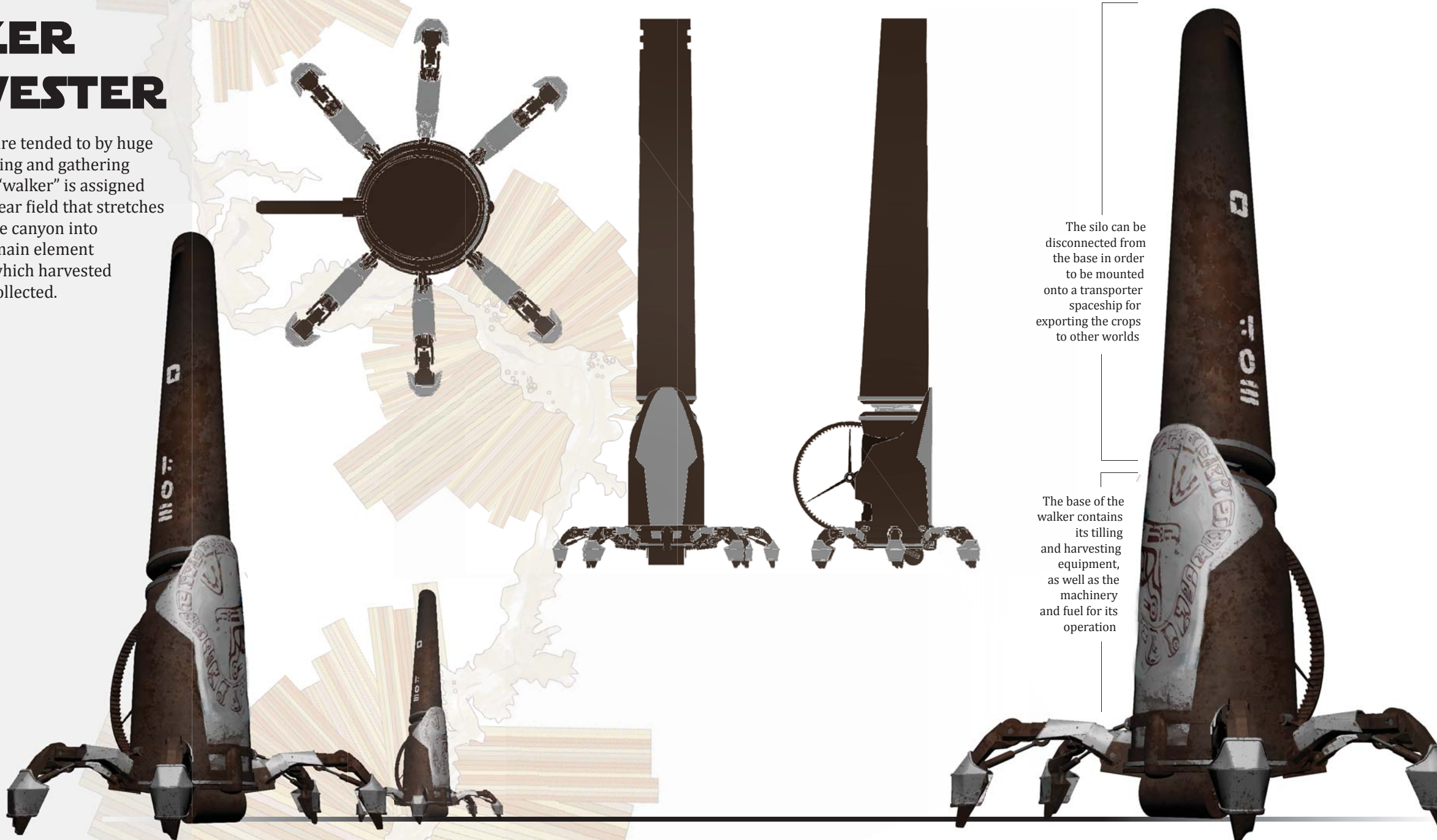
Boats are the main means of transportation along the continuous waterways that lie at the bottom of the network of canyons. They provide the travel and trade connection between Hurla's city-states.

ECONOMY

Due to their ingenuity, Hurlanians succeeded to set up an agricultural system that turned them into key exporters of crops to various other star systems. Leaving their canyons intact, they turned to the flat, arid surfaces beyond the edges of the canyons and transformed them into vast automated agricultural fields. They are efficiently irrigated by water from the canyons, which seeps back into the bodies of water below the surface and re-emerges from the sources in the sides of the canyons.

WALKER HARVESTER

Hurlanian fields are tended to by huge machines for storing and gathering crops. Each such “walker” is assigned to a particular linear field that stretches outwards from the canyon into the flatlands. Its main element is a tall silo into which harvested crops are being collected.



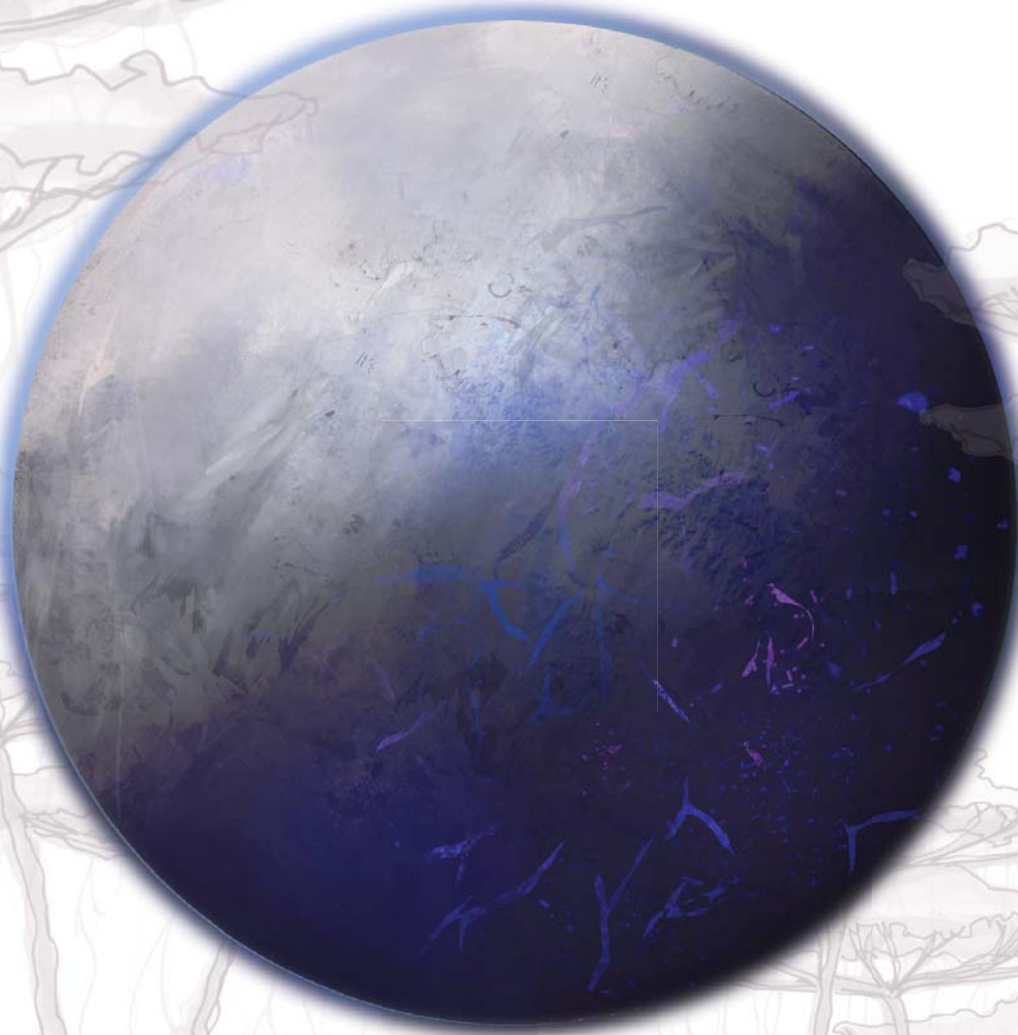
The silo can be disconnected from the base in order to be mounted onto a transporter spaceship for exporting the crops to other worlds

The base of the walker contains its tilling and harvesting equipment, as well as the machinery and fuel for its operation



DEVORA





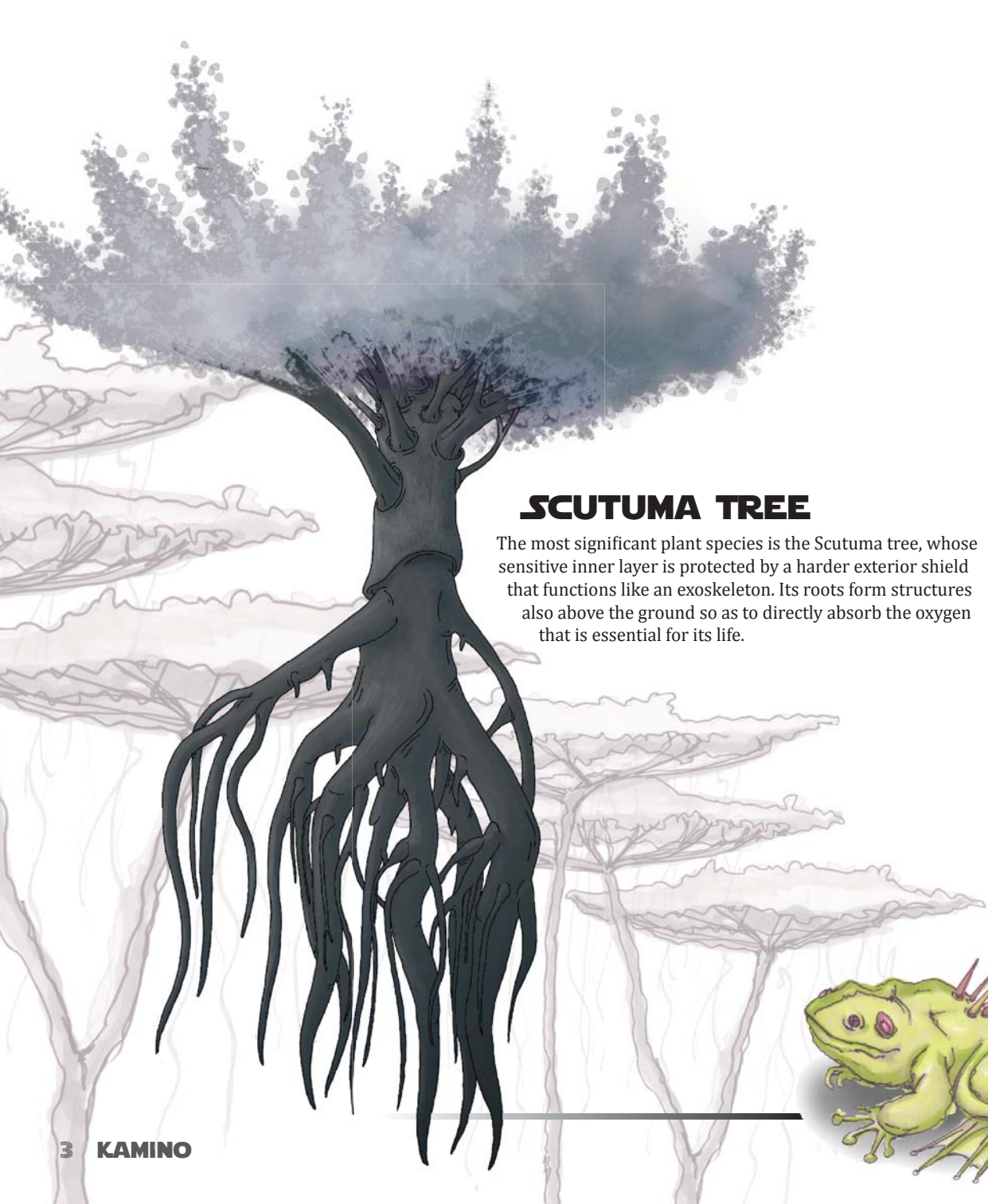
DEVORA

Devora is a planet located between star clusters in Uncharted space. It is a largely unspoiled world with large underground caves filled with jungles, swamps and one gigantic oceanic canal. It is a little-known world, since there has not been any civilization that has permanently evolved on it.

Devora's surface is a hostile salt desert landscape, with constant salt storms and hurricanes. This result in amazing geometrical salt-crystal structures that are constantly changing, making the surface of Devora seem alive due to its movement and glittery effect. The salt desert strongly reflects sun rays and is therefore extremely dangerous to the eyes without the use of proper eyewear.

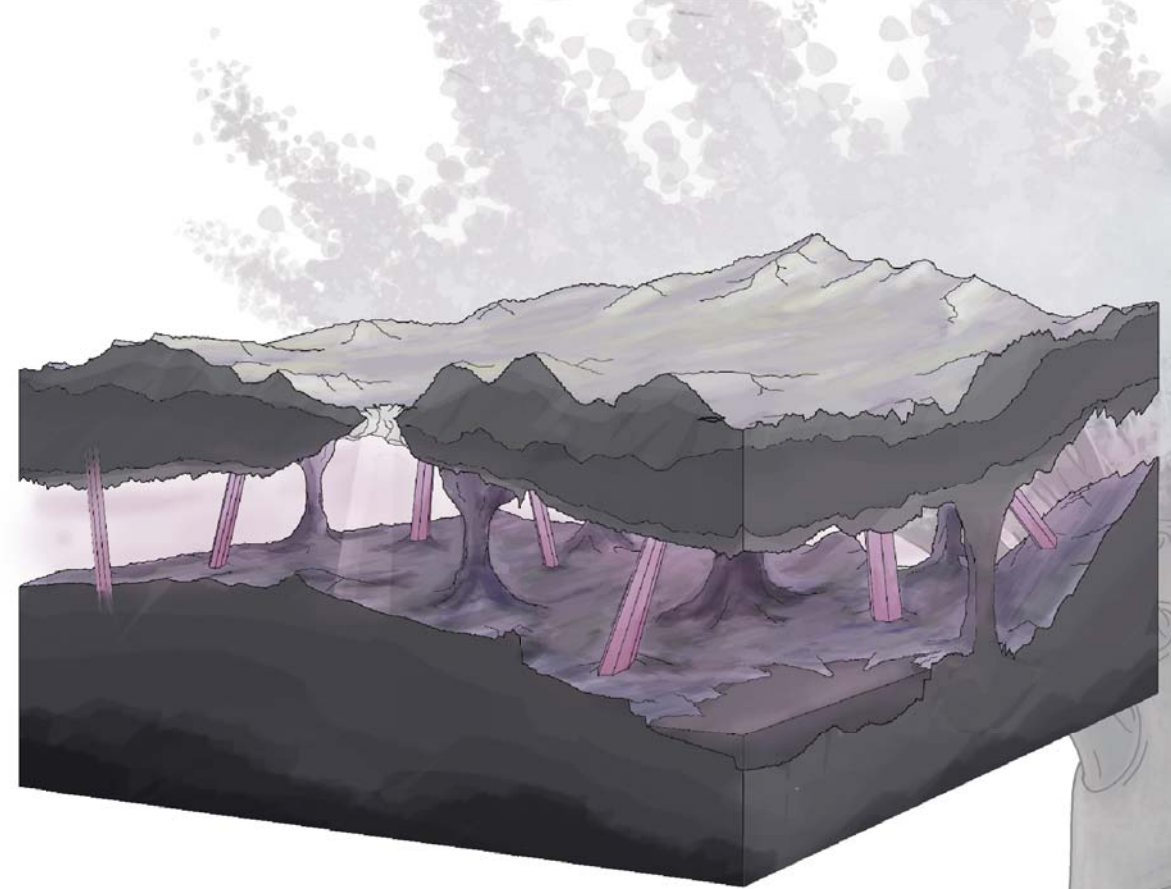
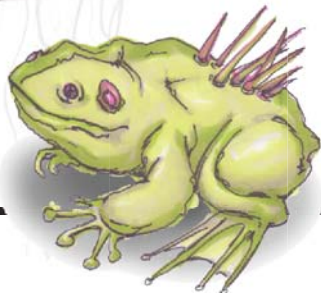
Hidden between the large amounts of salt, there are cracks that connect the surface with the large underground spaces. Hollowpockets within the middle layer of solid rock are supported by majestic salt crystal pillars, where there is a very humanoid-friendly climate. The tunnels that lead into the hollow place look glorious, outshining all the sunrays that go through the gigantic pillars. However, the journey through them is full of dangerous environmental challenges, such as strong wind, powerful light, and hidden rock pockets, where gigantic monsters have been spotted. It is referred to as a "waste walk", because of the visible remains of those who attempted it but failed to reach the cave's friendly environment and establish a life there.

For these reasons, Devora is also where Jedi master Nuuknar was hiding for many years. No longer wishing to be involved in the political affairs and wars related to the Galactic Republic or its succeeding Empire, this remote world provided him with a convenient refuge.



SCUTUMA TREE

The most significant plant species is the Scutuma tree, whose sensitive inner layer is protected by a harder exterior shield that functions like an exoskeleton. Its roots form structures also above the ground so as to directly absorb the oxygen that is essential for its life.



CAVES OCEAN

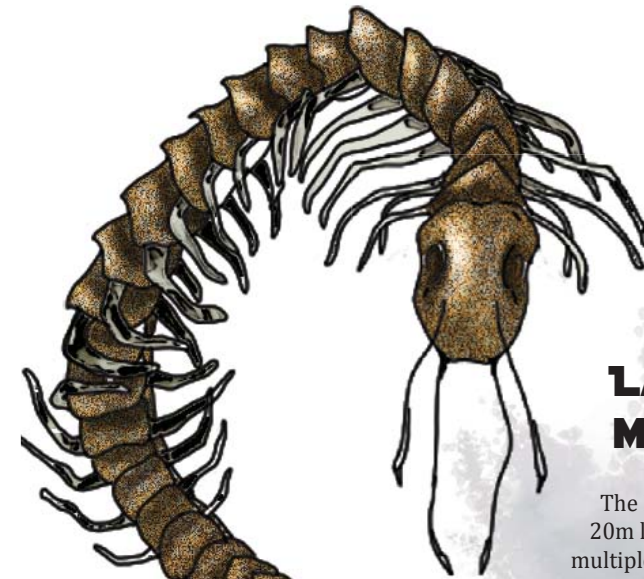
There are two pockets of gigantic caves under the salt desert's surface. They are connected by the Nabiroo Ocean, which reaches out on both sides and emerges into the Great Sea. The smaller pocket, Yaanrys, which is situated on the south side in the underground of the planet, has a very strong ocean climate, with a high percentage of bad, stormy weather, very high temperatures and humidity beyond natural levels. It is not as habitable as the upper, north cave pocket, Bravara, which expands into great landscapes of jungle, full of small lakes and springs of fresh drinkable water, and with great sets of endemic botanical species. There are also some animal species but only primitive ones that help insectivore plants to reproduce and propagate well.

The ocean canal has powerful underwater flows. It goes from the north cave through a delta mouth into a thin, solid rock canal that runs very close to the active, magmatic, extremely hot core, which warms up the ocean almost to a boiling level. Water reaches the south cave still in high temperatures, resulting in high pressure and steaming geyser eruptions, making the coastal climate particularly extreme and dangerous.



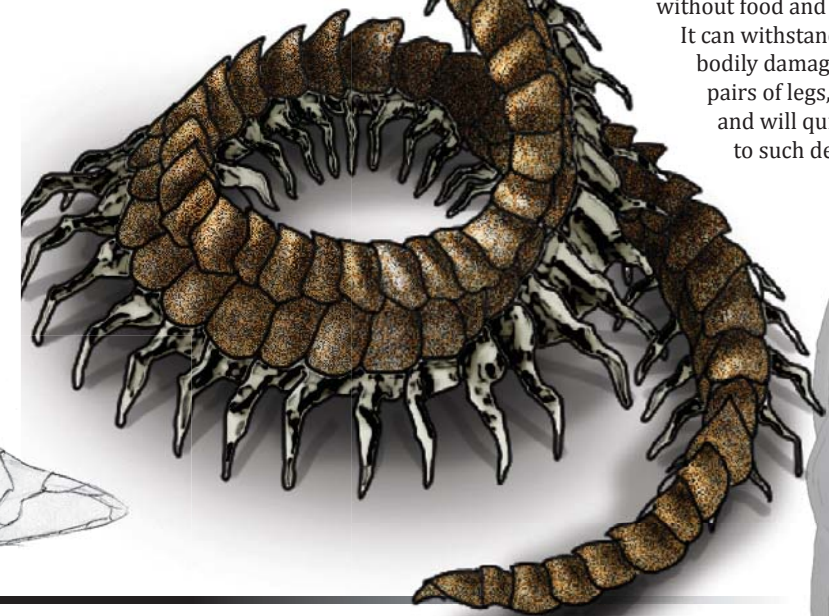
WATER MONSTER

The water monster lives in the ocean and its canal. It is more than a 100m long and is a deep water creature. It is a true carnivore that feeds on other large living organisms, usually hunting in mid-waters but is occasionally seen to attack from a ground ambush as well. It lies motionless on the ground, and though it has no eyes, it uses its vibration-sensitive whiskers underneath its bottom jaw to detect vibrations up to 20 meters away. When prey approaches it is capable of quick and short dashes due to its special fins located all over its elongated body. Using very sharp dagger-like teeth it devours its prey within seconds. It is resistant to the high-temperature water and is able to swim in the hot, nearly-boiling waters of the underground canals.



LAND MONSTER

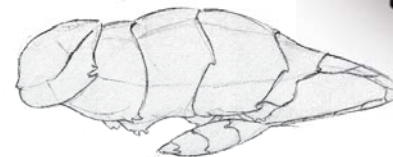
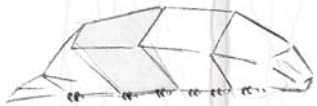
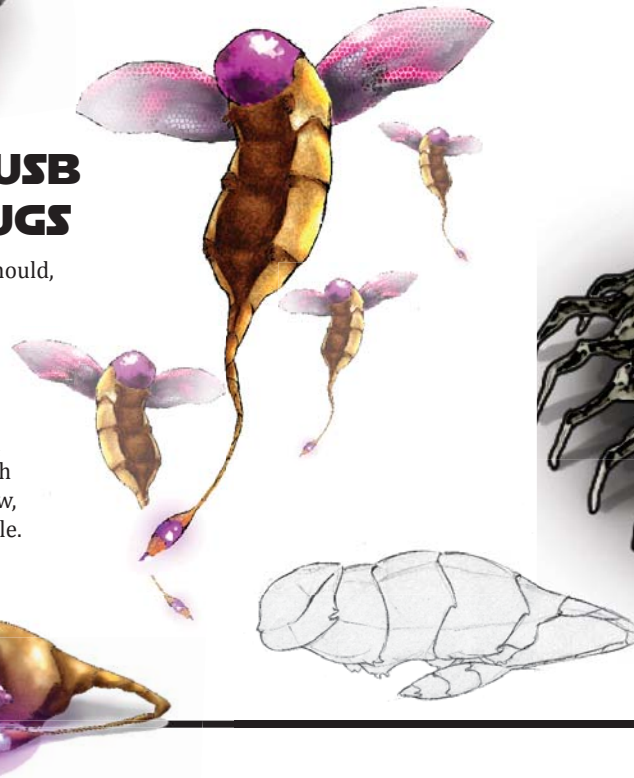
The Land Monster is approximately 20m long, has a slim flexible body, multiple pairs of legs, and extremely resilient scales. It inhabits caves, where it is most often found on the ceiling, between cracks and rock formations. It can move quickly and efficiently through challenging rocky terrains and can survive for long periods without food and water. It can withstand heavy bodily damage (loss of pairs of legs, scales, etc.) and will quickly adapt to such deformations.



LUMINOUS BUGS

Although both cave pockets should, due to all natural laws, be extremely dark, they are nevertheless lit by small insect-like creatures that inhabit them and which are naturally luminous. This species, called "Navarotaary", lives in symbiosis with bioluminescent bacteria that live in their digestive system. The bacteria need the bugs' digestive juices to survive, and the bugs need the bacteria for certain essential enzymes. The bugs have a life cycle of six hours, during which they grow from a tiny egg and form a cocoon in which they grow, find food, mate and hatch offspring that will repeat their life cycle.

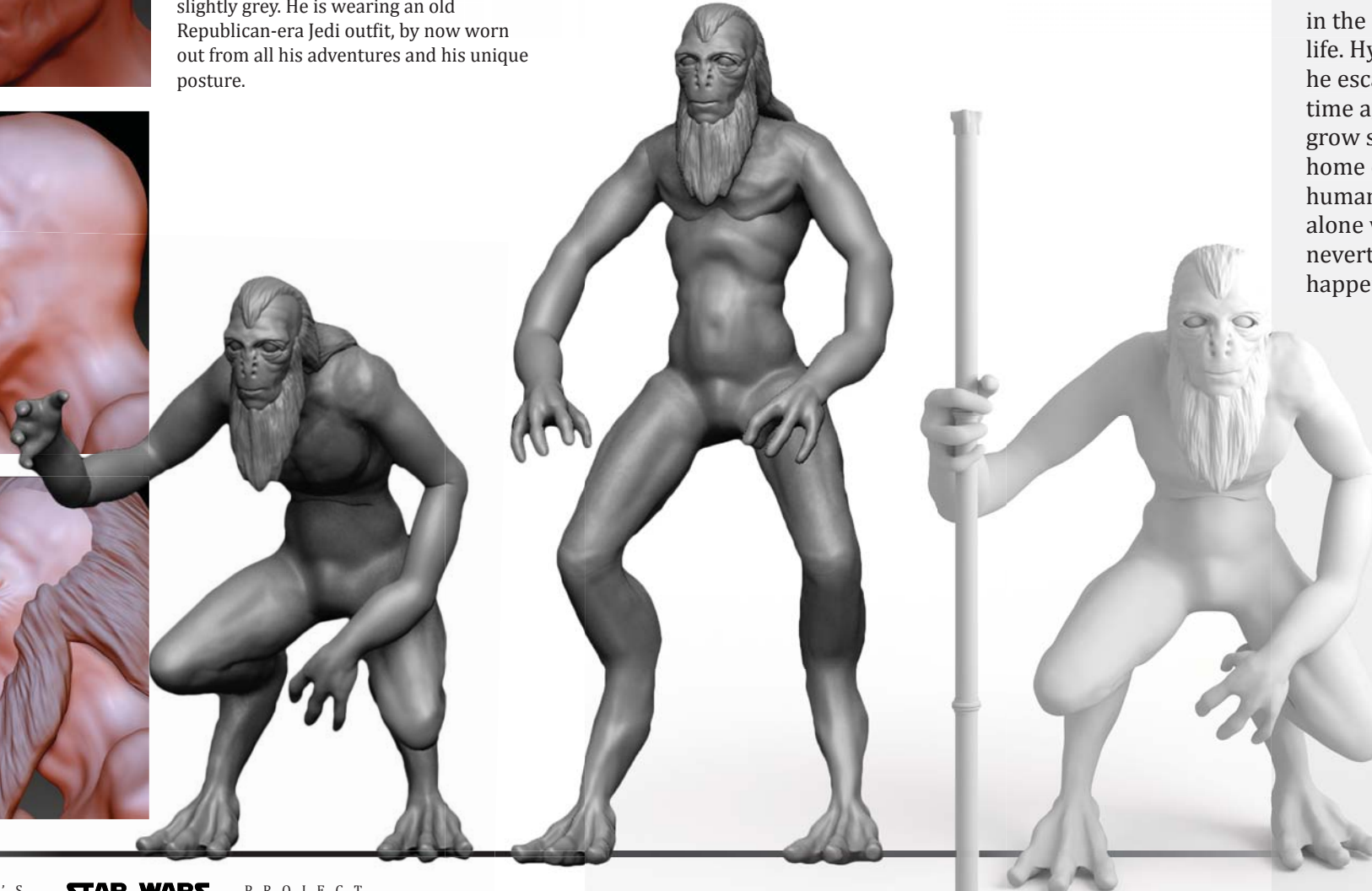
Since they instinctively live in large groups in which all members share the same phase of this cycle, this produces the visual effect of having multiple suns that shine and die every six hours. With such groups spread out in various parts of the large underground cave, this results in an environmental equivalent of a day-and-night cycle.







Nuknar is basically a humanoid, but with an additional segment and joint to both his lower and upper limbs. When in regular position his height is similar to that of a human, except for his particularly long arms. When in danger or in a battle position, he stands erect to reach a full height of about 2.5 meters tall. His face is somewhat elongated, his facial hair is bluish and the colour of his skin is slightly grey. He is wearing an old Republican-era Jedi outfit, by now worn out from all his adventures and his unique posture.

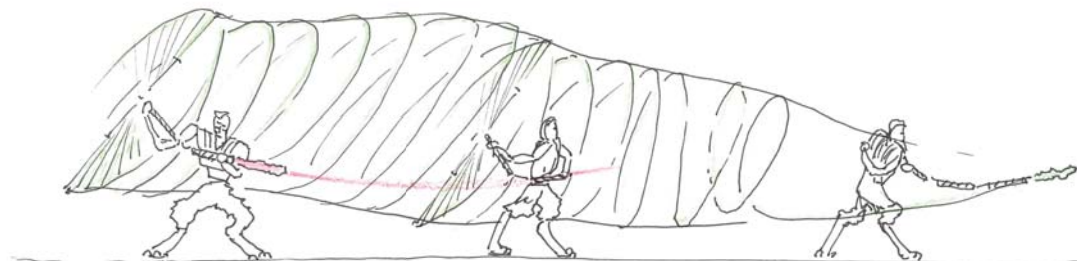
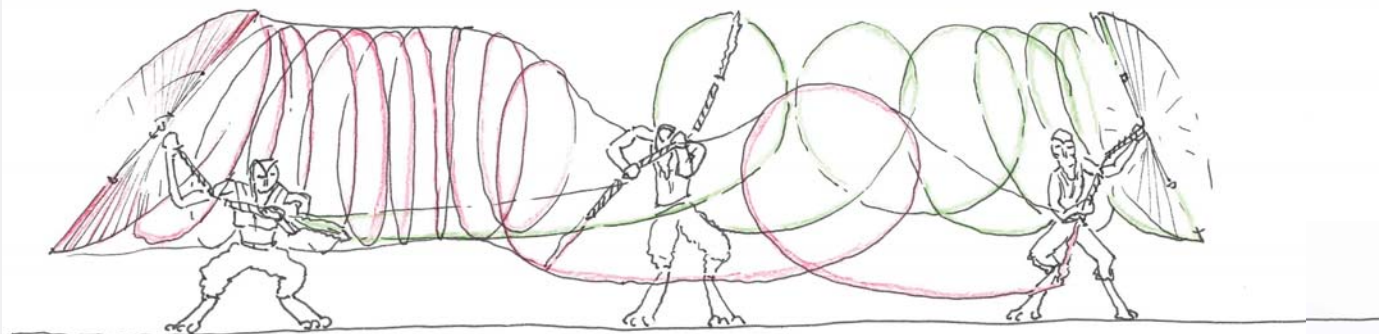


JEDI NUUKNAR

Lishok Vi'vel, also known as Jedi Nuuknar, is 832 years old, originates from an unknown planet and has lived in the Old Republic for most of his life. Hypersensitive to the dark force, he escaped from the republic long time ago when the dark force start to grow stronger. Nuuknar found his new home on planet Devora, which has no humanoids living on it. Living there alone with nature, he could nevertheless feel all that was happening in the galaxy.

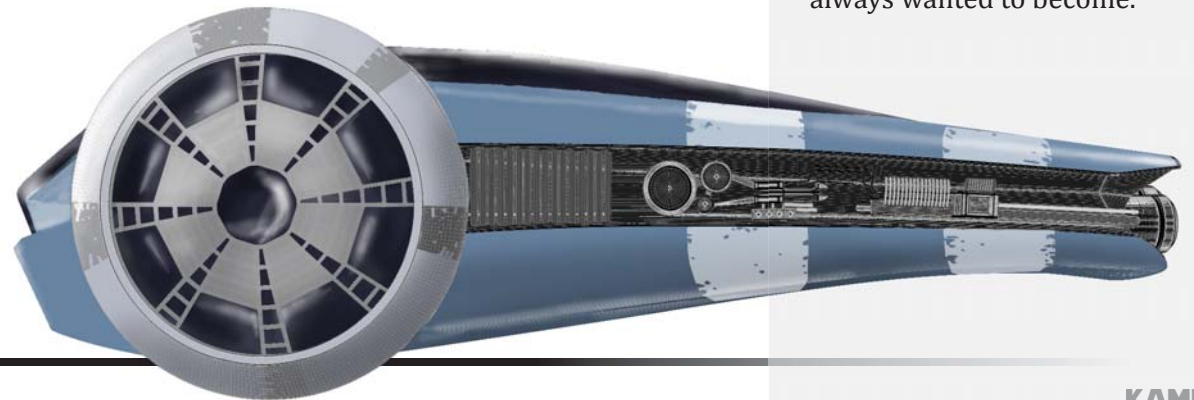
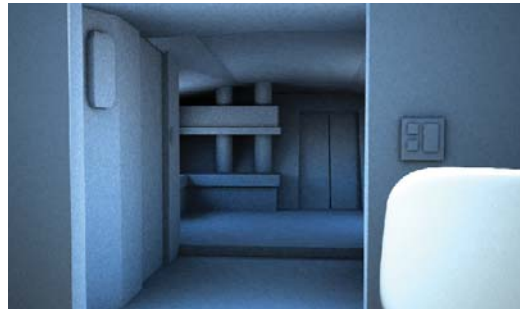
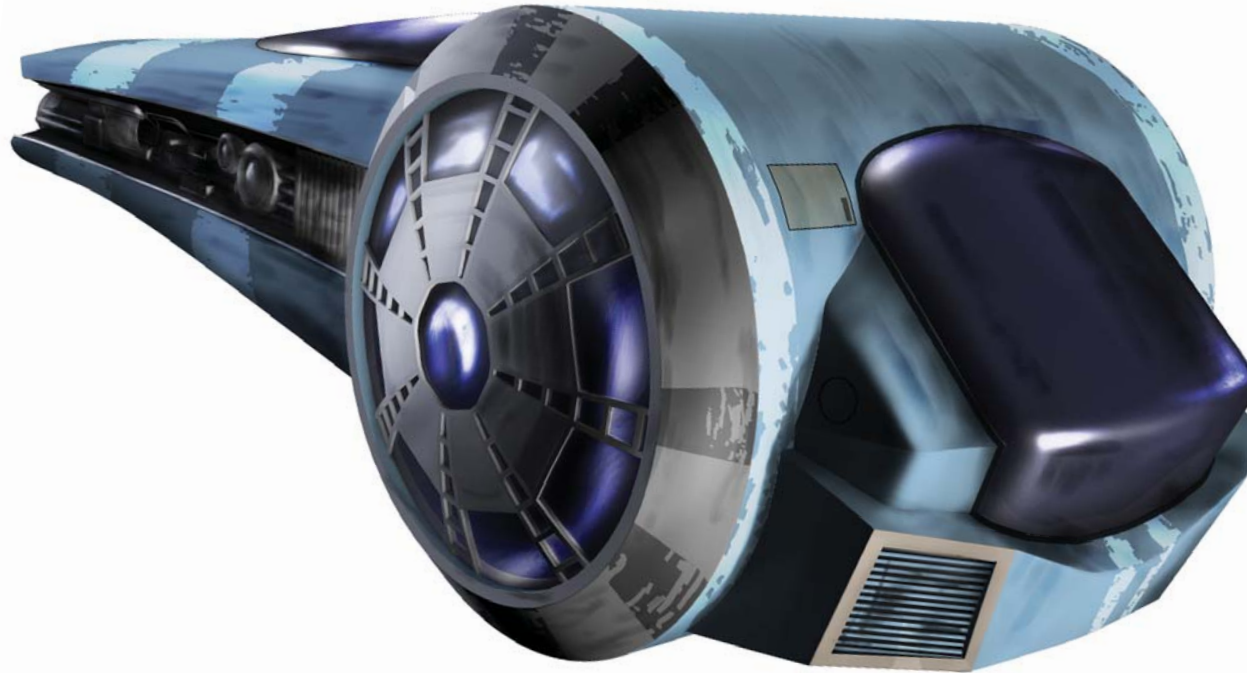
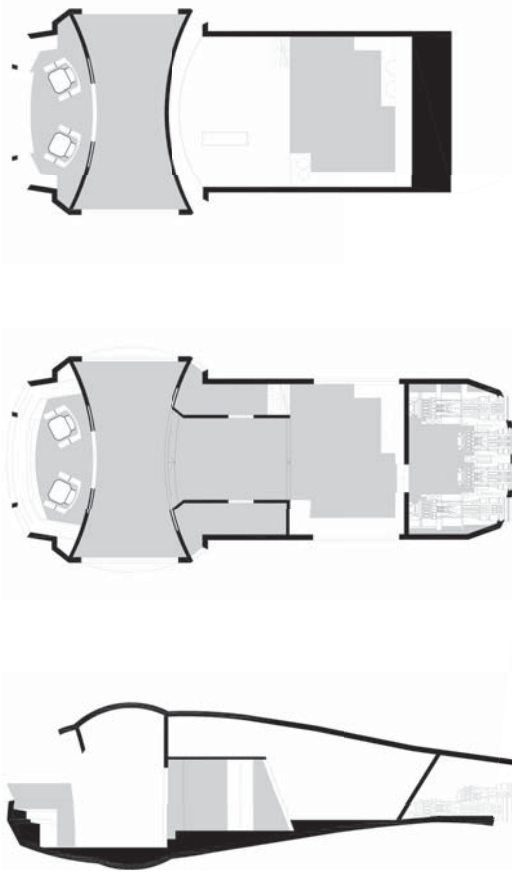
LIGHTFURY

Nuuknar uses an unassuming walking staff which nevertheless hides a variation on the Jedi weapon that is as unique as the physique of its owner. In regular mode it seems to be a tall wooden staff of about 1.8m long, with few metal rings along its length. When in combat mode, it can become a light spear with a 60cm long lightblade. In particularly dangerous situations, its long pole can be divided into three cable-connected segments with light blades on both ends. This makes it an extremely powerful weapon which would be dangerous for use by most Jedi, but which suits Nuuknar perfectly well. Allowing for a wide range of combinations, this powerful weapon is mostly useful when there is sufficient maneuvering space. It provides Nuuknar with a spectacularly long range especially in combination with his long limbs. His mastery of momentum allows him to simultaneously use one end as a shield by swinging it with little effort, while using the other as a regular lightsaber, and easily switch back and forth between the roles of each end. Nuuknar's personal past experiences on both sides of the force are manifested in the dual colors of the lightblade on either end of his weapon.



NUUKNAR'S STARSHIP

Nuuknar's ship is of a type which was originally designed to be a medium-size recreational vehicle. Its intended purpose is to provide the function of a small home while on the move, thus perfect for vacations or a temporary shelter. The size of this classic is 18 x 8 meters, making it perfect for larger species. It has a universal bathroom and kitchen area, and its sleeping area can be ordered in different sizes. The entrance is located on the left side of the ship through the large port, and on its opposite side there is a large panoramic window perfect for observing nature while resting in perfect comfort. It is powered by four engines, and a standard hyperdrive. This model will make you the galactic explorer you always wanted to become.



CORUSCANT





CORUSCANT

Planet Coruscant is the central planet of the galaxy and has been the seat of its government throughout the changing political systems of recent millennia. It has suffered damages in the Clone Wars during the waning days of the Old Republic, which remained unattended in the ensuing days of the Galactic Empire. Since the fall of the Empire, Coruscant is experiencing a period of rebirthing, with a fresh wave of social awareness, equality, art and culture. Derelict structures have been renovated and former symbols of the Empire were repurposed into socially aware projects enrich the planet's public sphere.

The entirety of Coruscant's surface is covered by an ecumenopolis - a continuous urban environment. Its urban layout is that of a multilayered dynamic grid pattern.

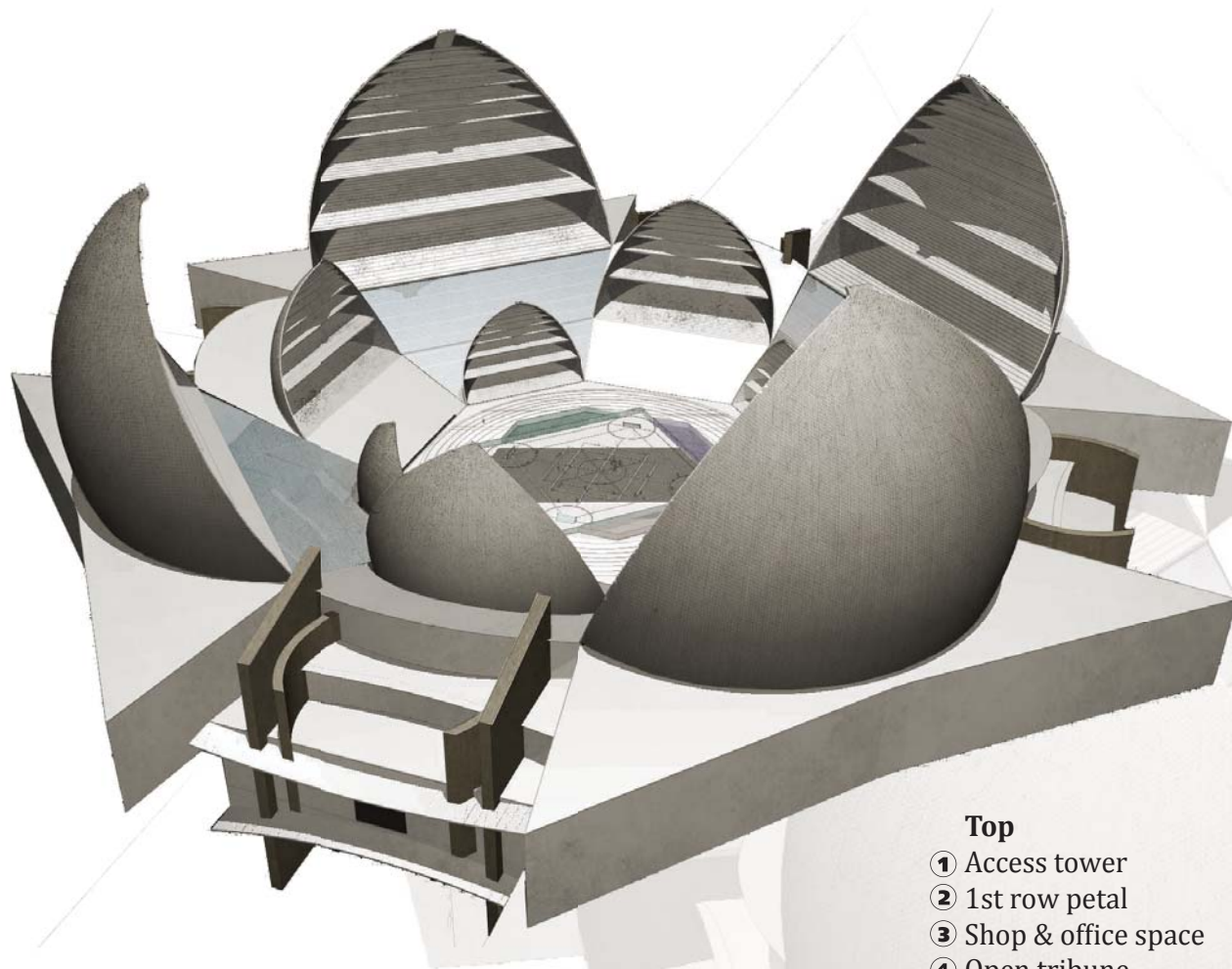
Functioning as a vertical city not just in individual buildings but also in its urban fabric, it combines different types of grid layout on its different levels depending on their varying functions and socio-economic natures. These layouts often end up crossing each other as the layers of urban planning get accumulated over the course of centuries and millennia. Nevertheless, the largest grid system is aligned to major axes on the planet surface.

All manner of architecture and design are present, still a mix of lower anonymous blocks with interspersed landmark structures. Ruined buildings are being rebuilt and repurposed, in a more socially-minded manner. New architecture is simple in form, preferring surface ornamentation of the large surfaces created by the new, rationalist logic, in contrast to the previously more decadent styles. Plants are present as holograms, though some higher-end areas have actual small trees and bushes.



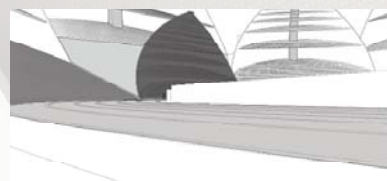
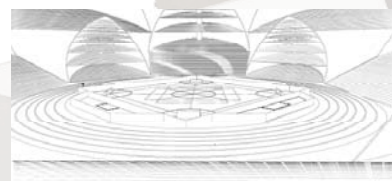
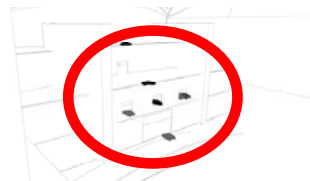
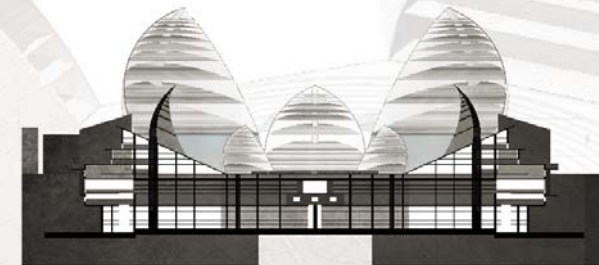
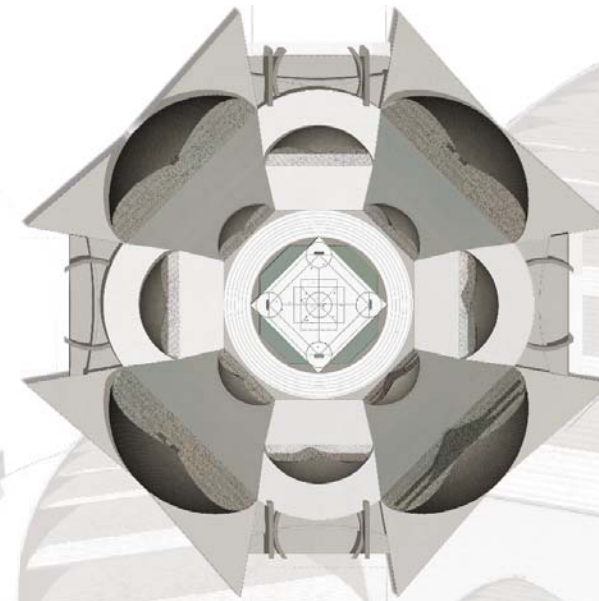
THE NEW STADIUM OF FREE PEOPLES

The stadium's design is inspired by an long-extinct Coruscantian flower bloom, interpreted as three concentric sets of petals at a 45 degree offset from each other. Each petal's grandstand has its own access tower connecting it to the docking garage at the base of the stadium. The four foundation corners are anchored on top of reinforced high-rise buildings with an air-crossroads between them. This kind of construction is common; due to a lack of available land, new public buildings are often built on top of existing structures.



Top

- ① Access tower
- ② 1st row petal
- ③ Shop & office space
- ④ Open tribune
- ⑤ Circular track



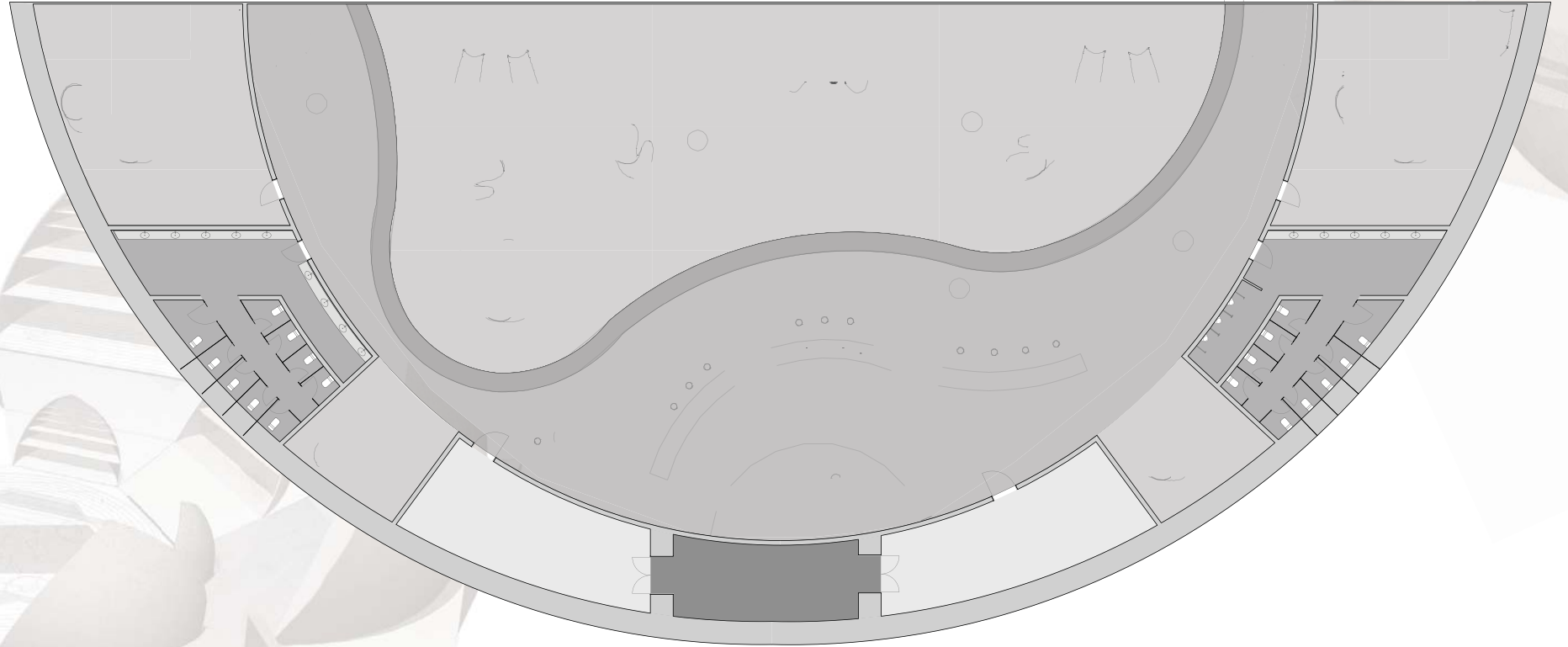
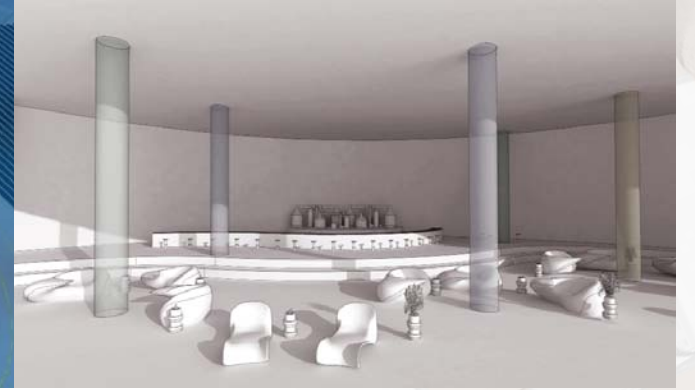
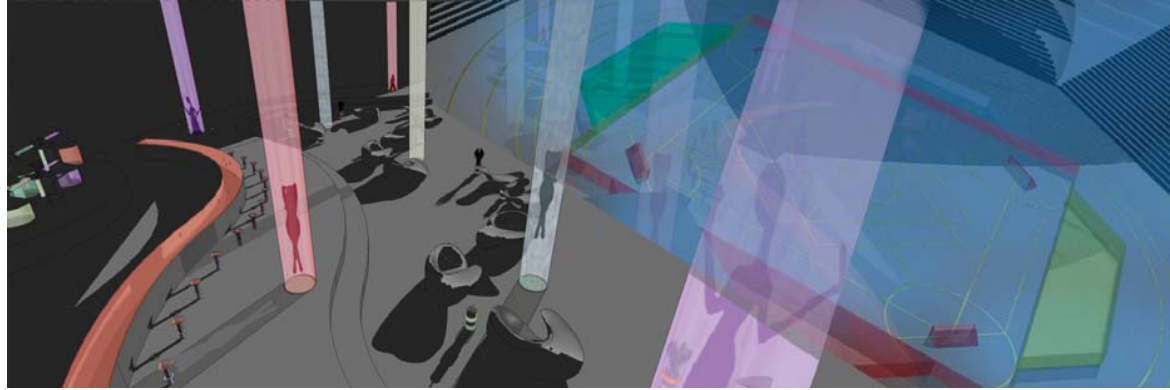
Bottom

- ① VIP entry
- ② Full service entry
- ③ 1st floor dock entry
- ④ Main dock entry

Middle

- Medic/repair area ①
- Team platform lift ②
- Playing field ③
- Goal ④

The docking garage has entrances that are placed above on all four sides. Scaled and positioned according to importance of visitors, there are 36 entry points in total. These are interconnected below the stadium and allow grandstand access. The playField facilitates sports, rallies, concerts, air-bike speedway and simple citizen recreation. Currently it is configured for the GHL playoffs, where sixty androids pepper four goalies with hover pucks. Team access is from the basement level, where the service area houses facilities for droid remote-control and repair. Offices and shops are located between the petal grandstands of the second row and finished with a glass roof.

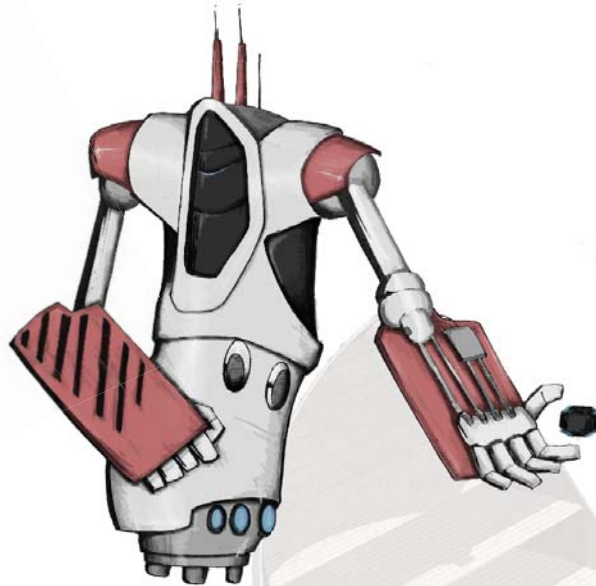
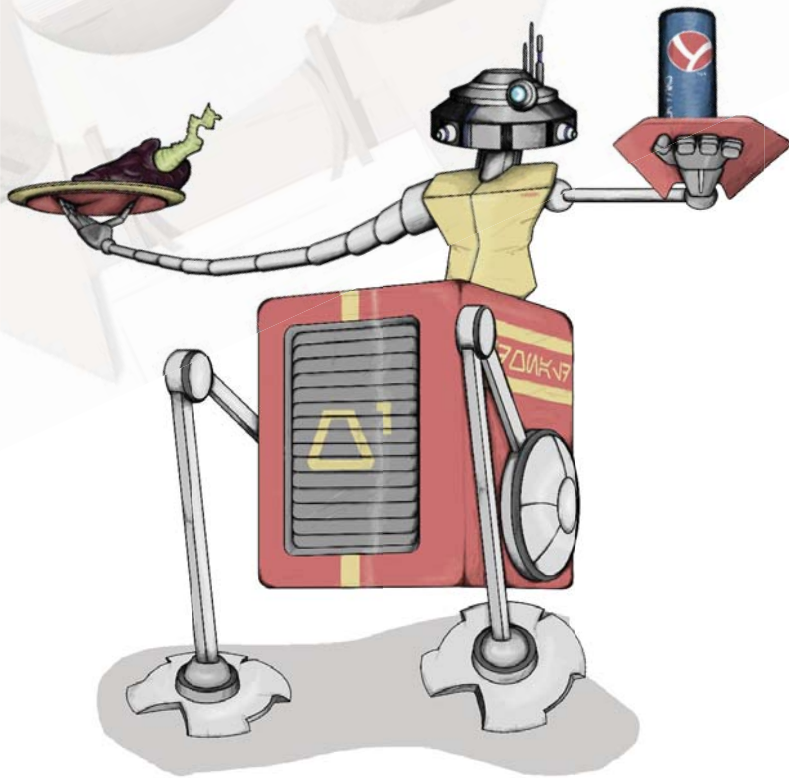


STADIUM CONCESSIONS ANDROID V3-NDR-S

The refreshments vending droid's design is centered around a food and beverages cooling/heating unit.

The torso houses the droid's power components and telescopic arms which can extend far into the stands. An attached tray is used as a pay-point and an improvised shield. Its legs assist maneuvering in the gaps between stands and access into the crowd. Its middle joint rotates 320 degrees when legs are stabilized for cantilevering.

The head packs many optic and other sensor arrays to help the simple droid find customers.



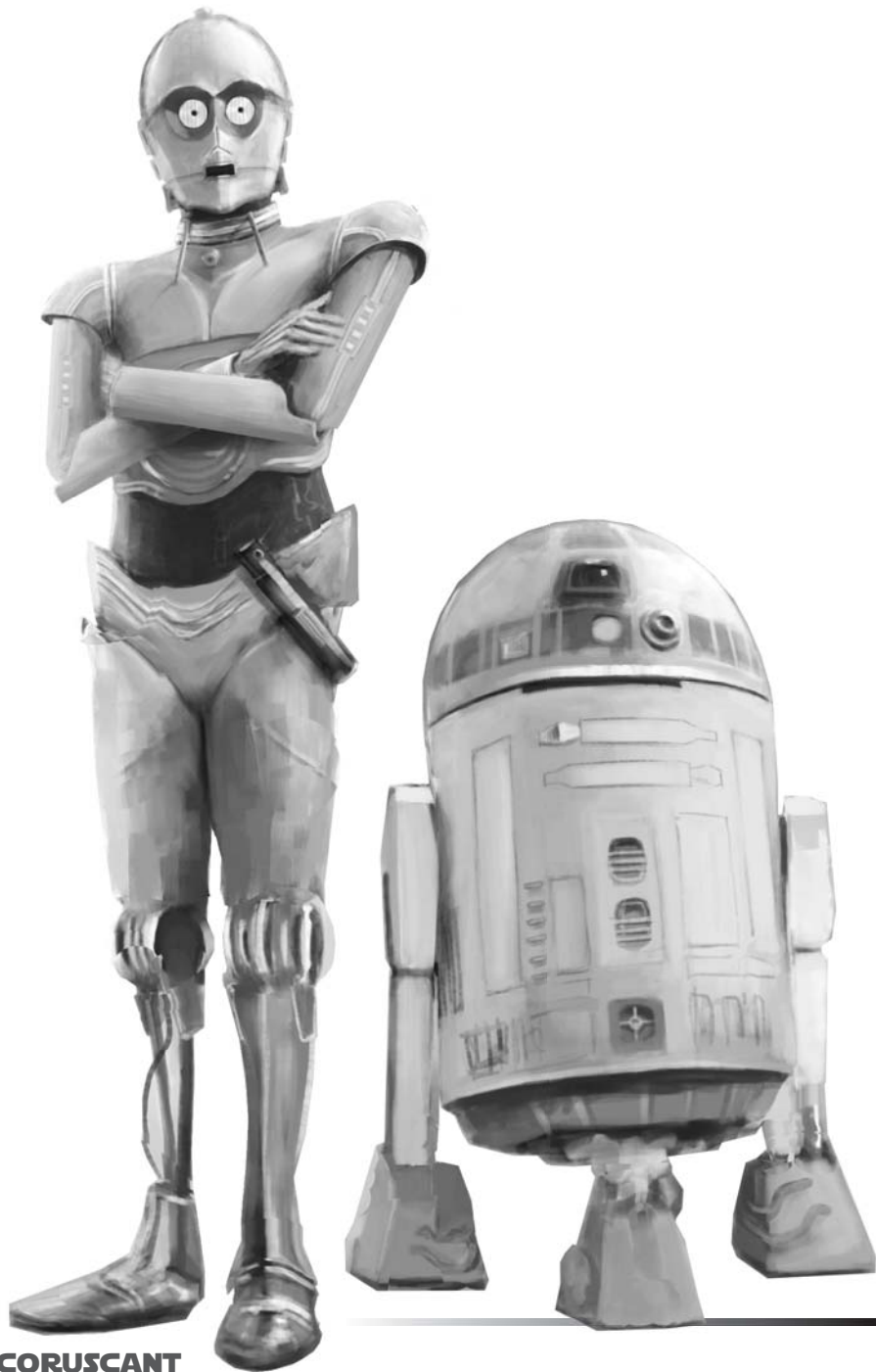
H-REF-8

The game's referees are androids as well. Their bulky bodies are filled to the brim with electronics and energy storage, protected by layers of plating. A mostly-recessed head features high-fidelity communication equipment and, at 210 degrees, a very wide angle optic sensor array. The referee's large energy storage is used to keep up with the players. Due to extremely high pace and frequent direction changes, outright speed and maneuverability are major factors. Several lift generators keep it hovering effortlessly above the surface, while thrust vectoring provides additional propulsion. Miniaturized pulse engines enable quick turning on the spot, and the upper body is articulated to allow for some turning flexibility.

HOCKEY LEAGUE ANDROIDS

Anything able to wield a regulation hockey stick and weighing under 250kg may be on a team (within officially approved sizes). Droids are usually customized for game duty, with stronger, protected components and better articulation. In some cases purpose-built droids can be found too, but they are immensely expensive, especially given this sport's common occurrences of fatalities or crippling. Center, wing, defense and goaltender loadouts vary in configuration, with different sensors, armor, motivation and communication gear. This affects their performance, be it speed, resilience, perception or reflexes.





HAN SOLO

An antihero, set in his own ways, though kept in check by his wife. Unconditionally in love with Leia and loyal to his friends and son. Still one of the finest pilots and navigators, partly due to his state-of-the-art implants. He has aged visually, but not unpleasantly so. His hair is a fair bit gray and thinning. He downs a few painkillers occasionally, due to his senior citizen joint-related problems. Han is a retired military commander, and though his role was mostly in intelligence gathering, he still prefers to work (or play) in the field. The exact nature, size and staff of his intelligence agency is unknown.

CHEWBACCA

Chewbacca's fur is now longer, darker, less saturated and is bound together with beads so as to form knots. These display decoration patterns from his homeworld of Kashyyyk, for which he is now the official Senator. His combat belt is with him everywhere and features extra trinkets, expansions and medals. A compact firearm is hidden within his fur. He is no stranger to voicing his concerns loudly, though he has now learned to control such urges in more delicate social situations. Han tries to keep him in check somewhat. Leia does not meddle in their affairs, but remains informed.

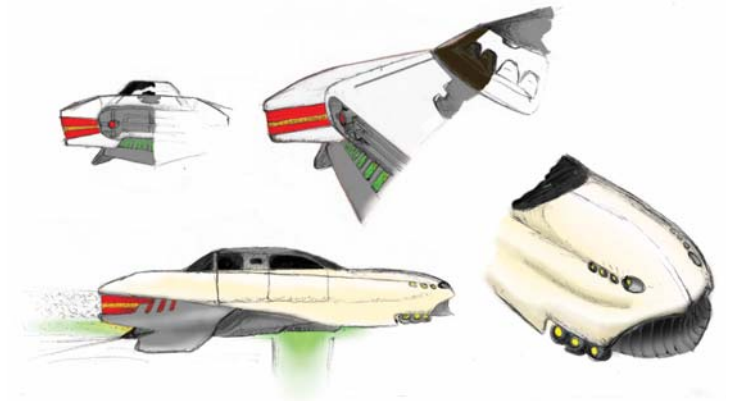


LANDO CALRISSIAN

Stands by his friends and, haunted by his own betrayal, determined to stay true. Still charismatic as ever, though his body is slowly but surely giving up on the task. He keeps in shape by playing Wryn'cher, a fast Tatooinese ball game, antigrav jogging and meditation. His eerily seductive smile remains, full of white teeth and so does his affinity for light clothing, with extra large sleeves.



Officially Lando Calrissian SR-1, and colloquially known as Lando's Custom Sweet Ride. A special project, built by the Incom corporation of X-Wing fame. Commissioned and overseen by Lando Calrissian. It is based on a lengthened chassis of GXT Mk. II air-car, with classic three-box proportions. The skull of some nameless spawn inspired the front. More power resulted in more energy capacity and weight. The cabin is less spacious than the GXT, but Lando refers to its plush upholstery as 'snug'. Lift for the vehicle is provided by a main anti-grav field generator, while fourteen small ion thrusters below the rear cooling grille provide propulsion and turning via modulation. Further stabilization and maneuvering is handled with active-aero fins and front broadside pulse engines.

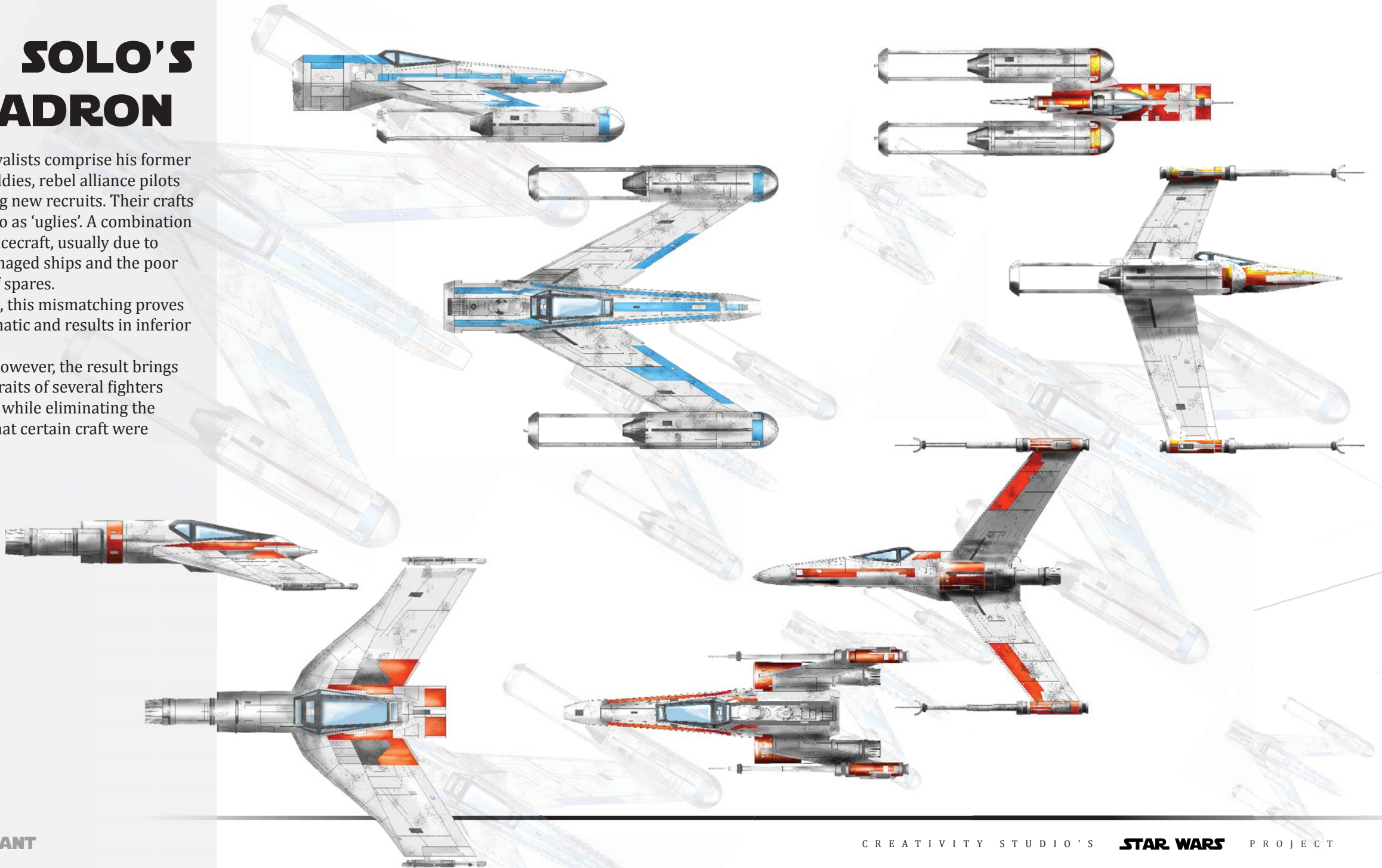


HAN SOLO'S SQUADRON

Han Solo's loyalists comprise his former smuggler buddies, rebel alliance pilots and promising new recruits. Their crafts are referred to as 'uglies'. A combination of several spacecraft, usually due to salvaging damaged ships and the poor availability of spares.

In most cases, this mismatching proves to be problematic and results in inferior performance.

In this case, however, the result brings out the best traits of several fighters and bombers while eliminating the weak spots that certain craft were known for.



Observer class Starship

OBSERVER CLASS STARSHIP

Before the Empire had been defeated, the Rebel Alliance assembled think-tanks to deal with the aftermath; repairing damage, hunting and trialling war criminals or simply improving the infrastructure to give the emerging Republic an edge over others in controlling the galaxy. One of these consortiums has been developing a starship that could do battle with the Star Destroyers and hold their own. Facilities for fighters and crew, as well as a year's supplies were also required. The craft measures a hefty 1.3 km, which is longer than some Imperial Destroyers, but much bulkier. This is the result of putting crew survivability as a main concern; resources, infrastructure and regions of space were expendable when lives depended on it. To this end, the craft is equipped with heavy frontal, top and side armour plating. This protects most of the crew-inhabited volume, whereas the lower section with hangars and supply depots are more exposed. All the critical connections have fail-safes that prevent bottom damage from spreading. Many escape pods are installed, and the hyperjump drive has redundancy, so it functions at reduced capacity even damaged.

Republican starfleet crew

OOBLO IX

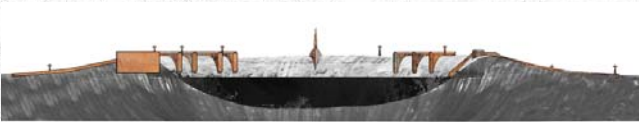




OOBLO IX

The planet is located in the Outer Rim in the Minor Wootlan nebula and serves the Hutt Gang's as a hideout planet. As an old forgotten mining planet from the times of the early pre-Imperial Republic, it is an ideal place to stay out of the way of Republican business. Ooblo IX is the ninth planet in the Ooblo system with a very young and small star. The surface of the planet is hostile, dry and full of thermal gasses. It is covered with craters which reveal a mineral-rich viscous liquid under its surface. Its highlight, however, is the magnificent nebula sky that shines with purple light all day and night.





GENERATORS BUILDING

The generator building houses ten generators and is located at the edge of the mining complex, providing all the power needed for its continuous operation.
Size: 150m x 40m



THE HANGAR AND STORAGE BUILDINGS

The hangars are located at the edge of the crater, with doors opening towards the viscous lake. They are designed specifically for docking Hutt flagships on one side, and refueling them on the other. Storage buildings are connected to the hangars via underground tunnels, and to the main building via the main tunnel. One building connects to two hangars. They are located further inland than the hangars. Storage buildings are of similar shape and size as the hangars, and differ only in their internal arrangement.
Size: 800m x 150m, with a height of 400m

TURRETS

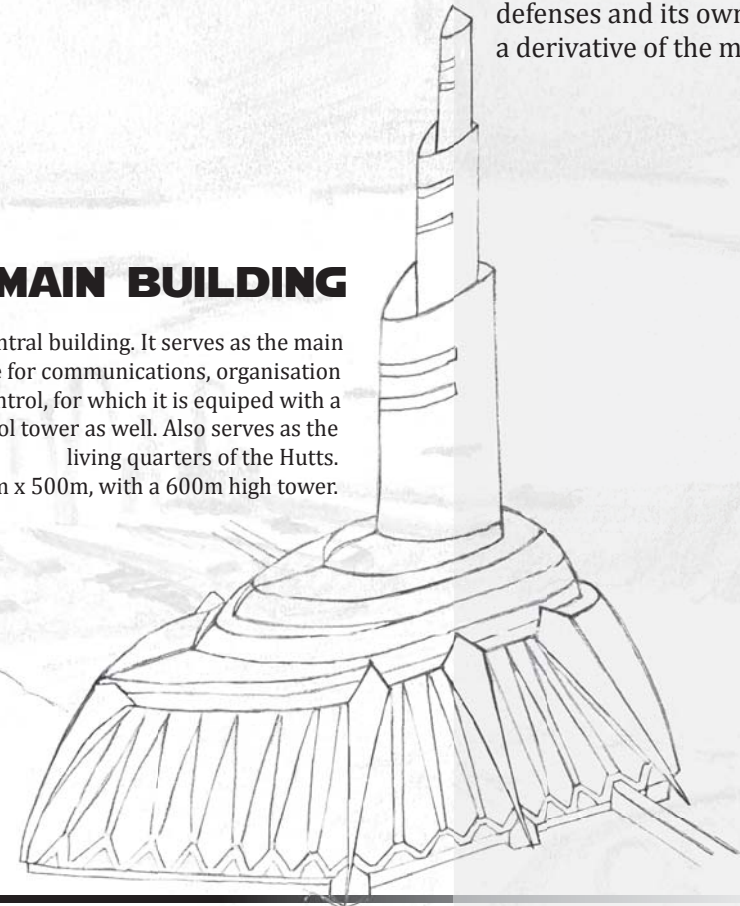
Stationed between hangars, and along the edge of the complex. They provide close-range defensive capabilities in case anyone manages to follow the Hutt and find them on this hideout.
Size: 200m high.

ARCHITECTURE

The mining complex is built along the edge a large crater filled with a viscous liquid, similar to many other such craters on the planet. It is a circular arrangement of buildings, both above and under the ground, which wasreadapted for storing and distributing Hutt mafia loot. Accordingly it is added with some defenses and its own source of power - a derivative of the mined liquid.

THE MAIN BUILDING

Central building. It serves as the main structure for communications, organisation and control, for which it is equipped with a control tower as well. Also serves as the living quarters of the Hutt.
Size: 900m x 500m, with a 600m high tower.



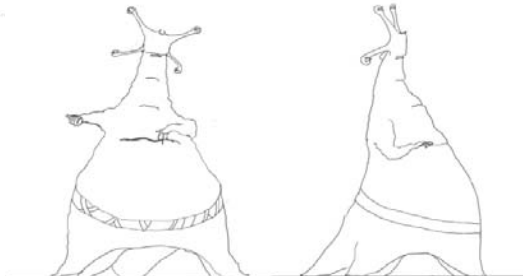




GHOMBA THE HUTT

2 m tall

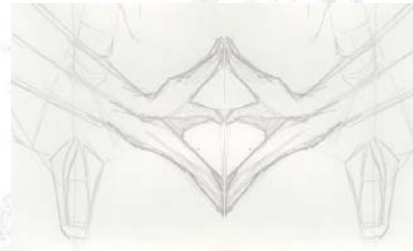
Jolly mafia boss, anatomy: bottom biggest mouth -constantly eating, hands just long enough to feed the mouth. Three “upper” mouths are for talking, they each have it’s own personality and pitch. Sometimes argues with himself. Bends down towards the advisor when he needs consulting.



THE ACCOUNTANT

2,4 m tall

Judges you silently and patiently. Slender, stoic character. Wearing simple robes with little and meaningful decoration. Do not get on his bad side, his punishments are severe and almost unjust. Anatomy: four arms, each hand has two thumbs.

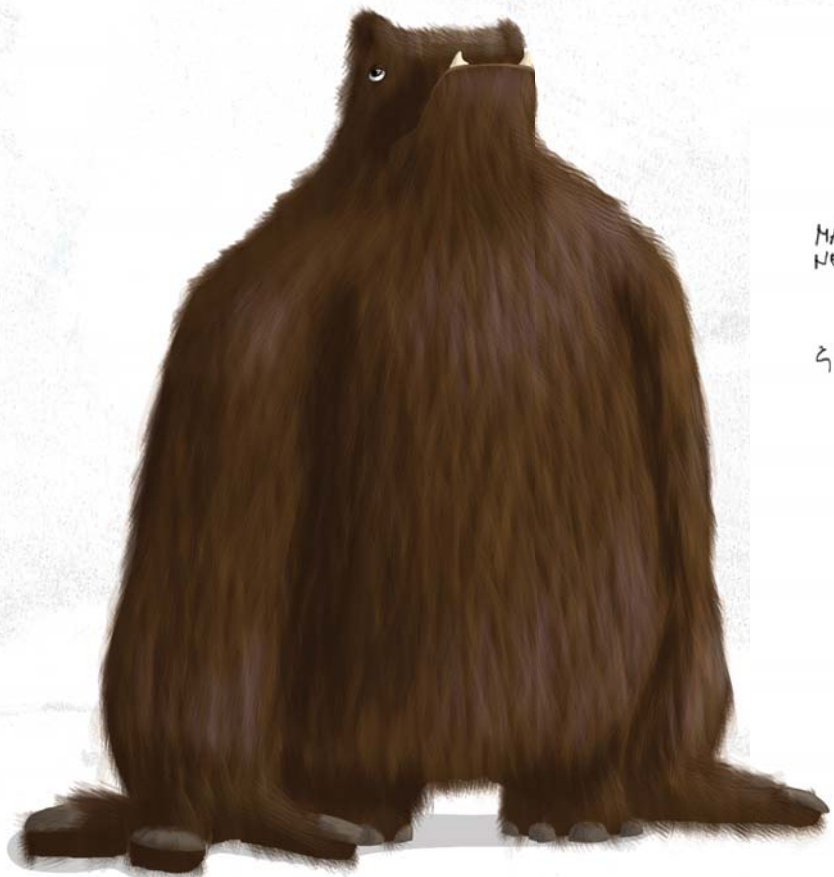


THE ADVISOR

1,4 m tall

Tiny, mean and silent, whispers to Papa Hutt. Wealthy and likes to show his status. The only thing visible is his skull head with deep mean eyes and bony dried up hands.

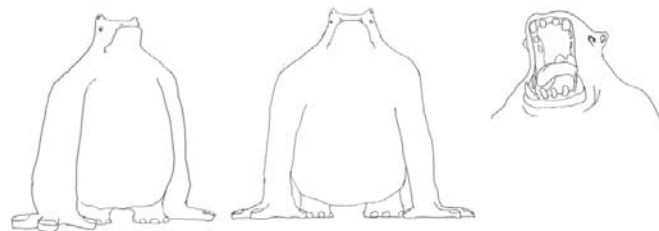




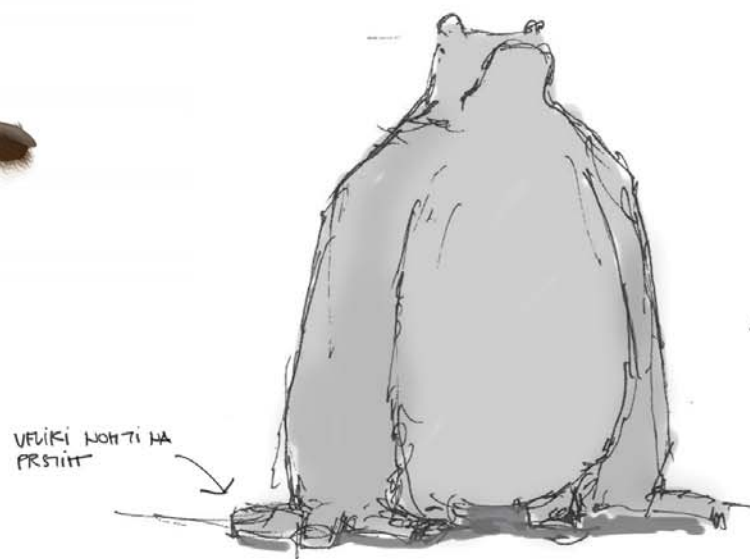
THE BOUNCER

2 m tall

Built for the job. Not the brightest light in the harbour, but nevertheless efficient.

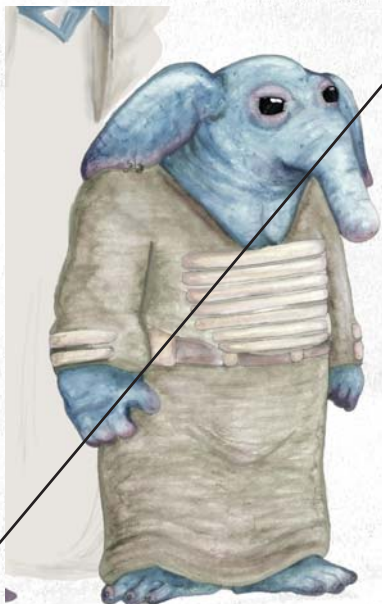


DLAN S TRETI PRSTI



ROKE OD TELESU

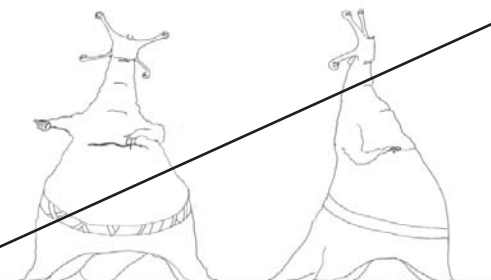
DLANI POPOLOVOMA NA TLEH



THE GRUMPY ORTOLAN

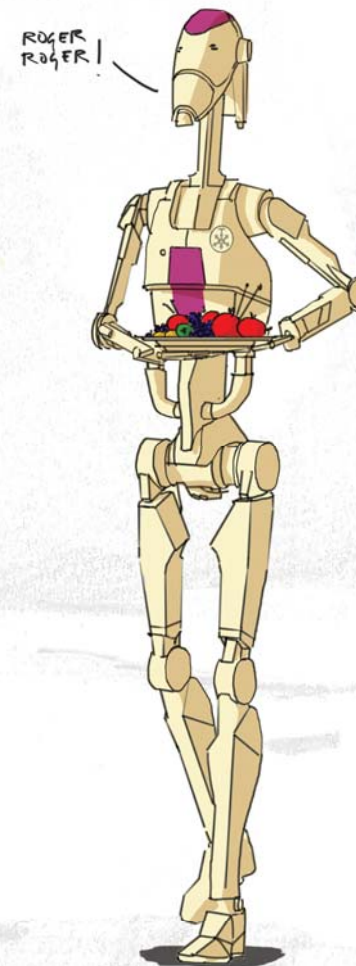
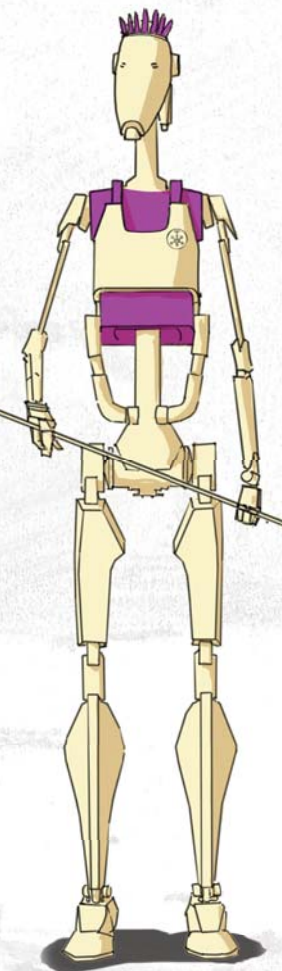
1,5 m tall

Despite starting out as a captured slave, he somehow managed to crawl his way to the highest level in Hutt hierarchy. The nickname Grumpy came from having to give up on many of the things he enjoyed as a simple man.



GUARDS, SOLDIERS AND SLAVES

As one might expect from a galactic crime syndicate, the Hutts are not above slavery. On their estates there are slaves of all races and colours, fulfilling pretty much every role you can think of. Guards and soldiers on the other hand, are hired mercenaries. As the names suggests the first ones keep tight security at all Hutt establishments, and the latter take care of any and all dirty work the bosses might require.



REPURPOSED BATTLE DROIDS

With the Clone Wars ending more than half a century ago, thousands of federation battle droids were left abandoned and forgotten. With the Hutt family, the droids found a new purpose in 'life'. Leaving their days of combat behind them, the droids now act as servants to the Hutt crime syndicate. Some were re-programmed, others just tend to like the job. Both can be easily identified by their fabulous purple markings

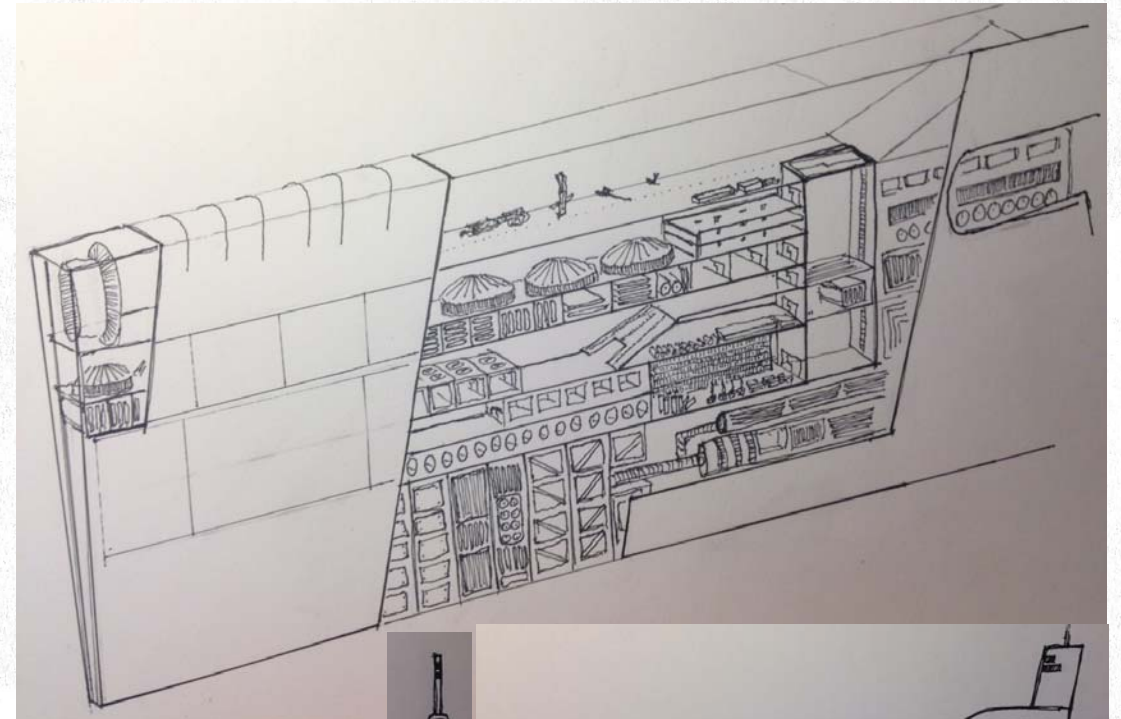
HUTT SHIPS

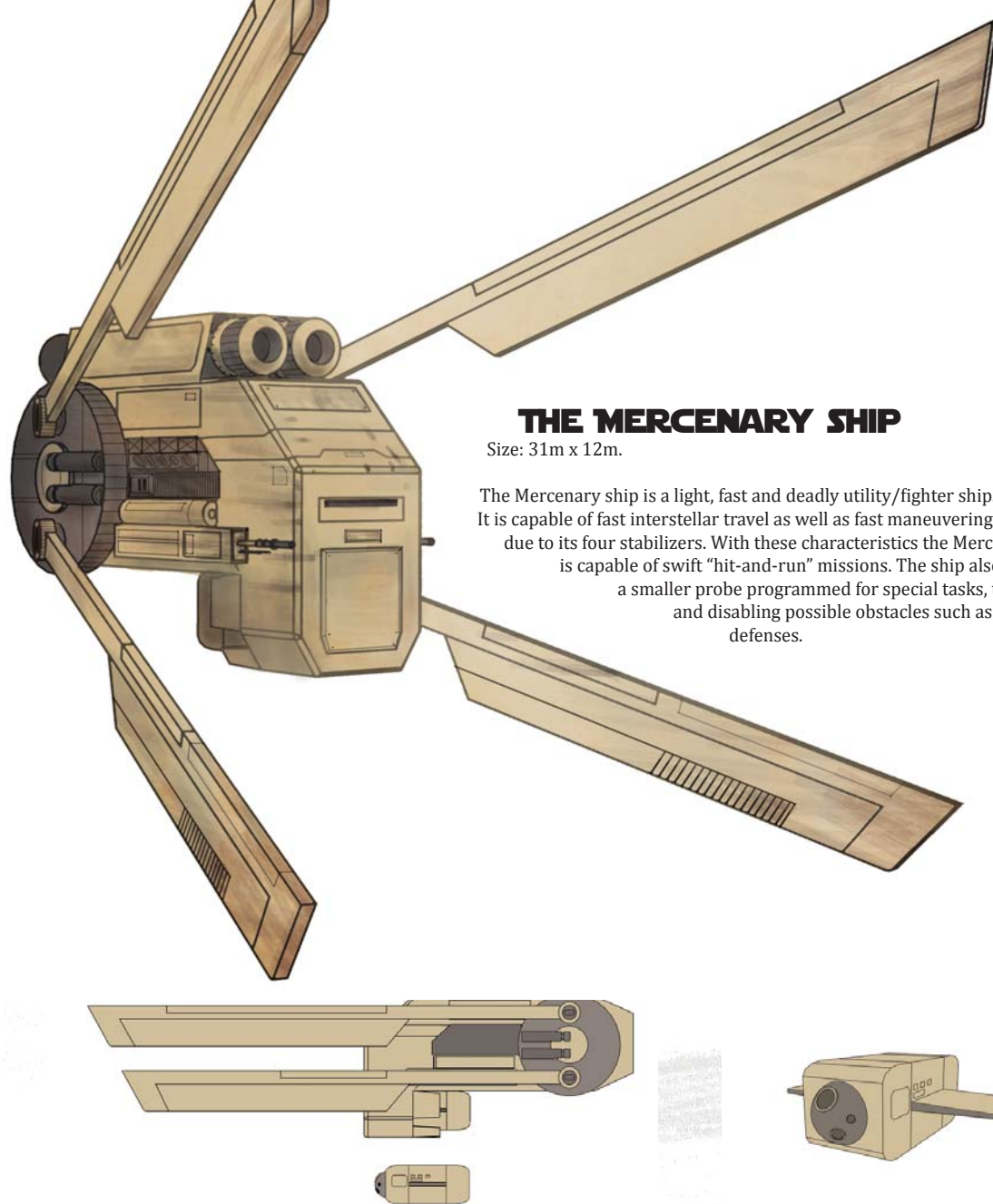
With an abundance of resources the Hutts were able to afford many new ships. Despite the high quality and price of the ships, they do not always display a good sense of taste or, for that matter, a high level of maintenance.

THE HUTT FLAGSHIP

Size: 611m x 294m.

The Hutt Flagship is the council's flying palace, fortress and storage at the same time. It is so vast it can carry a small battle fleet and some transport ships. While on the bridge, the Hutt leaders and their associates enjoy the luxuries of the galaxy.





THE MERCENARY SHIP

Size: 31m x 12m.

The Mercenary ship is a light, fast and deadly utility/fighter ship. It is capable of fast interstellar travel as well as fast maneuvering in space due to its four stabilizers. With these characteristics the Mercenary is capable of swift "hit-and-run" missions. The ship also carries a smaller probe programmed for special tasks, tracking and disabling possible obstacles such as building defenses.



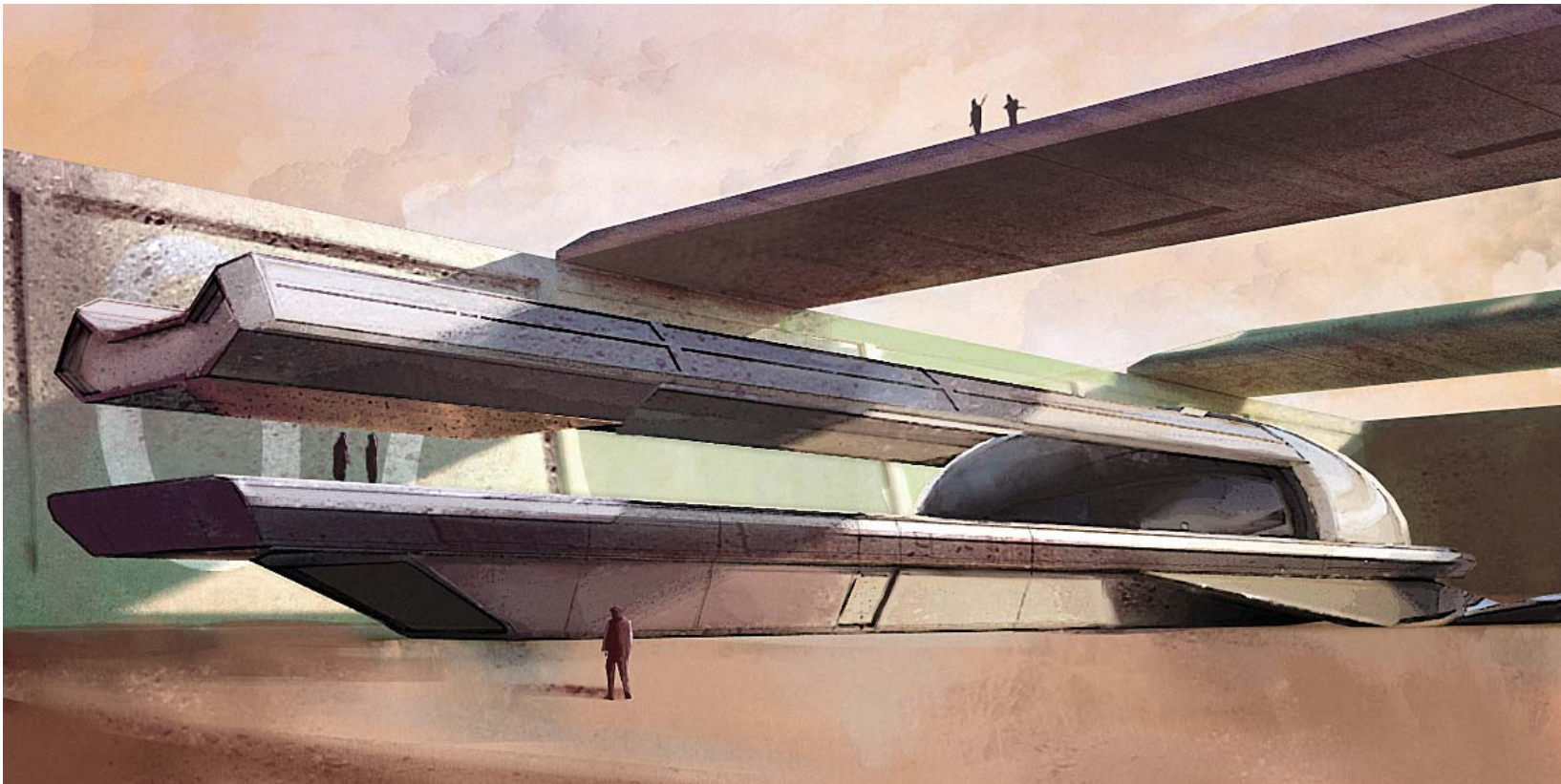
THE HEAD MERCENARY

Not much is known about the Hutt's new head of security. Secretive and with no known past, the Head Mercenary is a character encased in mystery. Always in his military outfit and wearing a mask, few have ever seen his face and even fewer know his identity. Some even say he might be a synthetic lifeform. What is known about him is his weapon of choice. Sporting dual power-gloves the Head Mercenary is capable of incredibly sophisticated melee combat, on occasion even using the Force to his advantage. Not being a Force sensitive being himself, he managed to master the manipulation of the Force's energy using cutting edge technology.



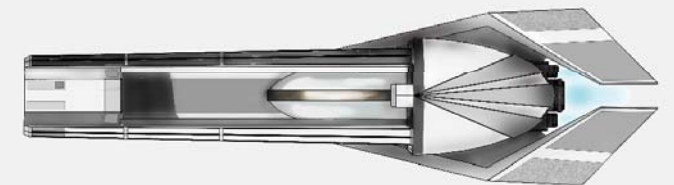
THE LIGHTSEEKER AND THE JEDI ORDER

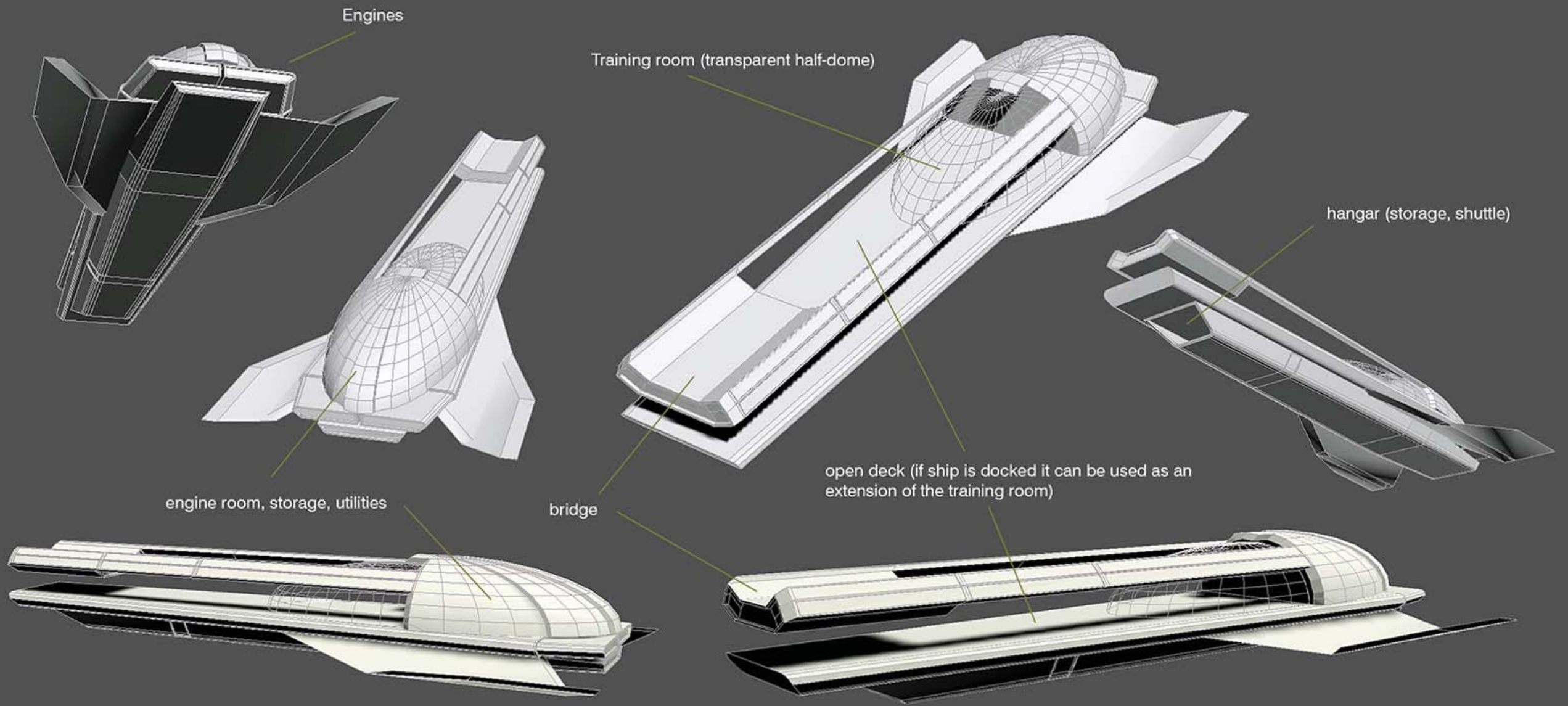




THE LIGHTSEEKER

This state-of-the-art vessel was especially designed as a mobile base capable of quickly traversing vast distances of space. It operates as the heart of the Jedi Order under the command of its grandmaster Luke Skywalker, and it offers essential facilities similar to those found in the former Jedi Temple, though obviously much smaller in scale. The ship's dual mission is to search the galaxy for force sensitive individuals while providing training facilities for its Jedi and padawans. For this reason, towards the back end of the ship is a big spherical training room protected with a translucent glass half-dome. The bridge is located in the front part of the ship and is connected with the base of the ship by two elongated frames acting both as structural support and a passageway. Under the hull is a long on board hangar used to store cargo as well as small shuttles which can be used to reach a planet's surface while the Lightseeker remains in orbit. For the newly formed Jedi Order and its members, the Lightseeker represents a beacon and a light – a new, highly mobile Jedi Temple.







LUKE SKYWALKER AND R2D2

TEGG'S LIGHTSABER

Designed to look dangerous, this normally green lighted lightsaber has a shiny black handle with metallic details and a circle of orange lights. The lights help Tegg not to lose his precious tool, which was given to him as a gift from his uncle Luke – one of the few in the galaxy who still know the secret to creating these precision weapons.



TEGG'S JEDI OUTFIT

Since Luke Skywalker was the last remaining Jedi alive, the Jedi fashion no longer directly followed that of the former Jedi Order and has since slightly changed. The simplicity of patterns was kept but evolved with technological materials, which are more durable and more suitable for their kind of work.



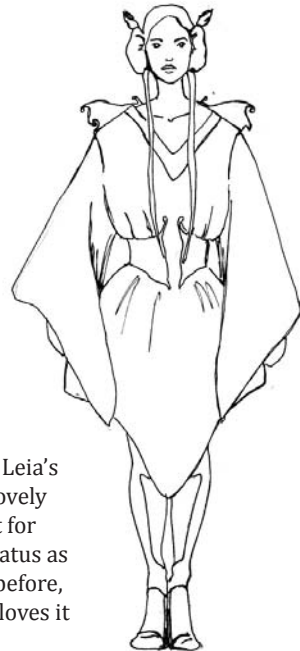
TEGG SOLO

Tegg is the firstborn of Lea Organa Solo and Han Solo. He inherited the strong connection with the force from his mother and a cockiness and urge for adventures from his father. He is 19-years old and has been practicing with his uncle Luke from a young age to become a Jedi master.



LEIA ORGANA SOLO

The princess who never became a queen, never really wished for that anyway. Instead, she became an independent, politically involved woman, and one of the key founders of the New Republic. She married the love of her life, Han Solo, and together they have a son, Tegg, who is on his path to becoming a Jedi knight.



LEIA'S OUTFITS

Focused more on comfort than style, Leia's clothes are less decorated, but still lovely and elegant to the eye. She cares not for conveying her social and political status as most other politicians often do. As before, her style is elegant and sporty. She loves it best when she can move freely.





LIGHT-DAGGER HAIRPIN

A blue metallic hairpin, which looks lovely in Leia's long slightly graying hair, also hides a dangerous secret. Beneath the shiny glass exterior lies a hidden handle of a light-dagger. Given to her as a present from her brother, it was intended to encourage her to develop her skills with the force. Whether under threat or in battle, its pin can be broken apart and reveal a light blade allowing Leia to defend herself with an otherwise concealed Jedi weapon.

Leia, however confident in other arenas, does not believe in her fighting powers enough to practice much or to develop substantial skills. She never used it as a light-dagger but often wears it with an identical looking hairpin in her majestic hairdos.

LEIA'S SHIP

Despite being a formal, stately vehicle, this elegant and petite spaceship with a blue shiny outside is actually a state-of-the-art space cruiser. It is designed for long yet comfortable interstellar travel, and features everything a diplomat of the Republic might need in order to do their job efficiently. From a spacious office to a cozy bedroom, from guest rooms to a gallery, everything is thought of and no expense is spared. Manned by a most capable crew, this Republican space cruiser is the pride and joy of the Republican Diplomatic Office, as any renowned diplomat will have you know.

